Ever wished for a power, item, or ability that just doesn't exist in any jump? Or maybe you've envisioned something so unique that it defies conventional categories. With this supplement, you can design the perfect perk, power, or item for your journey—provided you're ready to pay the CP cost! No additional points are provided by this supplement, you must use the points from your main document.

Perks:

- Super Power: This perk lets you create any unique, personalized ability you can imagine. Classic superpowers like flight, super strength, or telekinesis are available in many jumps, but what about a truly novel ability? Maybe you want the power to integrate exotic materials into your bones by consuming them, effectively transforming your body into a reservoir of alien metals. Or perhaps you want the ability to gain insight into anyone's memories and emotions with a single glance. The Super Power perk lets you craft a unique ability, whether it's one that directly augments your physical capabilities, sharpens your senses, or grants you a fascinating new power that can change your approach to challenges in every world you visit. Specify the details, and it's yours!
- Power System: Different from a single ability, a Power System is an entire framework of interlocking skills, spells, or disciplines. With this perk, you can create a complex system with rules, limitations, and levels of mastery. For instance, a traditional magic system might involve drawing from a mana pool, casting spells in tiers of power, and activating magic through rituals or words of power. You could create a martial arts system that involves unlocking inner potential through meditation and training, or a psychic network that requires mental discipline and resonates with others to amplify powers. Decide the structure of the power system: Will it be open to everyone, just your companions, or restricted to you alone? You can add as many elements as you wish, down to the smallest detail, or leave certain aspects ambiguous for future growth and discovery. This perk makes you the architect of an entire skill set for yourself and others, ready to explore its mysteries and possibilities.
- Gamer System: Inspired by RPG systems, a Gamer System allows you to shape your adventures in the form of a game-like interface. Want to level up through battles, receive notifications when you master a new skill, or view enemies' stats before engaging them? With this perk, you can craft a fully customized RPG-style system with leveling mechanics, stats, experience points, skills, and even in-game items. Decide if you want a minimalist interface that provides essential information or an extensive, detailed system with multiple subsystems like dungeons, quests, and inventories. Create a leveling curve that aligns with your journey's progression, a stat system that reflects your growth, and skills that become available as you rise in level. Whether you're aiming for a classic RPG system with familiar stats or a unique creation with its own style, this perk lets you design the Gamer System that's perfect for you.

Items:

- Weapon: Design your ultimate weapon, from traditional melee weapons to high-tech firearms or magical artifacts. Whether you want an ancient sword imbued with elemental powers, a firearm that channels the energy of a star, or a bow that fires homing arrows, you can make it as unique as you like. Choose its form, origin, and abilities—will it be a living weapon that evolves with you, a cursed blade that grants immense power at a cost, or a futuristic energy rifle that adapts to various combat

scenarios? If you can envision it, this perk can make it real, blending advanced technology, magic, or anything else to create the perfect weapon for your journey.

- Armor: With this perk, you can design a personalized suit of armor that offers protection and more. Perhaps you want a high-tech exoskeleton equipped with reactive defenses, a magical suit that can withstand intense elements, or an enchanted cloak that renders you invisible. You can choose whether the armor is lightweight or heavy, magically reinforced or scientifically enhanced, and add features like cloaking fields, resistance to specific types of damage, or environmental adaptability. This armor can be tailored for any scenario, from high-speed agility to tank-like resilience, making it an invaluable asset in hostile worlds.
- Accessory: Accessories are small items that provide big benefits. This could include enchanted jewelry that grants passive bonuses, amulets that enhance specific abilities, or utility belts with a variety of tools. Imagine a pendant that allows you to breathe underwater, a ring that deflects minor curses, or a bracelet that grants enhanced reflexes. Accessories can be designed to suit your unique style and needs, providing consistent advantages or temporary boosts. The possibilities range from simple enhancements to complex items with multiple abilities.
- Implant: Implanted directly into your body, these items are like built-in upgrades. Think cybernetic arms with hidden blades, bionic eyes with zoom and night vision, or a heart that boosts your endurance. These implants can be technological, biological, magical, or a combination, blending with your physiology in whatever way you choose. You could add an implant that heightens your senses, enhances your speed, or grants resistance to poisons. If you're interested in a permanent internal boost, this item allows you to create implants tailored to your strengths and weaknesses.
- Consumable: Consumables offer powerful, single-use effects, ranging from temporary boosts to permanent transformations. Temporary consumables grant short-term advantages like enhanced strength, agility, or magical resistance through potions, herbs, or charms. Permanent consumables create lasting changes, such as super-soldier serums or mystical elixirs that grant abilities like enhanced resilience, extended lifespan, or new supernatural powers. Choose consumables for anything from a quick edge in battle to an enduring evolution that fundamentally shapes your abilities. Can come in different forms like pills, serums, drugs, magical scrolls or elixirs.
- Familiar: Summon a sentient familiar with a powerful connection to you, sharing an unbreakable bond. The familiar could be a magical creature like a dragon whelp, a tech-based AI drone, or an elemental spirit. It grows stronger alongside you, gaining new abilities as you gain perks and skills. This companion can act independently, assist in battle, perform reconnaissance, or even share sensory input with you, making it incredibly versatile.
- Vehicle: This perk allows you to design any type of transportation, from a spaceship that lets you explore the galaxy to a magical steed that travels through dimensions. The vehicle can have unique travel capabilities like teleportation, underwater navigation, or flight. If you want a classic vehicle with advanced features or something straight out of a sci-fi or fantasy setting, you can include specialized weaponry, cloaking capabilities, and more. Vehicles are a versatile resource, giving you speed, mobility, and an edge in many encounters.
- Property: Create a custom base of operations, whether it's a technological headquarters, an enchanted tower, or a floating island in a hidden dimension. Your

property can include anything from training facilities and laboratories to libraries of arcane knowledge or powerful artifacts. You can choose to make it a small, cozy hideaway or an expansive, multi-level base with advanced defenses and teleportation systems. Properties are an invaluable asset, offering a safe space, a place to strategize, and room to store your growing collection of items and knowledge.

- Database: With this perk, you gain access to an extensive collection of information on any topic, whether it's a computer with data on every known alien species, a magical tome that updates itself with secrets of the arcane, or a mental archive that downloads directly into your mind. This database can be tailored to specific subjects or general knowledge, making it invaluable for research, training, or devising strategies. You could also add features like instant search, translation, or cross-referencing to enhance its usability.

Drawbacks:

- This is an optional challenge you can add to increase the stakes of your adventure. While this drawback doesn't grant you extra CP, it allows you to spice up your journey with unique obstacles or restrictions. Perhaps you want a ticking clock that pressures you to complete tasks quickly, an ongoing rivalry with a powerful enemy, or a character flaw that makes social situations tricky. As long as it creates genuine hardship without providing direct benefits, you can craft any drawback to add more excitement and depth to your journey.

Pricing: Pricing is based on the potential power level of your creation, comparing it to popular comic book characters. Use the guidelines below to help price your perks, powers, and items:

Cost:	Description:	Character Example:
100CP	Represents skills, knowledge, or technology at peak human ability. This might include a highly trained skillset, advanced tools or gadgets, or a minor superpower that adds some versatility but doesn't redefine your capabilities.	Batman
200CP	Covers minor superhuman abilities that place you at enhanced human capability. This level allows powers like moderate regeneration, increased strength, agility, or endurance, or minor magical abilities.	Captain America
400CP	Powers with significant versatility or strength, able to handle tough situations. Examples include enhanced speed, agility, or strength with advanced control, elemental manipulation, or minor reality-altering powers.	Spiderman
600CP	Major superhuman powers that let you take on powerful foes and threats. Abilities might include flight, advanced magic, resistance to major attacks, or heightened endurance. This tier places you above the usual superhuman level.	Wonder Woman

800CP	Powers that are highly advanced and versatile, giving you the ability to face entire armies or withstand devastating attacks. Abilities here might include energy manipulation, advanced regeneration, and reality-bending powers with limitations.	Superman
1200CP	Cosmic-level abilities, allowing control over matter, energy, or the fabric of space. Examples might include large-scale elemental control, powerful teleportation, or dimensional manipulation. Great for aspiring cosmic-level entities.	Galactus
1600CP	Near-omnipotent power over specific domains. Abilities could include limited omniscience, complete control over life and death, and invulnerability within specific realms or conditions. Excellent for supernatural powers or near-deity capabilities.	The Spectre
2000CP	The highest level, representing god-like power and mastery over nearly any domain. Examples include unrestricted molecular manipulation, time control, and complete knowledge over multiple realms. Only recommended for the most ambitious jumps where you seek absolute authority.	Dr Manhattan

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