Weaponized Taco Factory Jump

1.7

The Score

Welcome to the Land of Serack, a place that is very surreal compared to most of the other realms you have traveled to. Serack itself has recently gone through a revolution after the Indigo Shogunate was kicked out back to one of the two moons by the Aetherpunk Union, which is currently building up an empire that might cover the entire world. Unfortunately for them, some people would rather not be ruled by the Union, and have taken arms against them. Thus a very strange war has begun, with the only thing deciding outcome being…you, the jumper.

You have 10 years to fix this place…or not, it's your choice. Anyways take 1000 Taco Points and get going!

Origins

(You can choose your age and gender for free, and your starting location is determined by your faction. discounts here are 50% off)

Aetherpunk Union: Made up of a number of different species, the Aetherpunk Union spawned from rebellion called the Aetherpunks, who used their magi-tek to fight back against the rule of Indigo Shogunates. After doing that, the Aetherpunk formed their government where they would elect 12 different people to form a council for 10 years. There have been 5 elections so far, and most of them were people formally in the rebellion, so the main focus has been securing a stable future. Now that the stable future has arrived however, the current council has decided it is time to expand the territory of the Union, which has ticked off all of their neighbors. Now basically fighting a war on all fronts, the Aetherpunk Union could be crushed like a soda can. That is where you come in. If you picked this origin, you will be a member of the Aetherpunk Union and it's up to you to save the Union from destruction…or be the one to destroy it.

Your starting location is **New Crankpoint**, the capital of the Aetherpunk Union. It is a pretty advanced town for the most part, though the lower levels are a lot more poor and unkept.

Scarlet Love ♥ Rose: Once upon a time, vampires ruled Serack with an iron fist. However they were defeated by the Indigo Shogunate and were forced into hiding. Now that the Indigo Shogunate is gone the vampires can come back, however they need a way to gain a foothold on Serack again. Enter Scarlet Love ♥ Rose, an idol troop designed to capture the hearts of people all over the realm so the elders can begin phase 2 of the "take back our land" plan.

However many idols in the group don't actually listen to the elder plans and really care about the found family they have made with their fellow idols. By picking this origin, you become an idol of Scarlet Love ♥ Rose, or perhaps a producer?

Your starting location is **Castle Gothrox**, where all of the new idols are trained. It is located in the Grimlands, a place where the ground is grey, the sky is a maroon, and all of the trees look dead.

Soda Lords: There was a legend of a man who had achieved ascension to the world above through the most unusual of substances…soda. Many people believe this story to be a myth, however there are those who know better. These people are the Soda Lords, followers of the man who achieved greatness via sodas. Hiding up in the mountains, the Soda Lord walks the path of Soda Cultivation, hoping to one day reach Soda Ascension. They do not care for the conflicts that plagued the world outside of their mountainous home, as it was beneath them…that was until one of their items got hit on accident by one of the Aetherpunk Union's mortars, then they decided that conflict is their business. Choosing this origin, you will be one of the first Soda Lords to leave the Mountains in a 1000 years.

Your starting location will be the **Gingerfall Gate**, the entrance of the mountain realms where one can first encounter the fizzy dew of the mountain that the Soda Lords' territory is known for.

Bird-Lizards: Imagine a mixture of a crocodile, an iguana, and a velociraptor (The real-ones with the feathers, not the Jurassic Parks ones). Now make it humanoid, give it feathery wings on its back, and make it extremely colorful. That is what the bird lizards look like. These jungle-dwelling creatures can be seen flying through the Tidalwave Jungle, a place that is one part jungle, one part swamp, and one part ocean. To the Bird Lizards though, it is all part of Paradise. Unfortunately, as the fires of war brew near the Tidalwave Jungle, the Bird-Lizards fear that one way their home will become a battlefield, a thought that terrifies them. Now that you are one of them, you choose to do your best to keep your home peacefully…or rally them and show the world why you don't cause trouble in paradise.

Your starting location will be **La Lluvia**, one of the many tree-tops villages in the Tidalwave Jungle and home to Serack's best fruit smoothies.

Beasts O' Bramble: In the depths of the Darkbark Woods lie the Beasts O' Bramble, nightmarish creatures who protect the forest from anything that wishes to harm it, with the newest thing being the Aetherpunk Union. It is unknown how the beasts were born, however many believe that the woods itself created them because of their role as guardians. Either way, the Beasts O' Bramble are feared throughout the land thanks to their animal-skull like faces, their sharp claws, and the whole "killing anyone who dares enter these woods" thing. However, this has not stopped the Aetherpunk Union from chopping the trees of the wood, which is a declaration of war in the eyes of the Beasts O' Bramble. Now among them, you must do your best to keep the Woods safe, or perhaps go eye for an eye against the Aetherpunk Union and anyone else who attacks the woods.

Your starting location will be the **Heart of the Darkbark Woods**, the dead center of…well, the Darkbark Woods. This is where the woods spawned from and what keeps it alive.

Indigo Shogunate Remnants: Blue Skin, Sharp Ears, 3 Eyes, and long flowing colorful hair. These are the traits that the aliens from the Indigo Shogunate have. What is the Indigo Shogunate you ask? Well it's an alien empire that has a culture that is basically a rip-off of feudal japan. Anyways, when they achieve space travel they decide to journey across the universe, finding "primitive" worlds and enlightening them. While these worlds may have benefited from technology that the Indigo Shogunate conquered, they lost their culture and their identity, all because it didn't fit into what the Indigo Shogunate believed was civilization. In Serack's case, the vampires were almost wiped out after the Shogunate arrived, and the planet was almost completely conquered by them. However they were beaten back by the Aetherpunks, and were eventually banished from the planet. Now the only members of the Indigo Shogunate that are even near the planet are the ones that were one of Serack's two moons. These survivors seek to rebuild the empire they once had by either contacting the homeworld (Something that is surprisingly hard to do) or take back the planet themselves.

By selecting them for your origin, you will be helping them in this cause…or you won't, I can't decide things for you. Either way, you will start at **Ainpsed**, one of the two moons of Serack (The other one is called David….we don't go to David).

Abyssborne Pirates: Deep at the bottom of the Limen Ocean lies the Primordial Soup, a living pool of pure dna. It is here that the Abyssborne spawned, though how exactly is unknown. Some say a forgotten god commanded the pool to spawn life, other say a scientist and their collection of rum fell in, and there those who believe the pool just willed them into existence itself. It honestly doesn't really matter how it happened, just that it did. Upon being created, the Abyssborne would try to make a civilization, but without fire they had to get creative. So they would take the lifeforms around them and turn into the tools they needed. But one of them had an idea. Why do they have to make everything themselves when they could just take from the land above. And thus that is how the Abyssborne became the Abyssborne Pirates, and you are one of them. Get ready to plunder life itself!

Your starting location is **Port Charybdis**, an underwater town located deep within the kelp forest. It is a favorite spot for pirates, and has some of the best rum and sushi in Serack.

Shrine of the 9-Tailed Fox: There was once a ram-like god known as the Harvest Lord, god of agriculture, but this story is not focused on him, rather it is focused on his "pet", the Silver Fox, though she would rather she not say that. She was tasked with guarding the Harvest Lord's fields from bandits and pests. However despite how hard she worked, she never got anything for it except for constant criticism by her master. One day she had enough, and staged a trap for the Harvest Lord that sent sliding into a pit of divine fire, killing him, allowing for the Jade Bull (Also known as the Dairy King) and his friend Lashis The Thorny Cobra to take over the Agriculture God role. However, the Silver Fox's brother, Claiorir, The Wolf of the Sword

discovered what she did as guardians of the gods, decided to go after her. She was forced into hiding, where she fell in love with a dashing tod. Together they birthed the first kitsunes, though unfortunately the Silver Fox would be found and killed by Claiorir, but the Kitsune lived on. They can be found all over Serack, but most especially at the shrines dedicated to the Silver Fox. (And before you ask, they can be both anthropomorphic foxes and human-like beings with fox traits)

Your starting location is **Hoshi No Tama Shrine**, which is the largest shrine dedicated to the Silver Fox. It is so big in fact, it is basically a town.

Earth Regiment 999 - Voidspear: In an alternate somewhat future earth, the world is under control of the Earthen Federation. Regiment 999, code named Voidspear, was apart its military, which spent most of its days dealing with what little enemies were left on Earth. However while investigating some reports about strange happenings in the Chihuahuan Desert, the entire regiment would find themselves teleported away from Earth and onto the strange world of Serack. Now, when humans find them in a strange situation, are already on edge, and have guns, only one thing can happen: violence. And so Earth Regiment 999 quickly did that, pissing every major faction. Oops. Now they have two goals: find a way home (Which there is none) and crave their own place in this strange world. If you join them, it is up to you to help them achieve these goals…or not, it's your chain.

Your starting location is **Outpost Caliburn,** which is located far enough away from the Aetherpunk Union to not instantly get them ticked off. But still tread carefully, they do have landmines that teleport you into the sky.

Prisoners of Serack: Humans are not native to Serack at all. Yet, the world has a tendency to drag people all over the multiverse into it. Sometimes they fall down a strange burrow, or get hit by a truck, or find themselves being tossed there by a strange tornado. No matter the way, this has led humans and a couple other sapient species being introduced to Serack, and most of them would rather be back home. Unfortunately unlike you Jumper, who has a guaranteed way out, these people are forever stuck on Serack, doomed to face all of its madness til they die. Groups of these "prisoners" as some call themselves have formed small refugee and settlements, away from the war and chaos of Serack for the most part. Keywords: Most part. Every now and again trouble makes its way to the Prisoners, forcing them to fight back. Others have decided to find trouble first, whenever to prevent it from attacking their homes or just for the sake of adventure. After all, it is a wonderful thing.

Your starting location is **Truffleton**, a quaint town of mushrooms that is populated by the kind Spomes, a short mushroom people who allowed the Prisoners to live in their village. The village is also near a common entry point for new prisoners to arrive.

Raiders of Draki: Dragons, one of the most feared beings in all of Serack. Said to birthed by the Breath of the Universe itself, the dragon family has many different branches. From the mighty true dragons, to the humanoid dragonians, to the small but cunning kobolds, to the

countless other members of Order Drakonus. While they may be different, they all hail from one place, the northern lands of Draki. From the Runic Woods, to the Grand Glacier, to the Burning Bog, and the Wondrous Sky Islands, Draki has it all…yet the Dragons desire more, and the most greedy among them seek to steal more from the lands down south. These dragonic raiders have become infamous throughout Serack for their desire for loot and the fury they use to get it. When one hears the roar that makes the elements tremble, the Raiders of Dreki are most likely near.

Your starting location is the village of **Wyrmhook,** which not only specializes in fishing but also serves as a popular point for raiders to stock up before heading down south

Masque Strikers: Masque Strikers are a very diverse faction, possibly the most diverse one of them all. For you see, Masque Strikers come in all shapes and sizes. Some are cyborg warriors created by evil shadow organizations, others are chosen by mystical artifacts, some are mutants, some possessed by strange otherworldly beings, I could go on and on. However what binds them all together is a strange connection between them possibly created by their shared goal: Defense of the innocent and to smite down the wicked. In this time of troubles, the Masque Strikers have formed various squadrons in order to keep the good people of Serack safe, though some have let their personal connections outside of the Masque Strikers get in the way, leading to infighting from time to time. There have also been rumors of evil Masque Strikers, but that seems like a rumor created by toy companies. Then again, stranger things have happened.

Your starting location is the island of **Ranfu**, known for its giant flowers that are used as windmills. It was once a part of a bigger nation, but an alien warlord split it into three parts.

Swarmstar Nomads: Like the Indigo Shogunnate, the Swarmstar Normad are not native to this world. Rather they are cosmic refugees from a world that has been long consumed by a blight of malicious darkness. The arthropod inhabitants thought they were doomed, but an oracle told them that their goddess, Neasa the Celestial Moth and the First Star, had given her a vision of a world where they could live. And so they wandered the universe, facing many perils along the way. But eventually they would make it to the world destined to be their new home: Serack. However their troubles were not over, as people of Serack were not willing to accept the Swarmstar Nomads, especially when they began to build their settlements. However the nomads had fought to get to this world, and they will fight to keep it.

Your starting location is the **Ruins of Atarsa.** Located in the Astral Highlands, these overgrown ruins now serve as a home for the Swarmstar Nomads, as the giant tree in the center serves as a viewing point for the Moonrise.

Gardendom of Rosid: The rivals of the Beast O’ Bramble, the plant people who make up the Gardendom of Rosid were said to walk alongside the Guardians of the Darkheart Wood, but left them in order to commit the ultimate heresy: Start a civilization. As for the kingdom itself, it and its people are renowned for its beauty. Almost every building is built from marble, gilded with gold, bejeweled with…jewels, and covered in plantlife in an aesthetically pleasing way. The

people meanwhile have evolved parts of their plant physiology such as leaves and petals to look like noblemen and noblewomen wear (Like certain creatures in a certain popular monster tamer game). While the Gardendom is a very beautiful place, that isn't to say it is perfect. The noble houses constantly plot to raise their own power while also weakening the other houses, same with the members of the Royal court, and highwaymen have become a huge problem. To make things worse, the Aetherpunk Federation has begun to expand into the Gardendom's territory, and there is always the eternal enemy: The Beast O' Bramble. While the beasts are not invading, on the border next to the Darkheart Woods, they constantly harass and attack the people of the Gardendom. Can you bring safety to the kingdom, or perhaps you will be its downfall?

Your starting location will be **Castle Arduinna**, home of Gardendom Royal Family. This majestic palace is known throughout Serack for its beauty and size…seriously I mean it, the actual building alone is bigger then most towns.

4-Suite Mafia - Devil Royale: The fiends of Serack are different from most worlds versions of fiends (keyword, most). They aren't an evil force bent on world conquest, nor are they misunderstood rebels. No no, they are the mafia. Yep, in Serack, demons, devils, and everything else of the like can commonly be found in organized crime. Not all of them do, but there are a lot. There are many fiendish gangs, but none are more famous then the 4-Suite Mafia, Devil Royale! Public Enemy Number #1 the world over, these guys do it all, drug production, trafficking of all kinds, bribery, racketeering, murder, rigging, jaywalking. Devil Royale has many enemies, both of the law enforcement and rival gangs type, however the greatest enemy may be itself actually, as the gang members constantly battle each for dominance, all while trying not to get caught.

Your starting location will be the **Astradae Casino**, a secret and somehow popular casino/speakeasy. This place has everything you need to fulfill all your sinful desires.

General Perks

Am I Reading? What The Fuck!? (Free): This world is basically a giant crack fic, now what if we brought that vibe to other jumps you go to. With this perk any jumps you go will randomly have odd, surreal, and downright bizarre events. This doesn't mean that a dark setting is going to stop being dark, it just means it's going to be a very strange experience that you and your companions can look back on and laugh at.

Super-Duper Model (100): You are 10 times more attractive than you were before taking this perk. This perk also can combo with other beauty-enhancing perks to make you extremely beautiful…almost too beautiful….oh god, what have you done?

Your Body, Your Life (200): Unless you're someone who exclusively does Drop-Ins (In that case why are you here, there is no drop-in opinion in this jump), you likely have a lot of alt-forms. Perhaps you have so many alt-forms it's hard to say what your true form really is, luckly this perk exists. With this perk, you can merge all of your alt-forms into a "true" form which you have complete control over appearance-wise. It doesn't matter what you choose to look like, as this form will have the power of all of your alt-forms no matter what. So be whoever you want to be.

"I Am The One Who Jumps" (300): The Jumper is an extremely powerful being that can change the fate of the entire world. However most people don't really know what a jumper is or what they are truly capable of. That is where this perk comes in. By communicating the words "I am the one who jumps" or whatever other command words you chose in some shape or form, everyone in the setting suddenly knows what a jumper is and the power they wield. Your enemies will shit their pants so hard they destroy them, anyone attracted the gender you currently are will pass out from trying to hold back their lust for you, your non-companion allies will be filled with joy knowing they have such a powerful being on their side, storytellers will sing your name for ages, and whatever higher-powers out there will have at least some respect for you. This is also the **Capstone Booster** for this jump.

Anti-Canon (Free for this Jump/600 to keep): I will admit, this might be not the easiest jump to write stories for, with the fact it is an original setting, and a very strange one at that. Luckily this setting is an anti-canon one. What is a Anti-Canon Setting you ask? Well it is a term that comes from TTRPGs, meaning a setting that does present information about it but only enough to get a basic understanding of it. The people using the setting are meant to fill in the cracks and overall twist the setting to their liking, and that is what this perk allows you to do. You can alter the setting of a jump to your liking, so long as it is not meant to make it easier for your jumper, your benefactor wouldn't like that. What they would like is to make it as fun as possible for you, the real you.

Aetherpunk Union Perks

Aetherpunk Engineering 101 (100/Free for Aetherpunk Union): The Aetherpunk Union is the home of magi-tek engineering. Each day, a new innovation is made, sometimes even two. With this perk you possess the knowledge of an Aetherpunk Engineer, allowing you to craft magi-tek devices with any resources you have. In addition, you are usually one of the first people to see new advancements in magi-tek, which evolves into both magic and technology in future jumps.

Stealing? I Call It Reverse-Engineering (200/Discounted for Aetherpunk Union): Many Engineers in the Aetherpunk Union love to look at each other's inventions. For some it's to see their comrades' hard work pay off, but for most it's to steal ideas. With this perk you can look at a piece of technology for a bit and instantly a blueprint of it will form in your brain, allowing you to build it perfectly. The more advanced the tech, the longer you have to look at it, with clarketech level stuff being an hour.

Jury-Rigged Election (400/Discounted for Aetherpunk Union): Now magical engineering is something that everyone in Aetherpunk Union can understand…now politics? That is a different story. The world of politics however is confusing, so many people just voted for the original rebels, but now most of those rebels are dead or retired, creating the perfect opportunity for those who know how to twist the masses to vote for them. With this perk, you can do just that. You can convince the masses with ease to do things like vote for you or take up arms against the forces of hell.

Aetherborg (600/Discounted for Aetherpunk Union): You are an Aetherborg, a magical cyborg that serves as the Aetherpunk Union's main footsoldiers. As such, you possess a body made from both flesh and magical steel. You are immune to normal illnesses and have a resistance to supernatural illnesses. You also possess strength similar to that of a Space Marine from 40k, stamina like that of Luke Cage, awareness like that of a motion sensor, twice the speed of Usain Bolt, a scanner vision, and a huge reserve of magical energy.

Aetherborg Mark 2 (Requires Aetherborg & Capstone Booster): You are the first (and current only) Aetherborg Mark 2, a secret project that the Aetherpunk Union is working on. The Mark 2 possess greater stats then 10 Aetherborgs combined, has an insanely high magic reserve, complete immunity to magical illnesses, have a supercomputer built into their brains, and have a Jetpack built into their backs.

Scarlet Love ♥ Rose Perks

Children of the Night (100/Free for Scarlet Love ♥ Rose): As stated before, Scarlet Love ♥ Rose is made up of vampires, and if you're a member, then you are also a vampire. Of course, this means equipped with the powers of a Serackain vampire, those being the ability to suck blood with sharp fangs and the ability to turn into a cute little bat. While that isn't as much power as vampires from other things, they don't really have any weakness (Well most of them don't), so it evens out.

Gothic Idol (200/Discounted for Scarlet Love ♥ Rose): At the end of the day, Scarlet Love ♥ Rose is an idol troop, so all members are expected to know how to sing or dance. With this perk, you become a master of song and dance, able to hit every note flawlessly and dance with such grace and energy. Any critic who watches can't help but give you 6 stars, 11/10, A++.

PRETTY Scary (400/Discounted for Scarlet Love ♥ Rose): Once upon a time, Vampires were the things lived in children's nightmare, but now they are the unholy desire of hopeless romantics living in their mother's dungeon. While being beloved is pretty good, being fearful is also pretty nice. With this perk, you can translate your beauty into a fear aura that scares people, with this aura getting stronger the more beautiful you are. You can also do the reverse, translating natural intimidation into beauty, with the same rule applying to do.

Blood Siblings (600/Discounted for Scarlet Love ♥ Rose): The life of a Scarlet Love ♥ Rose member is a stressful one. You constantly have to perform, deal with creepy fans, and the

elders nagging about reclaiming the land of old. Luckily the other Scarlet Love ♥ Rose members understand this and do their best to keep each other's spirits up. With this, you can do the same as you become a master of dealing with other people's problems, especially those closest to you. Depression won't stand a chance against you….wait, you think that isn't enough for 600 TP? Well I will throw in a little bonus, in addition to mental healing, you can now physically heal somebody just talking to them. No magic or tech needed, all you gotta say is "wow that looks like it hurts" and BOOM, it's healed. Works on yourself too, but it has a weakened effect.

Blood Family (Requires Blood Siblings & Capstone Booster): Your connection to people has grown so strong, that you now have the ability to bless them with your abilities. Whenever it be a perk, power, or something else along the lines, you can now bless a person with all of those, with the best part being that you can choose how much of it they get in case you fear they will go mad with power. Of course, you can revoke these at any time too if your fears were correct.

Soda Lords Perks

Soda Cultivation (100/Free for Soda Lords): By buying this perk, your path to Soda Ascension has begun. From now on, you can drink soda in order to increase your power. The more soda you drink, the more powerful you get. You also have immunity to the downsides of drinking way too many soda.

Soda Alchemy (200/Discounted for Soda Lords): You have reached the next step of Soda Cultivation, Soda Alchemy, the ability to unlock the hidden potential of soda. Whenever you touch a container containing soda, the soda inside can be used as a potion for whatever effect the type of soda would give. Some would be healing, some temporary stat boosters, some would grant you fire breath, you get the idea.

Soda Shaping (400/Discounted for Soda Lords): You have reached the second to last step in Soda Cultivation: Soda Shaping, the ability to manipulate soda at will. You can now use soda to create liquid blades or soda soldiers to fight for you. Just remember you need soda on hand to do this, as you can't soda out of thin air….yet.

Soda Ascension (600/Discounted for Soda Lords): You have reached the final step of Soda Cultivation, Soda Ascension. Many have tried to reach this step, but only a few have ever made it, and you have become one of those few. Soda Ascension comes with many perks, but let's get the main out of the way….you're immortal. Though immortality is a joke when it comes to Jumper, there are also a few more benefits. All of your soda related perks (If you took any) get a power-boost, and more importantly you can create an unlimited amount of soda out of thin air, something that is very useful for someone who has walked the path of Soda Cultivation.

Soda Omnipotence (Requires Soda Ascension & Capstone Booster): By the Cola, you have somehow gone beyond Soda Ascension and have reached a new level: Soda Omnipotence. Here, you begin to realize something…everything can be a soda. And upon

realizing that, you then realize you can unlock the soda in another thing…aka, you can turn anything you see into SODA!!!!! That rock? Soda! That Castle? Soda! The BBEG? Soda! The Moon?! DO I EVEN NEED TO SAY IT?!

Bird-Lizards Perks

Ones with Feathers and Scales (100/Free for Bird-Lizards): Bird-Lizard Physiology is interesting, being a mixture of avian and reptilian heritage. This grants them the best of both worlds, as they possess both scaly armor and wings that allow for flight. With this perk your skin's thickness increases to that of a crocodile and you gain a pair of wings which you can use to fly.

SWOOP! (200/Discounted for Bird-Lizards): It is a very well known fact that the Bird-Lizards are very loyal to each other. As soon as they hear that one of their friends is in danger they will drop everything in order to save them. The most common method for how they do this is by swooping in out of completely nowhere, which they have become a master of. With this perk, you can also become a master of the art of swooping in to save your friends. Whenever an ally for yours is in trouble, you instantly know where they are and can figure the exact best way to help them. If they are fighting an enemy, you can appear out of nowhere at the best location to be in during said fight.

Living Arrows (400/Discounted for Bird-Lizards): Some bird-lizards train their body to unlock a unique power, being able to turn the feathers on their body into powerful projectiles. You have undergone this special training, and now you are a walking machine gun. It doesn't matter what you have, whether it be feathers, scales, hair, or any other body part that can be safely removed, it can be fired from your body with the same force as a high caliber bullet and then regrow in seconds.

Land, Sea, and Sky (600/Discounted for Bird-Lizards): The Tidalwave Jungle is a pretty hard place to traverse. The ground is either mud or water, and the density of the trees makes flying a nightmare. However the Bird-Lizard have been living here for ages, and as such mastered traversing their home. With this perk you can do the same, but it isn't exactly worth 600 TP won't it? No, which is why it goes beyond that. No matter what environment you're in, no matter what hellscape you have been banished to, no matter what 4D hellscape you find yourself in, you will always find your way through it mostly intact..mostly.

Truly Unstoppable (Requires Land, Sea, And Sky & Capstone Booster): There is no stopping you now, as reality itself will now come to your aid. Pathways leading to exactly what you want will pop out of nowhere and then deform when you stop using them. If you are being chased the chaser will be stopped in their tracks by the terrain, while your comrades will be able to find and meet up with you easily. Nothing will ever break your stride again.

Beasts O' Bramble Perks

Weapon of the Woods (100/Free for Beasts O' Bramble): Being Guardians of the Woods, the Beasts O' Bramble have the tools required for the task. What are these tools you ask? Sharp claws and powerful jaws. With this perk, you get both of those things, allowing you to rip people open with your bare hands or take out a chuck of their flesh. These things can even damage metal, meaning even armored foes aren't safe from your wrath!

I speak for the Trees, and the Trees say "You are Cringe" (200/Discounted for Beasts O' Bramble): The Beasts O' Bramble have the special ability to speak to plants, and with this perk you can also speak to plants. But that isn't the true power of this perk. No, you see, since everyone knows the Beasts O' Bramble can speak to plants, they often take whatever the Beasts O' Bramble say the plants saying at face value, when they have no idea the Beasts could be lying to them. This leads to the other power of this perk, people will believe anything you interpret from another language as long as they don't know the language.

Call of the Wild (400/Discounted for Beasts O' Bramble): All know that the Beasts O' Bramble are the protectors of the Darkbark Woods, even the animals that live in them. Because of this, the Beasts O' Bramble can command them to anything they wish. With this perk you possess the ability to order any animal to something and they will not hesitate to add you, but animal I mean anything with an animalistic mind, so feel free to abuse that. On the plus side, you can also have a casual conversion with them, which is always fun.

I Am One With The Bramble (600/Discounted for Beasts O' Bramble): I see that you have become one of the Darkbark Wood's favorite. This means you likely have been given one of its most powerful boons, the ability to change the very earth around you. With this you can tap into the plants nearby to form a connection with the terrain, which you can then manipulate in any way you see fit…depending on how many plants . The more plants there are, the more control you have, meaning a place like a forest will basically be like using god's paintbrush but in a desert there is only so much you can do…still, there is stuff you can do . You also get plant manipulation.

And The Bramble Is One With Me (Requires I Am One With The Bramble & Capstone Booster): You have not just been blessed by the Woods, the Darkbark Woods has infused its very essence into you. What does that mean? Well, now you don't need to worry about the amount of plants for I Am One With The Bramble, but you also get the ability to summon vines from your body, which by the way will quickly put you back together if you get sliced to pieces or something like that.

Indigo Shogunate Remnants Perks

Lunar Eye (100/Free for Indigo Shogunate Remnants): The Third Eye of the People of the Indigo Shogunate isn't just there for slightly better vision. No, it grants the people the gift of foresight. Now it's not exactly "I know everything that is going to happen", more like mere glimpses of the future, but still sometimes a glimpse is all you need.

School Scholar (200/Discounted for Indigo Shogunate Remnants): The People of Indigo Shogunate is renowned for their mastery of the sword, and with this perk you become the best of the best. You become a master of the art of swordsmanship and you can perform sword techniques that most would consider impossible.

Moonbeam Enlightenment (400/Discounted for Indigo Shogunate Remnants): Moons are sacred to the Indigo Shogunate, for their homeworld was a moon. Because of this, they possess a connection to moons and the light they reflect, to the point where they can manipulate it as a weapon. With this perk you can call down powerful moonbeams that can incinerate your enemies, or in other words you have a powerful satellite cannon at your command. Unfortunately it has a half-hour recharge and it only works on planets with a moon.

Once in a Blue Moon (600/Discounted for Indigo Shogunate Remnants): The moon has blessed the Indigo Shogunate with life, a fact that the people of the Shogunate are grateful for you, but for most that is all it has given. But for the truly gifted it has given more, a blessing that will save them when the time is right. Once per jump, at your lowest point, a miracle will happen that will turn the tide in your favor

Moon Child (Requices Once in a Blue Moon & Capstone Booster): You were born from pure moonlight, a true child of the moon. As such, it has given a very special blessing, your luck has been increased by 100% percent. This doesn't mean things always go your way, but oh boy it feels like it does.

Abyssborne Pirates Perks

Born Deep Below (100/Free for Abyssborne Pirate): You're a member of the Abyssborne Pirates, not the Landborne. As such you were born with the adaptations needed to survive deep below. You can breathe underwater, survive water pressure, and can swim as fast as a swordfish.

Plunder With Thunder (200 Discounted for Abyssborne Pirates): Being a pirate ain't easy you know, it requires a lot of different skills. Luckily you have mastered every skill needed. You're a master of ship/sub maintenance, nautical navigation, cooking with limited supplies, and of course brutal fighting with a sword and a gun.

Liminal Life (400/Discounted for Abyssborne Pirates): The Abyssborne Pirates are masters of biotechnology, twisting life in order to mimic technology. You are not only a master of biotech "engineering" but you can also convert normal technology into biotech just by touching for a minute, allowing you to use it in your future advancements.

DNA Plunder (600/Discounted for Abyssborne Pirate: The Abyssborne Pirates plunder many things, I mean they are pirates. However they do something that other pirates could never dream of plundering: DNA. You have the ability to steal DNA from your foes (or anyone else) and use it to enhance yourself or your biotech creations if you have the ability to do so.

Dread Pirate King Of Evolution (Requires DNA Plunder & Capstone Booster): The Abyssborne Pirates steal DNA in order to make themselves great, but it is not true greatness. In order to be truly great, one must rely on their own power. You have that power, as your body will give itself adaptations in order to help you against the challenges you need. Your nails become silver when facing a werewolf, your body will ooze flame retardant when you're running through fire, you gain wings as you fall. It won't guarantee your survival, and you don't have full control of what it does, but it will help you succeed nonetheless.

Shrine of the 9-Tailed Fox Perks

Vixen's Ember (100/Free for Shrine of the 9-Tailed): All kitsunes have innate connection to fire, which they use to burn weeds and protect themselves from your enemies. You gain the ability to create these flames, dubbed foxfire. You can lob these as balls, fire it as a stream, make simple shapes/characters with them, and can decide the color of it too. However, that is all it can really do, if you really want to get some cool fire power, you would need to go to a certain other jump created by a fish cat.

Painting Like A Trickster (200/Discounted for Shrine of the 9-Tailed): The fox is the very symbol of trickery all over the multiverse, and Serack is no exception. You gain the ability to create illusions that are extremely vivid and are completely flawless in their design, meaning that everyone will be fooled unless they know it was an illusion ahead of time. Remember it is just illusions, so while you can make someone think they are eating a whole banquet, they wouldn't get the calories and nutrition.

The Greatest Costume (400/Discounted for Shrine of the 9-Tailed): Some of the more powerful kitsunes have a special ability to change their shape into almost any form they wish, and now you are at that level. You can shapeshift into almost any animal or person you have seen, with the only limit being that it has to be something that is equal to or below your level of power. All your perks and powers work in these forms too.

Nine Tails (600/Discounted for Shrine of the 9-Tailed): You have 9 tails, which you might think is not much but Kitsune with 9 tails are some of the most powerful creatures in all of Serack. All of your energy reserves, such as magic, ki, or whatever are increased ninefold, and your perks and powers are tripled. And yes, this does stack with other perks that do something similar. Also you don't age.

Silver Fox (Requires Nine Tails & Capstone Boosters): My word, you're not just one of the most powerful kitsune, you are the most powerful kitsune, for you become the Silver Fox herself…or himself/themselves/whatever that isn't your pronouns. Anyways, first of all you count as divine because you're a god beast, second anything fox related will now listen to your commands no matter what, third you gain a powerful alt-form of a giant nine tailed fox with the other details appearance is up to you for the most part. This alt form also comes with powerful fangs, claws, and extremely heightened smell/hearing.

Earth Regiment 999 - Voidspear Perks

Hearts Of Iron (100/Free for Earth Regiment 999 - Voidspear): War…war is hell, worse then hell, and not everyone can survive it even if they don't shoot. You gain the ability to handle the stresses of war, brushing things off that would scar anyone for life. You can find comfort in the worst of conditions and tasty goodness in the worst of rations.

Christmas Truce (200/Discounted for Earth Regiment 999 - Voidspear): The century before had a war that affected the entire world. Despite the fact this war was the Great War, it was the one that made people truly realize how awful war was. Yet in the midst of this awful bloodshed lied an event where just for one night, the battle was put on hold so they could become friends, or even brothers. You have the power to do that, but on a much grander scale, being able to stop entire battles so long as you can communicate to the enemy commander and the enemy isn't like pure evil or something. It can't stop wars, or at least not as easily.

The Unkillable Soldier (400/Discounted for Earth Regiment 999 - Voidspear): Serack is a brutal place for a mere human, with all of the magic, super sciences, and strange beasts roaming around. Most men find themselves getting torn up by these in seconds, yet you for some reason just don't die. You can tank hits that would kill a normal man, most things that would blow your limbs off just don't, and when they do fly off, you can either just slap them back on or wait a fortnight for it to all heal. If you want a reference for how much you can tank, it would take 15ish unprotected headshots to put you down for good.

Primo Victoria (600/Discounted for Earth Regiment 999 - Voidspear): Despite a certain anime and countless HFY stories, Earth Regiment 999 - Voidspear discovered despite the fact the power of a semi-futuristic military was no match for the wild world of Serack. The only reason they aren't completely dead: tactics and strategy. You are a master strategist and tactician, able to figure out the best decision for you and your allies. But that is not all, just existing, all of your allies will feel extremely confident, and gain a significant boost to their willpower and determination, allowing them to give it their best no matter what happens.

The Art Of War (Requires Primo Victoria & Capstone Booster): You are an artist, your armies are your paintbrush and war itself is your canvas. You can constantly outsmart enemies' armies, no matter how spies they send or how smart their tacticians are. Not only that but your operations go off flawlessly. And finally, you can somehow hide giant tanks, robots, and anything else of the like in plain sight.

Prisoners of Serack Perks

Familiar Faces (100/Free for Prisoners of Serak): As you travel across your chain, you will come across many different people, many of which you will be your friends. Unfortunately while you can bring a lot of people with you, you can't bring everyone, however now you can…in a way. In every future jump, you will come across people who are similar to people you have

befriended. They may have different histories, personality traits, or powers, etc, but at their core they will be the same people, and because of that you will find it easy to befriend these people as if you met before.

THE HARDEST CORE OF PARKOUR!!! (200/Discounted for Prisoners of Serack): For a normal human, Serack is quite the challenge to get around with all of the weirdness. So to make up for this, many have trained to become parkour masters, and some, like you, have reached a new level of parkour never thought to be possible. You can wall run infinitely, wall jump infinity, climb up anything with ease, and put any Mirror's edge character to shame. You can also double jump.

Like The Painting On The Wall (400/Discounted for Prisoners of Serack): Oh no, you have been cursed by a magic painting! Oh wait? This isn't a curse, this is a blessing, as you can now merge with any surface and become a 2D Being that can freely move around said surface. Just be aware if the surface is damaged while you are on, you will take damage.

Through The Looking Glass (600/Discounted for Prisoners of Serack): As stated before, most of the prisoners wish to go home, however most of them do or have access to multiversal travel, or at least don't they know they do. You possess to see the cracks and holes in reality and enter them in order to enter a brand new world. You don't really have control of where these worlds lead, and the furthest they could go is the "local" multiverse, but once you find a way to a different world, you and others can go freely back and forth.

Down The Rabbit Hole (Requires Through The Looking Glass & Capstone Booster): If you thought the power to walk into other worlds was crazy, well guess what, you can walk into people…let me explain. You see, your power has reached the point where not only you can see the natural gateways into existence, but you can now see an entrance into the minds of individuals, allowing you to enter them. While inside, you can affect and manipulate the individual inside by interacting with the world. It is dangerous, as things such as trauma and fears will manifest as monsters that will attack you.

Raiders of Draki Perks

Loot Master (100/Free for Raiders of Draki): Wealth is a pillar of Dragonkind's society, so being able to manage it is very important. This has lead to the career of Economist to be respected, just as much as the raiders themselves. You are a master of the economy, able to understand how it works, how to fix quickly and efficiently in case things go wrong, and be able to accurately guess what direction it will take.

Heart Of The Elements (200/Discounted for Raiders of Draki): All dragons have a connection to an element, one that is formed as soon as the egg is laid. Sometimes they inherit the element of their parents, or perhaps they get it from the land around them, and sometimes, very rarely they just have whatever. Pick an element, it can be something traditionally like earth, fire, air, water, or something more unique like ice, nature, light, darkness, spirit, nuclear, poison,

ghost, etc, etc. You are immune to any attacks that tie into those elements, and also you can use a breath weapon of that element. And by the way, you can choose an element on the periodic table if you for some reason want Ruthenium Breath.

Dragon Crash (400/Discounted for Raiders of Draki): All Members of Order Drakonus have a strong soul as a result of their elemental connection. Because of that fact, some have decided to tap into the power of their soul to awaken a strange and wild power. You can tap into this power, which is a glowing aura dragonic trait to form on your body. When this happens, you can instantly burst forward at 10x your speed, and upon colliding with something a powerful explosion of energy will be released. You are completely immune to the impact and the explosion, but due to the strain this puts on your soul you can only do this every half hour. If you have Heart Of The Elements, your aura will be infused with your elements, and if you have Dragul too, you can merge both elements into your aura to create a more powerful aura.

Dragul (600/Discounted for Raiders of Draki): While there are many members of Order Drakonus, none are more grand and feared then the true dragons. Beings of pure elemental might, true dragons are a symbol for many things: power, greed, wonder, majesty. As a true dragon, you gain a few new traits. Mighty scales that need magic or really strong tech to piece, wings that can generate powerful winds, and most special a free purchase of Heart Of The Elements. If you already have Heart Of The Elements, you get to pick a second element to use in addition to your first one. If you do, you can combine both of your breath weapons into a single more powerful breath with the best parts of both.

Breath Of The Universe (Requires Dragul & Capstone Booster): It seems like you have been infused with a little fraction of the universe's power, allowing you to use its breath. What does this allow you to do? Well simple, it allows you to turn anything into a dragon, or at least gain dragonic traits if you so wish. Using this on objects will grant them life, and anything you use this on will serve you to the best of its ability, so long as you wish it.

Masque Strikers Perks

HENSHIN! (100/Free for Masque Striker): Masque Strikers come in all kinds of forms, from techno policemen, to fruit samurais, to dinosaur knights, to evolving beetles. However there is one thing they tied them all together: the power to transform into Masque Strikers. Choose two motifs, they can be anything that isn't copyrighted in the real world. That is your Masque Striker form, which you can turn into by shouting your chosen command phrase and doing a cool pose. Your motifs decide your form's power, however they will be minor, even if you choose a mythological god or something. Though with training they can get stronger and new powers will develop.

The Power Of Friendship (200/Discounted for Masque Strikers): Many joke about it, but there is a special power that comes from friendship. Whenever it is comfort in a time where it is needed, or help with a hard task, friendship can always provide. However the strange connection between Masque Strikers has enhanced Friendship to a whole new level. Whenever

you form a close bond with someone and do something side by side with them, you gain your power and their power combined…times 2. The more friends you have side by side with you when you are doing something, the more power you all have together. Outside stuff like that, you have a passive “times 2 per friend you have” bonus to your power.

Maximum Overdrive (400/Discounted for Masque Strikers): Masque Strikers are known for their flashy finishers that seem to absolutely obliterate their foes. Many wonder why they only use these powerful moves right as the battle is coming to the end. I will let you in on a little secret, that is because they are only really effective when an enemy is almost defeated. Whenever a foe you are foe is 80% defeated, you can execute a flashy finisher move. No matter how long this finisher is, no one will interrupt you and your enemy won’t be able to get away. Unless the enemy you use this on is extremely tough, they will most likely be wiped off the face of the universe. Maybe don’t use this on low level grunts you want to interrogate.

RISE! (600/Discounted for Masque Strikers): Evil comes in many sizes, from microscopic to gigantic. In the case of the latter, the Masque Strikers were once severely outmatched, but one day, a young Masque Striker was fighting a fearsome beast and was on the verge of perishing. With nothing to lose, he wished upon the brightest star in the sky for a miracle…and one he was granted. Suddenly he would become a mighty titan, which allowed him to defeat the beast. Since then, other Masque Strikers have achieved this strange state, now known as RISE, and you are one of them. At will, you can become a giant around the size of most kaiju in media. You also get a number of powers that can be used both in and out of this form, such as energy constructs, beam attacks, the power to produce a calming mist, and the ability to summon a sharp boomerang-like weapon from your head.

Legendary Legend (Requires RISE! & Capstone Booster): There are countless Masque Strikers out there, each one with their own unique powers and talents. Many dream of having that power, but only you the Jumper can wield them all. You can ask anyone to bless you, and if they agree you gain a permanent copy of their powers. In addition to using those powers, you can merge them with other blessings you get from this perk for new powers, become the ones that blessed you, or summon copies of them.

Swarmstar Nomads Perks

Celestial Arthropod (100/Free for Swarmstar Nomads): The Swarmstar come in all different shapes, though they all have one thing in common: Their exoskeleton. Pick an arthropod, it can be any arthropod, even fictional ones (though you can’t choose anything too broken). You are now an anthropomorphic version of that arthropod, and also you can survive the vacuum of space (And breathe in it too).

Cosmic Exoskeleton (200/Discounted for Swarmstar Nomads): Said to be a blessing by the stars themselves, the exoskeleton of the Swarmstar Nomad is known for its innate ability to absorb cosmic energy, which it now also possesses. You constantly absorb cosmic energy, which is passively generated by things such as stars, nebula, black holes, asteroids, meteors,

moons, etc, etc. The closer you are to these things, the more you absorb. Using cosmic energy, you can enhance any ability and powers you have. You also get cool glowing markings on your body that get brighter and cooler the more cosmic energy you have. You can hide these if you wish for things like stealth and the like.

Rain of Falling Stars (400/Discounted for Swarmstar Nomads): Like how the Indigo Shogunate can weaponize the light of the moon, so too can the Swarmstar Nomads weaponize the stars. In an area up to 200 square feet, you can make it rain mini-stars. While you don't know exactly where the stars land, they will try not to land near your allies. Once they hit the ground, they will explode into plasma, damaging all nearby. This rain lasts for 10 minutes, and once you use it you must wait a half hour to use it again.

Blessings Of The 12 (600/Discounted for Swarmstar Nomads): All stars are sacred to the Swarmstar Nomads, though none are more sacred to them 12 groups of stars: The Swarmonic Zodiac. Each of these constellations contain the essence of heroes, who's amazing deeds allowed them to be forever immortalized in the stars. These heroes watch over the Swarmstar Nomads, and sometimes grant them blessings for those that truly deserve them. Choose one of the blessings down below. If you want another one, you can pay another 600 tp, though this one will not be discounted no matter what origin you pick.

- **Drung, The Builder:** You have complete and utter control over gravity.
- **Orkirella, The Bladedancer:** You can generate cosmic blades on your arm arms or on the ground. These blades can literally cut anything.
- **Proco, The Archer:** You can fire cosmic arrows that never miss, no matter how fast your foe is or how far they are.
- **Calorex, The Tunneler:** You can create holes in the fabric of space, allowing it to go anywhere in the universe, or send your enemies anywhere, possibly in pieces.
- **Crass, The Thorn:** Anyone that harms you takes 25% of the damage they dealt to you.
- **Asta, The Storm King:** You have complete and utter control of electricity.
- **Cercoseth, The Frogslayer:** Whenever fighting something that is your natural predator or has your weakness, you get 5 times stronger.
- **Pseubok, The Scholar:** You automatically know lost knowledge in whatever jump you are in.
- **Sireda, The Singer:** You have complete and utter control of soundwaves.
- **Stompollo, The Champion:** Your hands are completely invulnerable and your punches release a cosmic shockwave that sends your enemies flying.
- **Iellm, The Gardener:** You can plant a cosmic seed into a world, slowly spreading cosmic energy throughout the land. This rejuvenates barren lands and enhances the nutrition of anything grown on it by 100%.
- **Megeral, The Racer:** You're 5 times faster then before, and you can create loyal clones as you move around at top speed. These clones last about a minute.

Child Of The First Star (Requires Blessing Of The 12 & Capstone Booster): Of course there is something above the Swarmonic Zodiac: The Celestial Moth, Neasa. Naesa is said to be the embodiment of the first star in the universe. She was one who gave the Swarmstar Nomads life,

and she was the one who showed them where to go after their home was destroyed. And now, she has given you a fraction of your power. You now have manipulation of the cosmos itself. You can control the ages of the stars, their position in the sky, the orbit of the planets, grant or remove connections to various celestial elements, and if need be, you can summon Naesa's avatar in order to unleash cosmic havoc upon your foes.

Gardendom of Rosid Perks

Sun Shine Down Upon Thee (100/Free for Gardendom of Rosid): The people of the Gardendom are plants, and as plants, they naturally feed off the sun, and now you do too. As long as you get an hour of sunlight a day, you do need to eat or drink (even though plants need water.) The sun also heals you, though it isn't the fastest regen in the world.

Noble Soil (200/Discounted for Gardendom of Rosid): While there is of course a working class, most of the Gardendom is made up of nobles, and they will make you know it. Outside of the Gardendom, getting a visit by a Rosid Noble is the greatest and worst thing that could happen. Greatest because you are most likely going to be showered by wealth and have all of the perks being near a noble, but worst because all of your time and resources will be spent trying to make sure they are enjoying their trip, otherwise you're going to be the guy who disrespected a noblemen. No matter what jump you are in, or where, you will always have a noble title in some shape or form, even if there is no nobility in that world. You will gain all of the perks of having a noble title, such as influencing the law, diplomatic immunity, and being able to use "Do you know who I am" as an actual threat. Be aware that you are not above the law, because if you are doing shady stuff and it gets found out, no blue chlorophyll is going to save you now.

Plucking Weeds From The Royal Garden (400/Discounted for Gardendom of Rosid): The Gardendom has its problems, very much so. However it is not like they are going on without anyone caring. There are those in power who actually care about fixing the Gardendom and are doing their best to do so. You become a master of identifying the problems of a nation and knowing exactly what you should to fix it without someone else getting in the way or instantly doing your hard work. You still have to do the thing, but remember, knowing is half the battle.

Sovereign Of The Botanical (600/Discounted for Gardendom of Rosid): The Plant Kingdom, or the Plantae Kingdom if you want technical. In our world, members of it come in plenty of different shapes, but in other worlds the possibility of what plants can be are endless. If someone were to fully realize that possibility, there would be no question that they are the ruler of plants…and now you are. You have plant manipulation, but isn't just causing vines to grab people or flytraps to bite. No, you actually take a plant and transform it into something, such a humanoid warrior or a mighty dragon. These creations are loyal to you, and the only limit is your imagination…and the fact they can't be gods or something like that.

Von Gaia (Requires Sovereign of the Botanical & Capstone Booster): Many say civilization and nature are opposite, they can not truly co-exist. However when you think about it,

civilization is a part of nature. What makes a city different from an ant colony? A kingdom's territory from a wolf pack's territory? A hyrax's midden from a public restroom. Civilization is but an extension of nature, and you realize that. Like plants, you can manipulate civilization, shaping it anyway you see fit. Hopefully you will be responsible with this power.

4-Suite Mafia - Devil Royale Perks

One Of A Kind (100/Free for 4-Suite Mafia - Devil Royale): No surprise, Devil Royale likes playing cards. No one knows though. Some say that it is because the founder was a casino owner, others say that they started off as bootleg card salesmen, and some just say that they think playing cards are neat. Whatever the reason is, these fiends like them so much they bind themselves to a suite in order to gain its secret power, and guess what, you have undergone the same process. Pick a suite below, you gain the power of this suite. If you want another one, you can pay another 100 tp, though this one will not be discounted no matter what origin you pick.

- **Moon:** The Suite of Secrets. No one can make you give up your secrets, no matter how hard they try.
- **Raptor:** The Suite of Violence. Any wounds you inflict upon someone will bleed a bit more then usual.
- **Bells:** The Suite of Warding. Any curses or the like cast upon you are 15% weaker.
- **Wine:** The Suite of Lust. You become a master of sweeting talking people.

All In The Wrist (200/Discounted for 4-Suite Mafia - Devil Royale): A good criminal should master the usage of their hand for all of their work. If you don't think so, name a successful criminal with butterfingers? Anyways with this perk you become a master of your hand. Your hand dexterity is unmatched, your sight of hands skills allow you to do insane things, your hand is as fast as lighting, and your grip strength is like that of 5 geckos.

"Dew It" (Discounted for 4-Suite Mafia - Devil Royale): One of the reasons that Devil Royale is so powerful is that they keep wrapping law enforcement around their finger tips, and while smooth talking and bribery can get them fair, there are those who refuse to be tainted by the words of the sinful. However, that has been remedied by a capo who discovered a way to plant evil within someone and have it consume them from within. You have learned how to do it. All you need to do is touch someone, and a little evil is planted within them. No matter how good they are, no matter how hard they try to resist, they will be corrupted. This doesn't make them loyal to you, and be aware you might create a monster from this, the metaphorical kind, not an actual monster.

Capo (600/Discounted for 4-Suite Mafia - Devil Royale): You're no mere grunt, you're a goddamn Capo. What that means is that you have a few special perks that only a high level fiend like you can have. You can summon wings that allow you to fly, the ability to chuck powerful and painful hellflame fireballs, and the power to make deals. These deals can not be broken, and you can make the terms anything you wish, and if these terms are broken, the one who broke them will be instantly punished. And by the way, these deals can even alter reality

too, so you can make a deal where the consequence for breaking is all of the person's achievements cease to be.

The Hellfather (Requires Capo & Capstone Booster): You are no mere Capo, you're the Hellfather (Or Hellmother or any other title). Anyways you get a few perks. First , any criminal organization you join you Will automatically become the leader. Two, all of your underlings in any organization will gain minor fiend traits and abilities, these go away if they betray you. And three, you can break the rules of any of your deals and suffer zero consequences. And I am not just talking about the ones created with the Capo perk, I am talking about any deal, agreement, pact, you can make.

General Items

Clothes (Free): You need clothes unless you want to go to jail, so here are some clothes. They can look any way you want.

Taco Scanner (Free): A simple handheld scanner gun that looks like someone stole it out of a 21st century supermarket checkout lane. The main difference is the LED display on the back and the fact that this device can scan people to determine what the perfect taco is for them.

Unlimited Taco Bar (100): This is your personal all you can eat taco buffet that never runs out of ingredients. The meats are always the right temperature and tenderness, the tortillas are fresh, and the veggies crisp. You can even make fajitas since that's just a chicken taco. Seafood tacos are good too… Let's just say if it can be made into a taco or taco adjacent then you can find the ingredients at this buffet. No supernatural ingredients, though. That's extra.

Pot of Infinite Chili (100): This pot contains neverending chili which is always perfectly heated. This chili can contain beans or no beans if you wish, so no one can ever fight again.

UTB Ultra Package (200, requires Unlimited Taco Bar): You can now get supernatural ingredients for your tacos at the Unlimited Taco Bar. You just have to provide a sample to the bar and it will produce the new ingredient alongside the usual fair.

Cockatrice Farm (200): The Humble Cockatrice is the backbone of Serack's food industry. For not only its flesh and eggs can be eaten, but because they can use as attack dogs thanks to aggressive attitude, the spurs on their feet, their petrifying bite. With this purchase you get a whole cockatrice farm filled with these things, which you can either harvest for food, or train for violence. Whatever floats your boat.

Weaponized Taco Truck (400): This may look like a taco truck, and it is but it has a few features that makes it worth its price. First of all, it has unlimited fuel. Second, it has equipped with armor on the level of the average sci-fi military. Third, it is equipped with a cannon that fires

exploding tacos that are basically fallout mini-nukes. No one will ever get in the way of your taco business again.

Weaponized Taco Factory (800): The namesake of this jump, the Weaponized Taco Factory can make tacos in record time…oh, I am sorry, don't think that is good enough to spend 800 TP on it? Well how about this then, it can make any kind of taco…and I mean any! Tacos can be used as grenades, tacos that give people superpowers, tacos turn people into animals, taco that can teleport you to venus. There is almost nothing that these tacos can't do. The two things they can't do is bring back the jumper from the dead and teleport you to another jump until you get your spark.

Aetherpunk Union Items

Magi-Tek Toolkit (100/Free for Aetherpunk Union): A magi-tek engineer requires tool in order to be able to work. These are those tools. At least the basics. This durable hard case holds one Harmonic Wand used to check magic levels and spot containment leaks, a pair of mana repellent gloves that allow the safe handling of magic dense materials, and a set of magi-circuit grafting tools used to make magic circuits that direct the magic in many magi-tek items.

Aether Rapid Gunner (200/Discounted for Aetherpunk Union): The Aether Rapid Gunner is the main firearm used by the Aetherpunk Union. The Aether Rapid Gunner is basically a magical machine gun, rapid firing pure arcane bullets that never seem to run out, though it still needs to be "reloaded" every now and again.

Lumberpunk (400/Discounted for Aetherpunk Union): A 4-Legged Spider-Like Robot that is equipped with two buzzsaw arms, the Lumberpunk mainly serves as a tool for lumberjacks. However researchers in the Union have also discovered it's a great tool for warfare, and as such it has been mass-produced. Unlike other Lumberpunks, the remote control this one has only works for you and your companions.

Great Durendal Z (600/Discounted for Aetherpunk Union): Great Durendal Z is a project that is currently being worked on by the Aetherpunk Union, however you somehow possess the completed version. As for what Great Durendal Z is, it's a magi-tek airship that is equipped head to toe in magi-tek weaponary. It can also travel through water and even space (Which I guess makes it more of a spaceship but *hush*). But the thing that makes Great Durendal Z so great is the fact it can turn into a giant gundam-like mecha which is not only equipped with the weaponry from the ship form but also a giant magical laser sword that it wields into battle. Great Durendal Z also has living quarters and is basically a giant floating house.

Scarlet Love ♥ Rose Items

Bottle of Neverending Blood (100/Free for Scarlet Love ♥ Rose): By all appearances this is just a thermos in a design of your choice. In truth it is a never ending source of fresh blood that

is as good as any vampire could get from a living vein. Blood stored in the thermos does not spoil. Do not leave uncapped and unattended. That's how we get blood oceans.

Razor-Sharp Heels (200/Discounted for Scarlet Love ♥ Rose): Many idols in Scarlet Love ♥ Rose wear high heels, even the dudes. They do this for two reasons, one High Heels have been proven to have sexual appeal, and two the heels that Scarlet Love ♥ Rose use are also equipped with RAZOR-SHARP BLADES!!!!! This allows the idol to defend themselves should a creep come across them, or really anyone they don't like. Also despite them being heels, they feel perfectly fine to walk in.

5-Star Carriage (400/Discounted for Scarlet Love ♥ Rose): An idol needs to travel in style, and preferred the way to travel for vampires is carriage, so members of Scarlet Love ♥ Rose have access to the best carriage service in the land. With this purchase, you get a bell that when rung calls a carriage to your location. The Carriage can take you anywhere you can get on land, and your ride will always be pleasant and comfortable. Nothing will interrupt it, so you can just sit back and relax, even if you're going through a war zone.

Vlad, the Impaler of Song (600/Discounted for Scarlet Love ♥ Rose): Created by the elders, Vlad is a magical spear on one end and a magical microphone on the other. The spear end is a really good spear that can piece almost anything. The microphone end possesses the ability to expand the power and range of any vocal-based abilities one might have up to a range of 500 miles. Just imagine Fus-Ro-Dah-ing into this thing, you could move an entire city!

Soda Lords Items

Soda Collection (100/Free for Soda Lords): 10 boxes, each one holding a different soda that you love, all containing 30 sodas each. They refill every week, and you can change the sodas at any time in case your tastes change.

Fizz Stick (200/Discounted for Soda Lords): This is basically a super soaker from hell which has soda as ammo. With the force of waterjet cutter times 12, the Fizz Stick makes for a good sidearm for the Soda Lords when Soda Cultivation can't help them. A single can of soda can be used for a jet that can last for 45 seconds.

Sprites (400/Discounted for Soda Lords): Sprites that take forms made out of soda, Sprites are used by the Soda Lords as helpers. You get around 50 of them, and you can order them to do any task that doesn't require a super genius to do. They also can't die.

BONUS SODA!!! (600/Discounted for Soda Lords): A rare type of soda that can bring back the dead. Once per jump when you die, this soda will appear out of nowhere and pour its contents down your throat or closest thing it can find to that, bringing you back to life. Remember it is only once per jump, so still try not to die.

Bird-Lizards Items

Arcane Bola (100/Free for Bird-Lizards): Used by the Bird-Lizards for either hunting, law enforcement, or simple play, Arcane Bola are basically normal bolas that can track down targets and wrap them up tightly. There is a durability limit to them, so you can't use them to trap a god but most other things you can use these to trap them. You get three of them, and you get a new one each time one of them breaks.

Solar Saber (200/Discounted for Bird-Lizards): Forged of platinum, onyx, and solar crystals, the Solar Sabers in their base state may look like fancy hilts without a blade of their own, but when held by a mighty warrior a blade of magical sunlight/plasma will spring from the hilt. Magical plasma blades can slash through anything that other laser swords can cut through and it releases an aura of sunlight, making it useful against foes that are weak against sunlight.

Tidalwave Frog Killer (400/Discounted for Bird-Lizards): Native to the Tidalwave Jungle, the Tidalwave Frog Killer is a semi-aquatic parasitic wasp whose sting can make even the mightiest warrior die or beg to die. You get one in a bottle, which you can unleash upon anyone you don't like. It will never sting you or your allies, and if it dies you get a new one.

Drum of the Beast (600/Discounted for Bird-Lizards): Only used in the worse case scenario, when struck the Drum of the Beast will summon the guardian of the Tidalwave Jungle: A massive multi-limb dimetrodon-like creature that is utterly unstoppable and destroy everything in its path for one day. You can only use this item once per jump however, but you can use a normal drum afterwards.

Beasts O' Bramble Items

Everyfruit Trees (100/Free for Beasts O' Bramble): The Darkbark Woods is home to many magical plants of all shapes and sizes. One of the most coveted of these plants are the Everyfruit Trees. As you can guess from the name of the tree, it bears any and all fruits you can think of. With this purchase, you gain a bag of Everyfruit Tree seeds that refills every week. These trees can grow in any kind of soil, and take 2 years to grow. Also the trees will bear fruits exclusive to any future setting you go to in your jumpchain.

The Roots (200/Discounted for Beasts O' Bramble): The Darkbark Woods are big, very big, so the Beasts O' Bramble crafted the Roots, a network of tunnels underneath the woods that allows them to travel quickly across it. Buy this item, you can import the Roots to any future jumps you travel to and use to get around quickly. Just be aware that other things can enter the Roots too, so don't think of it as a safehouse.

Shillelagh of the Forefathers (400/Discounted for Beasts O' Bramble): Carved from one of the oldest trees in the Darkbark Woods. The Shillelagh possesses the strange ability to downgrade any technology it hits. A sci-fi spaceship would get turned into an old rocket, a

rocket would get turned into a plane, the plane would get turned into a biplane, and the biplane gets turned into a prototype aircraft. You get the idea.

Heart Seed (600/Discounted for Beasts O' Bramble): The Heart of the Darkbark Woods, a strange seed-like orb that is connected to every plant in the woods. No one knows where it came from, but its power has changed the entire world…and now you have its seed. Every jump, you get a Heart Seed which you can use to plant your Darkbark Woods wherever you go. It takes some to grow, around 5 years at the least, but it comes equipped with its own population of Beasts O' Bramble which you can command to do anything you wish and possess a spooky aura that will make your enemies not want to go there for at least a bit.

Indigo Shogunate Remnants Items

Lunar Scrolls (100/Free for Indigo Shogunate Remnants): One of the things the Indigo Shogunate is known for is their mastery of the art of making things easy to understand and read. By this item, you will get a number of scrolls that you can place your knowledge on and they will automatically break it down into easy to understand format that would allow this information as fast as possible, even if they are complete and utter morons.

Indigo Katana (200/Discounted for Indigo Shogunate Remnants): Forged from a special metal that can only be found on the homeworld of the Indigo Shogunate. The metal of the blade is almost undestroyable, and can be used on things that can only be hurt through supernatural means.

Ring of the Shogunate (400/Discounted for Indigo Shogunate Remnants): Rings are used by the Indigo Shogunate as keys, and there are no rings as powerful as the Ring of the Shogunate. Only given to the most trustworthy, with it you can unlock any lock, whether it be physically, magic, biologically, or anything you can think of. Just present the ring and it will be unlocked.

Terraforming Palace (600/Discounted for Indigo Shogunate Remnants): One part grand palace, one part spaceship, and one part terraforming machine, the Terraforming Palace is a miracle of Indigo Shogunate technology. It can fly through space, is equipped with as many rooms as you need it to, fully staffed, and it can terraform an area within 500 miles of itself.

Abyssborne Pirates Items

Fishparrot (100/Free for Abyssborne Pirate): If the Parrotfish is a fish with some parrot stuff, then the Fishparrot is a parrot with fish stuff, or perhaps it is a Parrotfish genetically modified to be more parrot-like. Either way, not only is genetically engineered to be absolutely funny, it possess the uncanny ability to detect threats before they strike.

Jigerworm Cannon (200/Discounted for Abyssborne Pirate): The Jigerworm is a species of parasitic worms that use the horn on their head to burrow into their prey and eat them from the

inside. The Abyssborne Pirates have weaponized them but created a cannon that acts as a Jigerworm incubator, which can fire them out. It has unlimited ammo thanks to its nature, though it takes time for them to refill once all of the worms have been used out. It also doesn't fire as fast as the Aether Rapid Gunner or the Jumper Slashshot.

Rendering Tendril (400/Discounted for Abyssborne Pirates): Crafted from a cephalopod of somekind, the blade is a modified tentacle that can extend and move at the user's command. The tendril is covered in microscopic razor-sharp suction cups that not only dig into anyone hit by it, but also inject a paralyzing toxin.

S.M Fantoms (600/Discounted for Abyssborne Pirate): One Part Sea Monster, One Part Submarine, the S.M Fantoms is a prime example of Abyssborne Bio-Engineering. It has a number of features, such as sharp teeth that can bite through ships, bioluminescence that can light the way, bio-tech cannons on its back that fire organic plasma, regenerates quickly, and it can even go land! It also has built-in living quarters, complete with a bathroom. In fact, waste product/ dumped there is one way it gets its energy (The other ways are filter feeding and snacking on your enemies.)

Shrine of the 9-Tailed Fox Items

Noodle Stand (100/Free for Discounted for Shrine of the 9-Tailed): Shrines need money to stay afloat, and while donations help, some kitsunes have discovered a different way to raise funds: NOODLES!!! You have a noodle stand that makes any non-supernatural noodle dish you wish. Not only that, but any Kitsune Soba made the stand will heal both mind and body, at least a good bit.

Omamori Set (200/Discounted for Shrine of the 9-Tailed): Kitsunes have many enemies, most likely due to their love of trickery, the worst being various supernatural forces. So in order for them to have "me time" they need to find a way to prevent said beings from finding them, so they use omamori, special seals that wards away evil spirits. You have 10 of these, which you place on entrances that prevent supernatural entities such as fiends, celestial, fey, sprites etc from entering without your permission. Though they have no effect on your mundane enemies.

Akasugi Shrine (400/Discounted for Shrine of the 9-Tailed): One of the many shrines to the Silver Fox, it has now fallen under your ownership. Serval Kitsune priests, monks, shrine maidens will serve under and do as you say for the most part. The shrine and the land around is considered hallowed, so anything repelled by the divine can not willingly enter it, and if they somehow do they will be burned alive by divine fire.

Shukaku No Kama (600/Discounted for Shrine of the 9-Tailed): A scythe once used by the Harvest Lord himself, the Shukaku No Kama has fallen into your hands. The scythe is not only super sharp, but can allow any non-supernatural plants to instantly wither away, and allows the user to summon any plant that is harvested as a crop. They can then imbue the plants with

weaponized properties, such as turning pumpkins into fire breathing Jack O' Lantern monsters or giving wheat the property of Pele's hair.

Earth Regiment 999 - Voidspear Items

"**For Any Occasion" Surival Kit (100/Free for Earth Regiment 999 - Voidspear):** Just on Earth alone there are many treacherous environments that often serve as battlefields, but all over the multiverse there an endless amount of deadly environments that soldiers can find themselves in. That is where this kit comes in. Depending on what environment you find yourself in, it always comes with the exact supplies you need to survive. Such as climbing gear in the mountains, water in the desert, a heated ice cream scoop in a land of made ice cream, you get the idea.

Firearms (200/Discounted for Earth Regiment 999 - Voidspear): This is the military, and you know what the military has? Guns! Choose any two firearms that exist in the real world. These firearms are now upgraded to a semi-futuristic tech level (Think the battlefield game that everyone really really hates) and now they have unlimited ammo. They still have "reload" every now and again, and they don't have any of the cool effects of the other firearms in this doc, but you have two of them.

Kaiserkiller (400/Discounted for Earth Regiment 999 - Voidspear): This is the latest in Earth Federation Tank Technology. The Kaiserkiller is basically a bunker on wheels, armed to the teeth with armor that stops most "anti-tank" equipment. It also has a powerful cannon that could blast a 2 meter of titanium, and it has a built-in ammo factory that always somehow has materials. (Also I should mention this thing's main inspiration was the Baneblade from 40k, so use that information as you will.)

Earth Regiment 998 - Sundance (600/Discounted for Earth Regiment 999 - Voidspear): How the heck did they get here? Well I guess it's good because they work for you directly. You have about 4,500 Soldiers under your command, with all kinds of roles that a good army would need. And when one of them dies, another takes their place. Best part is that the latter effect extends all of your armies.

Prisoners of Serack Items

Gale Attire (100/Free for Prisoners of Serack): Not really an item, this puts an enchantment on any dress, skirt, cape, cloak, etc you own or will own. This enchantment makes you fall a lot more slowly, provided there is air around you as it catches the air in order to activate the enchantment.

Ultimate Yo-Yo (200/Discounted for Prisoners of Serack): A yo-yo of some shonen anime that alternate version of Takara Tomy makes toys, it has a design similar to Burst Beyblades (Note: I, creator of doc, don't know much about Beyblade other they look cool). While this may

seem like a toy, it is one, completely and utterly unbreakable, and two, at the user's command, can be covered in plasma. How did that get past safety guidelines, I don't know but who cares.

Mobile Home Away From Home (400/Discounted for Prisoners of Serack): A normal Class-C RV of your choice…minus the fact it has unlimited fuel, unlimited power, is indestructible, and always seems to have access to the internet, even in worlds without internet.

Traveler's Footwear (600/Discounted for Prisoners Of Serack): A fancy pair of footwear of any type you wish. No matter what type you choose, they will be extremely comfortable on your feet, even if you went with the armadillo heel. They will also have a number of powers. First you can teleport to anywhere you wish just by clicking your heels three times. Second, you become extremely fast, faster then a Pontiac Firebird. Thirdly, you can jump so high that you can go over the Empire State Building in a single bound. Lastly, anyone you don't want touching the footwear will get a magical shock, a fact you can use to enhance your kicks.

Raiders of Draki Items

Kobolt (100/Free for Raider of Draki): In times of yore, the kobolds were considered the bottom of dragonic society, so were often stuck doing the work no one else wanted. However they also didn't want to do the work, so they created the Kobolts to do it for them. While equality has come since then, the Kobolts are still often used. You get a Kobolt that follows any basic command you give it, with the most advanced thing it can do is fill out your taxes.

Drak-Slime Pit (200/Discounted for Raiders of Draki): Drak-Slime is a substance around the consistency of tar and has the color of absinthe. Commonly found in pits on sides of mountains, Drak-Slime is known for what happens when you chuck it and hit the ground…it explodes!!!! You have a never ending pit of this stuff, allowing you to use it for however you intend on using it.

Raider Longwing (400/Discounted for Raiders of Draki): The Raider Longwing is a common sight during raids from Dreki. This winged airship can fit a crew of around 10, and comes equipped with fireball launchers on the side and a mighty flamethrower on the front. Also all of the weapons on it look like dragons, so that is pretty cool.

Dragonheart Edge (600/Discounted for Raiders of Draki): A legendary sword, said to be forged in the blood of the first dragon by his daughter after she killed the "hero" that slew him and took their blade . The Dragonheart Edge has a number of abilities. Firstly you can infuse any element you have control over/a connection to for powerful slashes or sword beams/projectiles. It can capture any supernatural or energy attack it comes near and use it to strengthen itself, and it has a tendency to destroy any armor it comes across. It also can become a glaive, the favored weapon of Order Drakonus.

Masque Strikers Items

La Vitamin Tonic (100/Free for Masque Strikers): A carbonated beverage popular among the Masque Strikers for all of the vitamins in it. You get a gallon jug of it, which while it isn't completely bottomless, does refill everyday. Drinking a quart of this stuff a day not only gives all the vitamins and nutrients you need to survive, but also strengthens your body to a extremely healthy state. And before you ask, it not a soda, just a carbonated beverage, don't any ideas Soda Lords!

Jumper Slashshot (200/Discounted for Masque Strikers): What's better, a sword or a gun? ~~The sword~~ Trick question, both in them same weapon. You get a sword that can turn into a gun. The gun has unlimited ammo, but does need to be reloaded every now and again. It also doesn't shoot as fast as the Aether Rapid Gunner. In the sword mode the trigger can be used to strengthen slashes when the timing is just right.

Jumpbooster (400/Discounted for Masque Strikers): Many Masque Strikers use motorcycles and the like to get around, though they don't just any old bikes, they use ***S P E C I A L*** bikes. You gain a motorcycle with unlimited fuel that can go faster then go 300 miles per hour. However that is not all, it has a mind of its own, with said mind being completely loyal to you. You can command it psychically no matter where you are, and it can turn into a mechanical animal or mythical creature of your choosing, having the powers of the creature you choose.

Omega Kyosteel (600/Discounted for Masque Strikers): A giant mechanical dragon-like kaiju created by an ancient civilization, like the Jumpbooster, you can command Omega Kyosteel psychically no matter where you are. It has a variety of weapons, such as high frequency blades for claws, a plasma blaster in it mouth, a drill on its tail, a cannon that can rip time and space (However it does drain the battery very quickly, so use it as a last resort), and a backpack with rail guns on it that are actually a jet that can split off. If you have a kaiju-sized form of any kind, Omega Kyosteel can become armor for it.

Swarmstar Nomads Items

Nomad's Scarf (100/Free for Swarmstar Nomads): A scarf with a vivid bright color of your choice and glittery sparkle meant to mimic the stars. While wearing this scarf, you will always know where your destination is.

Whirlcutter (200/Discounted for Swarmstar Nomads): A curved blade is a popular sidearm among the nomads, because in addition to being used as a sword it can also be thrown, whereupon it will return to the user. The Whirlcutter will also generate a whirlwind around that also picks up any items it goes near that might be useful to the user.

Likntree Snail (400/Discounted for Swarmstar Nomads): A giant snail that for some reason has a Likntree on its back. What is a Likntree you ask? Well it was a tree that secretes a teal sap known to heal any injury and illness. The snail will listen to your orders like a dog would, and you can harvest a pint of sap from the tree a day. Also the snail can't die since the tree has taken root inside of its body.

Exorite Burrow (600/Discounted for Swarmstar Nomads): The Swarmstar Nomads molt their exoskeleton every now and again. At first they just left them around, however one day one of them decided to stop letting them go to waste. Mixing the molted exoskeletons with meteorite ore and silk, they crafted the first Exorites, semi-organic automatons infused with cosmic energy. Since then, Exorite has become an important tool for the Swarmstar Nomads, and now you own an underground factory for them. The factory has everything you could possibly need, such as 500 tons of Swarmstar Exoskeletons, meteorite ore (That is just various ore commonly found in meteorites), and silk each that refills at the end of every month. You also have a drawing table for any Exorite ideas, a small band of workers ready to help you assemble your Exorite, and a ton of comos amber that refills at the end of every month too. The cosmic amber is used to awaken the Exorite, however you can use source of any cosmic or similar energy, and you add any other materials you have to the creation process. Once an Exorite is awakened, they will follow your orders to a tee.

Gardendom of Rosid Items

Pocket Pollen (100/Free for Gardendom of Rosid): In your pockets you will always find a small bag of pollen, which doesn't actually take up any pocket space. Still, why would you want this? Well this type of pollen is known for making anyone who comes in contact get super itchy, makes them sneeze a lot, and gives them a lot of mucus…even if they are not allergic. They do need to have an immune system for it to affect them though.

Efflorescence Raiper (200/Discounted for Gardendom of Rosid): The standard weapon of choice for duelists in Rosid, this raiper is made to look like a flower of your choosing. The raiper is known for its special ability: amplifying weaknesses and wounds. What does mean it enhances the power of weaknesses. Say for example you hit a grass-type pokemon with this and then use a fire move. It wouldn't just be super effective, it would be super duper effective. As for the wound, it basically increases how much the wounds hurt and how much damage they actually do.

Butterbee (400/Discounted for Gardendom of Rosid): Imagine a bumblebee and a butterfly had a child and that child was as large as a shire horse, that is a Butterbee. Usually friendly creatures, they are often used as mounts by the Gardendom of Rosid. While not the fastest flier in the world, it can carry as much as two mules, can sprinkle itchy powder on its foe below, and if all fails they have a poisonous stinger (And before you ask, it is smooth like a bumblebee stinger, so it can be reused.). They also like to snuggle.

Castle Arcadia (600/Discounted for Gardendom of Rosid): An exact copy of Castle Arduinna, it comes with a full staff of plant servants and guards that will do your bidding. It also comes with a garden you can plant anything in, and the next day it will become the pinnacle of its species. No plant ever dies in this garden unless someone else goes out of their way to kill a plant.

4-Suite Mafia - Devil Royale Items

52 Pickup of Death (100/Free for 4-Suite Mafia - Devil Royale): Standard issue for all members of Devil Royale, these playing cards are secretly super sharp and thin blades, designed for throwing. Despite the name and the fact it looks to be 52 cards thick, they never actually run out, so you can sling these cards forever. The suites will automatically change depending on the suites for whatever world you are in/on.

Stopiss Laboratory (200/Discounted for 4-Suite Mafia - Devil Royale): Stopiss is a narcotic liquid produced by the fiend mafias using fiendish fruits, fiendish sugar cane, and a little bit of corn syrup. You gain a secret underground workshop where you have a ton of all the ingredients you need to make it, a staff to help you make it, and of course the recipe. The ton of resources are refilled by the end of every month.

Black Sorrow (400/Discounted for 4-Suite Mafia - Devil Royale): The Sorrow Range of Automobiles are a popular choice for criminal fiends, especially one with black paint jobs. This one has a strange trait about it, that being in the car is hard to spot even by a master of perception. In large crowds it is basically invisible, and even if someone is looking straight at in the middle of an empty highway, there is only a 10% chance they actually spot it. You and anyone you choose are the only ones immune to this.

Malice's Hand (600/Discounted for 4-Suite Mafia - Devil Royale): This fearsome-looking gauntlet once belonged to a previous leader of Devil Royale. At the end of every finger is a sharp claw that leaves cuts that constantly burns with hellfire, and every knuckle has a built knuckle-duster on it that can be used to literally beat someone into serving you. Also while wearing it, all of your attacks are in general 5 times more painful.

Companions

Old Friends (Free/400): You can bring as many companions as you want for this jump. Each Companion gets 600 TP for their budget, or if you pay 400 they get 1200 TP. They can take drawbacks that are marked with a *.

Excalibur-001 (200/Discounted for Aetherpunk Union): Excalibur-001 was going to be the first of the Excalibur Series Androids, which were Magi-Tek Robots that were going to be the backbone of the Aetherpunk Union's military….but were replaced when the Aetherborgs were discovered to be the cheaper resource. Excalibur-001 was promptly thrown into the garbage bin, which has been their home ever since. If you were to take this machine with you, not only will you have a robot that has Aether Rapid Gunners built into each of their hands and an extremely powerful scanner built into their eyes, but also a machine who likes to learn about new things and has very good manners.

Morgan Labyrinth (200/Discounted for Scarlet Love ♥ Rose): One of the popular idols in Scarlet Love ♥ Rose, Morgan Labyrinth doesn't do most of the "cute" stuff that others do, rather she prefers a more rugged and punkish style. Her songs are known for crass and aggressive lyrics, metal-style melodies, and her iconic baritone voice. Despite what I just described however, she is actually a pretty nice girl who is totally chill to hang with you. If you take her as a companion, you will get more then a vampiric rockstar. She comes with a shockwave-generating guitar that is also an Ax, and she is a master of street fighting…both types too.

Cola Templar (200/Discounted for Soda Lords): Clad in a soda-themed knight armor, the Cola Templar is different from the other soda lords. While they seek enlightenment, the Cola Templar believes that instead that he should be enforcing the will of Soda upon the world. This led to him forming the Order of the Cola, of which he is the only member. A loyal and honorable warrior, he possesses a magical suit of armor and a magic sword and shield, both of which he is a master of. He also possess divine soda magic, which he got from…something.

Quartz, the Winged Serpent (200/Discounted for Bird-Lizards): Looking more like a bird-cobra then a bird-lizard, Quartz was blessed by the snake god and as such has gained the ability to infuse venom into his attacks. In addition to that, he is a master of dance (combat) and deception, the former of which is the reason he was blessed in the first place. He also likes vibrant colors.

The Lonesome Witch (200/Discounted for Beasts O' Bramble): This Bird-Like Beast is one the oldest beasts within the Darkbark Woods. Never seen without her magic staff which allows her to manipulate dreams and shadows, the Lonesome Witch is a powerful magic user who possesses many nature themed spells. Personality wise she acts like a sweet if not senile grandma who sometimes says some pretty morbid stuff.

Princess Kaguya-Tsukiko (200/Discounted for Indigo Shogunate Remnants): The daughter of current shogun of Ainpsed, Princess Kaguya-Tsukiko may not be a mighty warrior like most of the Shogunate, but she makes up for in other ways. She is extremely intelligent and possesses an encyclopedia worth of knowledge. She is a master of social engineering, and can wrap almost anyone around her finger. In terms of her character, she is the very model of elegant and is never seen without her fan…she even sleeps with it

Bahauagin (200/Discounted for Abyssborne Pirates): Imagine a mixture of a mako shark, an angular fish, a spinosaurus, a marine iguana with some kaiju design philosophy thrown in there, that is Bahauagin. He is 8-feet tall, super strong, can swim as fast as a black marlin, can go on both land and breath underwater, extend the glowing lure on his head to use as a whip, and fire a stream of glowing liquid that is actually acid. However he isn't really smart, and has a fear of smoke because where there is smoke, there are chefs, which he also fears.

Yuki Fuyukissu (200/Discounted for Shrine of the 9-Tailed Fox): One of the last Snow Kitsune in the world, Yuki possess Foxfrost instead of Foxfire, which basically works the same ways as that but with ice. She also learned the way of Crystal Magic, allowing her to cast

crystal-based spells of all kind, and on top of that she owns a young Ice Phoenix Owl that she dubbed Kōyamaki that can fire sharp icicles from its wings. Yes, she basically has her own companion. Companioneption.

Lieutenant Ewout Vergasselt (200/Discounted for Earth Regiment 999 - Voidspear): Hailing from the Earthen Territory of Belgium, Lieutenant Ewout is never seen without 4 things. His skull-like gas-mask, his swiss-army-knife-style survival shovel, his flamethrower, and his seemingly never ending supply of grenades. He also may have The Unkillable Soldier perk, because he just doesn't seem to die.

Julia (200/Discounted for Prisoners of Serak): Hailing from the France of a Urban Fantasy Earth, Julia is actually a half-fey. As such she can do things like summon fairy wings, generate fairy dust, and use fairy magic. She is also a master of Maun Tai and Copeira, merging the two into her own fighting style. She is also a master cook, a master seamstress, and loves coffee along with fantasy novels.

Rux (200/Discounted for Raiders of Draki): This mischievous kobold is the number one enemy of Aetherpunk Federation Police, Rux has a love for taking apart machinery and using it to build other things. She also found a way to infuse potions into spiders and use them as a form of homing weapons. Also she can turn into a mighty dragonic wolf, don't ask, it is a long story.

Glamour Lolita (200/Discounted for Masque Strikers): Born to a Japanese man and a British woman who both got trapped in Serack 19 years ago, Arisu Tachibana aka Glamour Lolita belong to a sort of sister faction to the Masque Striker called the Glamour Maids, who often recognized by their pretty outfits and cute animal companions. Glamour Lolita is armed with her love-powered magic, her cute talking moth companion Aoyagi, and her desire to never go up. Arisu is kind of an air head, however she is extremely friendly and caring. She also really into Lolita fashion, no surprise given her transformed state's name.

Wyvgant (200/Discounted for Swarmstar Nomads): A Antlion-Like Nomad who has been blessed by the lost member of the Swarmonic Zodiac: Dexmopleura, The Devourer. In addition to having the power of an antlion (Both Larva and Adult), he also possesses sharp claws, powerful mandibles that can chew through pretty much anything, and the ability to shoot cosmic acid from the spikes all over his body. Despite his fearsome appearance, he is a pretty friendly bug, he enjoys wholesome romance stories, pineapples, and board games.

Princess Rosaria (200/Discounted for Gardendom of Rosid): The heir to the Rosid Throne, Princess Rosaria was forced by her partners in a bunch of things she didn't care for, such as ballet, gymnastics, and political science. However Rosaria wanted more in her life then to be a pretty girl ruler, she wanted adventure, she wanted action, she wanted to be a real hero. So she began to sneak out at night to fight crime. Eventually she converted the skills she learned from ballet and gymnastics to turn herself into a nimble vilgantante. Also armed with a sharp wit and

a whip covered in toxic thorns that can cause hallucinations, Rosaria is the last noble you would want to face.

Travis De Twelve (200/Discounted for 4-Suite Mafia - Devil Royale): Never seen without his black popped collar trench coat and a mask made from pure bloodstone, Travis De Twelve is one of the feared hitmen in Devil Royale as he literally never misses his shot no matter how hard he tries. Armed with a fiendish sniper rifle fire 1d12-themed bullets that increase the power of his shots times (what the die rolled) He can also contact his secret friend Helicopter Bob, the greatest getaway helicopter pilot. Perfect when you are caught in a jam.

Toggles

Stay Extender: By using this toggle you can extend your stay at Serack for however long you wish, whenever it be 20 years or 10 billion.

What Is This, a Crossover Episode?: Have you ever wondered what would happen if two jumpers on completely different jumpchains went to the same jump at the same time? Well if you did you can use this toggle you can experience this first hand as you and someone else can do this jump together. Just hope that you can find someone to do it with you.

Out Of Context Factory: Do you have a hard time understanding the lore of this weird, weird world, or just don't like it but do like the perks and items. Well with this toggle this Jump becomes an Out Of Context one, though the world you end using will be altered if you take certain drawbacks such as David. Speaking of David, I will warn you, some settings might make him even more mad!

Tex-Mex: Of course, maybe you want the weirdness of this setting but still something you're familiar with? Well with this toggle this jump becomes a supplement to any other jump of your choosing, with the elements of Serack bleeding into the world of the other jump, or perhaps the other way around.

Extra Taco: There is a lot of things that people can be in this world, and maybe you couldn't pick which one you wanted to be. With this toggle fixes that, as you can take this jump as many times as you want, well kind of. You will have to pick a new origin each time. Luckily you don't have to buy the capstone over and over again for it to take effect. You can also choose for the story to start after your last visit, or start over.

Drawbacks

Balance Patch (+100/+300/+400/+600): Let's face it, it’s very easy in Jumpchain to become an unstoppable force of nature and makes even the most brutal of settings a joke. This of course gets boring to your benefactor thus leading to chain failure. Of course, the Benefactor doesn’t want you to fail either and as such given you the choice of buffing the setting. For 100 extra choice the power level of all threats are increase 2 times, for 200 extra the the power level of all threats are increased to Planetary Level, for 300 extra the the power level of all threats are increased to universal level, for 400 extra the the power level of all threats are increased to mutiversal level, and for 600 extra the setting is upgraded to a level that even sparked jumpers will have a very hard time completing. Be aware of your current power level when choosing this drawback.

***I forgor 💀 (+100):** You have a very hard time remembering things, like who you are, where you are from, your perks, your items, and what your favorite soda flavor is. Also, all that Jumpchain business is a bit foggy. You still have…. something?

***Hi Forgor 💀, I'm Dad! (+100):** You just can't help yourself. You are incapable of passing up an opportunity to make the lamest possible dad jokes. If no opportunity presents itself for more than an hour and you are not drinking coffee or reading the paper, you will be compelled to belt one out with no context or set up.

***Sunblight (+100):** Many people believe that vampires turn to dust when exposed to sunlight but this is actually false. In reality, many vampires get sick with an incurable disease known as Sunblight, which causes the cells of anyone infected to break down when exposed to the light of the sun or anything like sunlight. And guess what, you now have it. Don’t worry, only direct sunlight or similar stuff will harm you, so the moon is fine.

***Took The Pickle (+100):** You have a crippling addiction to pickles. No matter how hard to try, you will be unable to resist the sweet, salty, crunchy goodness of pickles. If you do not have a pickle within the span of 24 hours, you will have a mental breakdown and cry on the floor til someone gives you a pickle. Better stay away from the Aetherpunk Union, pickles are banned there ever since the incident.

DA GHOST!!!!! (+100): Your life is going to get a lot spookier as a ghost decided to haunt you. This is no malevolent specter however, no this is far worse. In life, this ghost was a young child who caused problems for everyone because they thought it was the funniest thing to do. You will constantly run into minor inconveniences, all caused by the ghost. If you have the tools and or abilities that would allow you to exercise this spirit, you can do so…for a bit. The ghost will eventually come back.

***Was it Something I said? (+200, can be taken multiple times):** For some reason one of the factions here does not like you at all. In fact breaking you down into component parts is an important objective to them. They will go out of your way to murder you, even if they shoot themselves in the process. Charisma Perks will not work on them either.

Monster of the Week (+200): One of the many evil organizations has decided in order to complete their malicious plans they must wipe from the face of Serack, and they intend to do the same way they try to solve all of their problems: create monsters. Every week you will have a monster sent after you, each with its own theme and gimmick. With each passing year they will get stronger and stronger, until it gets to the point where you are fighting the final boss of the average Tokusatsu show every week! Don't worry, you will have at least one week per year where no monsters will be sent after you, which is nice.

***The Boring "Out of Jump Lock" Drawback (+300):** It's your standard "No perks or items from outside of the jump" that all jumps have. Nothing to see here.

I hope I don't have to fight my evil shadow self today (+300): For some reason when you entered this jump, an evil dark copy of you appeared in Serack. They have every perk, item, companion, and everything you have gotten on your jumpchain so far…and they will stop at nothing to murder you. Have fun dealing with your own overpowered build.

Revenge is a dish best served cold (+300): Did you have a particular enemy in a previous jump you did? If so, are you glad you never have to deal with them again? Well too bad, they have somehow appeared in this jump and now at your power level

The Precious Wilds (+300): If you want to see Serack's weirdness in full effect, look no further to its wilds. Here, bizarre beasts and wondrous creatures of all shapes and sizes roam. However, there is also wildlife of the more…dangerous variety. While these creatures still do exist without this drawback, their population will explode into ridiculous proportions. Civilizations will be mostly safe from these creatures…keyword mostly, but the wilds themselves will come extremely deadly for you and everyone else on Serack. As for what these creatures are, there are too many to count but I will list a few to give you an idea. The Three-Headed Sonicrazor Bird, the Giant Megaton Punch Toad, the Scoprmanid, the Crystal Gardrake, the Gliding Morrigan Lizard, the Cryoraptor, the Magmahorn, the Levitator, the Sword Warg, the Drill Spider, the Doppelgänger Beetle, and the terrifying Greg. (Also note for storytellers, I highly encourage the creation of your own beasts for your tales. If you're stuck, I suggest looking at TTRPG beastries, TCG cards, monster-taming video games, and fan-made creations for all of those)

David (+800): Okay….it is time we talk about David. David is the second moon of Serack, and is also a cosmic horror who will kill all life on the planet if he feels like the people have become hateful of each other. Given what has happened recently, it's honestly a surprise that David hasn't attacked Serack already but now he has. Now David possesses an ability that allows him to create anything he wishes at will, so if you take this drawback the first thing you think you are going to see when you get to the jump is an army of monsters that look like they came out of some analog horror story. If you somehow survive that, I am sorry to say that your worries are not over yet, as if every lifeform on Serack except for you is killed, you will fail your chain. Also I should tell you that David will know that you are a jumper and has planned accordingly for whatever you can do. I will say that you can not prepare for the worst, as it has already prepared for you.

It's Over

After all of the insanity you had to endure, you have three choices

Stay Here: This silly world has captured you with its charm, and you decide to settle down.

Go Home: You had enough of this madness and decide to head home.

Move On: There are still many worlds to explore, hopefully the things you have gotten on this world will aid you in those worlds.

Notes

For starters, I would like to thank everyone who helped with the making of the first version of the jump. I didn't use every idea but I am very glad that people were willing to help me, even if I forgot most of their names…sorry about that.

This Jump was originally created in order to practice my jump-making skills, though I think it had already evolved past that point. When I did the first version of this jump I didn't think I could add all of the additional factions and the other stuff, but as you can see I eventually did…but couldn't think of a better way to phrase it. And honestly, I want to make more factions for the jump, but I made a promise that this would be the last faction update I make for this jump…though maybe I could make stuff for supplements to get around my own rules.

Speaking of new factions, if you are interested in making your faction/supplement/whatever for this jump, go ahead, I highly encourage it. Or if you rather not add to some stranger on the internet's thing, I would love to see another jump with this vibe of utter nonsense. Either way, more weird jumps are always welcomed.

The name Weaponized Taco Factory was chosen because the first letters of each word spell WTF, and that was the vibe I wanted people to get when they looked at this thing.

Somebody asked for more lore and I was going to do that but I got stuck there and honestly it didn't feel right to me. Hence I made it an Anti-Cannon Setting and why the Anti-Cannon Perk became a thing in the later updates.

If you do have a problem coming up with a story, here is a list of media to give you the vibe of the setting. Some I have seen, other I just know enough about to say "yeah, that should give them an idea"

- Skylanders
- Skyrim With Way Too Many Mods
- Smash Up
- Adventure Time
- Gravity Falls
- Owl House
- Amphibia
- Garry's Mod
- Orespawn (Minecraft Mod)
- Terraria
    - Calamity Mod
    - Mod Of Redemption
    - Stars Above
- World Of Warcraft
- Jojo's Bizarre Adventure
- Fallout
- The Ultra Series
- Madan Senki Ryukendo
- Tomica Hero Rescue Fire
- Gekisou Sentai Carranger
- Kikai Sentai Zenkaiger
- Lightseeker
- Keyforge
- League Of Legends
- Silver Ages Comics
- Yu-Gi-Oh Duel Monsters
- Pathfinder/Starfinder
- Chaotic
- Team Fortress 2
- Alice In Wonderland
- Oz Series
- Pokemon Mystery Dungeon
- Wander Over Yonder
- Cardfight Vanguard
- The Adventure Zone
    - Balance
    - Amnesty
    - Ethersea
- Tales Of Arcana
- Troika
- Spelljammer
- Planeswalker
- Magic: The Gathering (Newer Planes)
- Over The Garden Wall

- One Piece
- Arkelon Chronicles
- Helluva Boss
- Night Vale
- Undertale
- Deltarune
- Pikmin
- Mario
- Tortured Earth
- Kamen Rider
- Rimworld With Too Many Mods
- Paradigm Worlds (Mount & Blade Warband Mod)
- Digimon
- RIFTS
- Banjo Kazooie
- SCP
- Backrooms
- Iron Kingdoms
- Brawlhalla
- Rivals of Aether With Too Many Mods
- Spore
    - Spore Galactic Adventures
- Ratchet And Clank
- Crash Bandicoot
    - Crash Of The Titans
    - Mind Over Mutants
- Kameo - Elements Of Power
- Ben 10 Omniverse
- Oddworld
- MurderousAutomaton’s Creepazoids Series of Artwork
- Sacrifice (Video Game)