Library of Ruina Jumpchain

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Imagine a megalopolis of a city that spans nearly a whole continent, full of marvellous technology such as teleporting trains, hospitals capable of growing whole bodies and being able to replace your head with a camera. This cyberpunk urban jungle is simply known to its occupants as "The City". To protect the city from potential threats,the city is governed by a secretive organisation called the Head. They manage aspects like patents and place harsh and strict regulations on things like firearms, cloning and artificial intelligence. Those who dare shirk the regulations or prove threatening to the city's order tend to *disappear*.

Being such a massive city, it split into multiple districts, simply identified by number (ie "District 19"). Aside from the rules set by the Head, each district is managed by one of twenty-three other organisations known as Wings. Each Wing works to give their district order, turning them into Nests. Nests are considered the upper echelons of living as they're safer, more luxurious and host the best and brightest among the population. But life in a Nest is demanding and housing tends to be expensive. If you can't pay, you'll find yourself kicked out to the Backstreets soon enough.

The Backstreets are parts of a district that aren't the focus of a Wing, and so they tend to be lawless lands often run by gangs of thugs called Syndicates. Although they operate by their own code, they don't dare oppose the Head's regulations. Rivalling the Syndicates are organisations of mercenaries known as Fixers. Offices of fixers are required to share some universal rules and regulations, but in exchange they receive benefits such as receiving up to date information from the Hana Association, who track and manage threat levels of possible concerns within the city in realtime. While it is expected for Fixers and Syndicates to clash amongst each other, not all Syndicates are necessarily bad and not all Fixers are hired to do the right thing, so it's not uncommon for unspoken alliances to form between offices.

If you haven't gotten the gist yet, it's a very cut-throat place with bullying and selfishness being the norm. Yet, for all the struggles that happen inside this city, it's still better than what's *out there*. Outside the city's giant walls is an apocalyptic wasteland full of ruins and ghost towns. Even private militaries are hesitant about dealing with the many life-threatening dangers that lurk within a ruin. While some offices may head out for exploration and excavation, no sane person would dare to live out there. And for the many exiles and immigrants that live in the Outskirts, having to deal with failed and dangerous experiments and monsters ejected by the city, life is a violent and short one.

Recently a series of disasters are happening: a monstrous being called The Pianist devastated an entire district, killing over 300,000 people before it was defeated. A Wing has mysteriously disappeared, leaving its district to fall to chaos. Meanwhile, within that same district are rumors of a mysterious library that can offer you books containing just what you need, but you must somehow survive its ordeals, lest you become a book yourself. Are these events linked at all? Several offices and syndicates are moving in to investigate and profit off the ensuing bedlam.

Here is **1000cp**, may you find your book in this place.
As a piece of friendly advice: stay off the warp trains.

Roll 19+1d8 for your age and keep your current gender.
You may pay 50cp to change these and also select your starting location.

Origin

- **Distortion (Drop-In)** - One day you just appeared within the city's walls, with no real explainable reason. You might be the talk of the town for a short bit, but people will get back to their own business soon enough.
  + No memories to mess with you.
  - No connections. Loners are tempting targets.
- **Official Fixer** - Whether you studied from a Nest or fought on the Backstreets, you found yourself in the employ of a fixer office. Most days are stressful due to the constant competition for work and the high risk to your health.
  + You're a mercenary for hire. Connections to legit folks.
  - Restricted by protocols. Fight for work and survival.
- **Syndicate Member** - Rules and laws were never on your side, you rose up from the harsher parts of the city and proved your worth to a syndicate, a gang of (typically) nasty folk. Most syndicates hunt the regular folk while others happily try to bust up fixer offices. Why? Well money and power, of course! As a team, you'll look out for one another, at least while doing so is profitable.
  + Part of a criminal gang or a vigilante group. Access to some really cool black-market tech.
  - Dog eat dog. You'll be out there fighting other syndicates and offices of fixers for money.
- **Rat** - Abandoned as an orphan or perhaps fell out of a Nest, you've fallen into the ranks of the rats. Rats are the lowest of the low, the bottom rung of the social ladder. No talents to their names, no assets that they could retain and no easy way to climb the ranks.
  + Solidarity with other rats. Appreciation for simpler things. Considered a lousy target.
  - Bottom of the barrel. Supposed solidarity generally only lasts while you all are poor.
- **Nest Resident** - Belonging to a rich house of privileged nobles, you were born and raised in a peaceful Nest. Nest residents tend to be office workers or people with workable talents.
  + Optimistic and idealistic outlook. Safest places to live.
  - Sheltered from the more grim realities. High stress environment.
- **Sweeper** - Coming out of the Backstreets every night are the sweepers, the janitors of the city. Robotic humanoids that harvest any bodies or blood left out in the street. Which tends to be a lot. As one of these bots, you'll belong to a tight-knit group of "neighbours" that watches out for one another and selflessly cooperate. However, despite being sanctioned by the Head, sweepers have their own distinct language that the regular folk haven't cracked yet, and the sweepers don't really try. Good luck trying to talk to outsiders with blips and machine noises.
  + Robot body, feeling of belonging.
  - Must harvest flesh for fuel. Can't communicate with normal people.
- **Head Agent** - The Head comprises three main organisations, of which you will be an agent: as an Arbiter for the Head, a Beholder for the Eye or an Executioner for the Claw. Extremely secretive and protective of the City’s order, they are responsible for delivering warnings and bringing down the hammer on anyone who dares step out of line. Born and raised to follow orders and ensure the city proceeds as normal, you belong to this class of elites. You need not concern yourself with the low level squabbles of the riffraff.
  + Comfortable if strict living conditions. Brutal training regimen ensures capacity to do your job.

- Constant monitoring and a tight leash. Indoctrinated towards maintaining the city's view of order.

- **Librarian** - You awake in a strange room, empty bookshelves all around you. Angela, the head librarian, woke you up from your slumber. Somehow sharing history in an organisation in the past, she'll tell you of her goal to find the one perfect book that will help her escape this place. One way or another you'll learn that this is the titular Library of Ruina, dedicated to gathering books about the city. Its methods in gathering books is however...unorthodox. You will work here as a librarian, "receiving" guests as they come.
  + Used to the strange and unusual. Safety within the library's walls.
  - Cannot actually *leave* the Library for a majority of the jump.

Starting location

Roll 1d8

1. **Outskirts** - Lawless, outside city walls, the dumping grounds of dangerous man-made machines and discarded experiments.
2. **Uncontrolled Backstreets** - Lawless district, no one syndicate is in charge here, leading to frequent fights in the streets
3. **Syndicate run Backstreets** - One primary syndicate runs the place, they may have draconic rules and demand tributes every week, but they're well established and provide adequate protection should you pony up.
4. **Fallen Nest** - What was once a peaceful and prosperous location has turned to chaos. The hired Fixers no longer earn their pay and will soon withdraw, leading to an eventual turf war.
5. **Nest** - Similar to a standard city in your world, jumper. Patrols of hired guards protect the peace. Your biggest danger is office politics, losing your job and getting kicked out to the backstreets.
6. **Extravagant Nest** - Highly populated and popular spot. Upper echelons of society. Police patrols and private military ensure safety. Expensive living conditions and highly demanding work.
7. **Library of Ruina** - Somehow you woke up here. A massive library that bends on the imagination. You'll soon be greeted by the head librarian Angela, who'll be none-too-happy about a mysterious trespasser.
8. **Free choice**

Perks

Distortion (Drop-In)

Keep Your Head Down (100cp): Let's not lie, if you want to survive, the first rule is not to cause a scene. If you wish to lay low, you become so unremarkable that people subconsciously ignore you, and those who do notice struggle to remember. You could walk into a busy store, buy groceries and step out without any fuss.

Enhanced Body (200cp): Somehow you have hardier flesh and bones. It feels like you have an extra layer of armour over your skin. Your body will also attempt to regenerate lost limbs. Should it fail to function (such as shock or your heart stopping), this brand of regeneration stops altogether. You can willingly soften yourself for surgeries. As per the perk's namesake, your body essentially stops aging once you reach your peak.

Arena Materialisation (200cp): You have the ability to aesthetically change the current area to one of your choice. Some examples include changing a hotel room to a lush forest, a train station to a friendly cartoon neighbourhood, or even making it seem like you're in outer space. Music may accompany you with the changes. No matter what aesthetics you go with, the actual layout of the land (and any of its inherent danger) doesn't actually change. However, while this field is active, you and your allies will be hyped up to work/fight/play better. If you leave the area or are otherwise defeated, the "arena" dissolves and reverts back to normal.

Distortion Effect (600cp): You may emit a kind of memetic mind control that amplifies the emotions of yourself and/or those nearby. At the lowest levels it may just push one's emotions towards happiness, anger or whatnot. But putting more intensity into the effect starts to exhibit physical changes:

- Subtle effects may change the clothes and equipment of those affected, perhaps they materialise their own weapons. Because the equipment forms from their own emotions, they know how to use them to their fullest.
- Those affected whose emotions go to extreme levels will twist and warp to match their emotion in their entirety. They might stop being human altogether.
- Continuous or excessive exposure may result in permanent changes. Requiring some psychological gymnastics to break them out of it.

At stronger levels, if you wish to try and influence what emotions one feels, you may be able to whisper words of encouragement or admonishment to those within your effects. What works or doesn't depends entirely on your charisma and the target's personality and willpower.

Sanctified Fixer

Food On The Table (100cp): When hunting for a job as a fixer, you get a good sense of opportunities nearby, and a gut feeling of if they're worth your time and a relative difficulty to your skill level. Consistently do your job and a reputation will spread.

That is That and This is This (200cp):

It is a rookie mistake to let emotions get the better of you. Rallying allies to get revenge or unloading emotional baggage on others is unprofessional and inconsiderate. This perk gives you several mantras to internalise that allow you to better control your emotions, think logically and better handle stress. This isn't forgetting your friends or abandoning humanity, this is keeping emotions and work separate until it is safe to do so.

Professional Training (400cp):

Whether you were raised on the Backstreets or were put through training in a Nest, you've gotten the core experience needed to be a successful fighter. You've got simple training in simple bladed and blunt weapons but can also make use of improvised weapons and ensure they can survive the battle. Knowledge of proper procedures and protocols now allows you to navigate the Hana Association's network, ensuring your requests avoid all the shenanigans of red-tape and get you the goods you need. Finally, you understand the importance of contracts and can set up standard deals that ensure the client's demands are clear and that you get paid.

Potential Colour (600cp):

Top of the line fixers rise through the ranks until they are given a title of a colour, like the Red Mist or the Purple Tear. As the elite of the elite, colours are recognised as the most capable of the fixers. The training and expertise of each colour can be so vast that it's difficult to compare any two colours. This perk ensures you have the baseline of what a colour tends to have:

- Better fighting ability all-around with better reflexes, stronger force and a sharper mind.
- Your fighting skills never deteriorate, and you can be ready for battle at any time.
- You can safely use any weapon, no matter how exotic, volatile or self-harming it may be.
- Although most are capable of deflecting bullets with melee weapons, you can do so reliably and consistently.
- You can, at a glance, accurately assess someone's combat capabilities and can tell if they're holding back or hiding it.
- Finally, when you are hired for a job, you can see the optimal path of success and the optimal means of pleasing the client, even if the two are mutually exclusive.

With this you could clash with some of the strongest fighters this city has to offer. But it is up to you to determine how you stand out from the rest of the crowd. .

Syndicate

Send a Message (100cp): You now have a talent for adding a little brutality to your actions, which works wonders to intimidate and distress witnesses. Kicking someone's head off or impaling their body on a pike can go a long way in getting others to step down.

Beatdown (200cp): Most low level syndicates don't have the money to buy weapons or modifications, and they certainly don't get the weapon training fixers do. Thus most make do with what they have: their body. You gain proficiency in hand-to-hand combat and the strength to pick up and throw a man your size. Every part of your body (modified or otherwise) is a lethal weapon capable of breaking bones and cutting off limbs. If you know any fighting styles, this will amplify their effects.

Improved Body Modification (400cp): Body modification isn't a far fetched concept out there in the city. Fork out the cash and you can replace whole body parts, even your own head, with robotics. If metal isn't your thing, how about attaching bionic equipment? This perk ensures that modifications made to your body safely come across with a 100% success rate. No matter what changes are made to you, you will not suffer body dimorphism and can operate as if you've always been this way. This goes both ways: You'll also have advanced knowledge on the human body and the sciences behind this kind of modification, so this perk comes into effect on the people you work on.

Capo dei capi (600cp): Syndicates are often required to do nasty things, and let's not beat around the bush, if you're going to be a successful leader, you've got to be the role model your subordinates need. Whatever code of ethics or honour you're bound to, you will memorise by heart and follow with ease. You know how to make yourself intimidating and promote an aura that demands respect.

Furthermore, you can essentially turn your empathy for other people off. In this state, humans are resources, with their value (based on skills, loyalty and core values) immediately measurable to you. You will feel nothing upon inflicting injury or execution upon underlings or captured foes. You'll suffer no emotional repercussions for such brutal actions while this "game face" is on, even if you take it off afterwards. Such is the behaviour that is expected of a godfather.

Rat

The Background Rat (100cp):

A rat who doesn't know how to live will quickly find themselves dead. You can not just survive, but thrive off the absolute bare minimum. Finding or making safe places to rest, where to scavenge food or identifying who are most welcoming to one of your status, these are all little things that ensure you safely survive the backstreets.

Hobo Economics (200cp):

Bartering becomes a problem when you have nothing of value. Now you can always trade for favours instead of material wealth. A favour here or there can ensure that you meet with folks and keep peaceful negotiations going. With this perk, you can accurately recall who owes who favours and clearly remember who's been skimping out.

Power of Poverty (400cp):

As a rat you have hardly anything to lose, which puts you at an advantage against anyone richer than yourself. That's right, somehow when you are in conflict with someone clearly wealthier than yourself, you will find it much easier to dismantle, steal or destroy their assets. In a world where money is power, you know damn well where to hit them hardest: their pockets.

But still, I wanted to have a dream (600cp):

Many of those who hit rock bottom focus their thoughts on surviving over all other things. They throw away their long-term goals because it seems impossible, hardly worth caring for. As cheesy as it is for a rat to dream, you understand the power behind them and can use them to give yourself and others hope. This hope allows you to find the motivation to bounce back even in your worst moments, and if you fall into despair, you shall not suffer for long. Although others may not share your optimism, with a little prompting, you might be able to help them realise their own dreams and regain hope. Your positivity can inspire those around you and uplift their feelings. Best of all, when you work towards your dream, you'll always put your best foot forward in order to reach it. No dream will be out of reach with you here.

Nest Resident

Power of Money (100cp): Given proper schooling and understanding of finances, you know how to properly handle your money. Finances, taxes, investments, super, and what have you, you can sort it all out easily. Make your money grow legally.

Managed Marketing Methods (200cp): Success comes not just from having quality goods but knowing how to market them. If you have a target audience in mind you'll know the best means of appealing to them, or least how to find out. Know how to market your products/projects and swing people (even potential muggers) into becoming customers/clients. Also, you'll have an easier time recognising optimal prices.

Red Tape B-Gone! (400cp): Dealing with offices can be a serious hassle, especially with massive confusing systems in place. Now such systems aren't a concern to you anymore. You'll never have to deal with red-tape by knowing the most efficient and expedient channels needed to get things done. Likewise you'll notice when people are intentionally trying to obstruct you and can find ways around it. All this knowledge also means should you ever need to design your own bureaucratic system, you'll be able to create one that is as pleasantly streamlined or obnoxious as you want.

Wing's Brightest Feather (600cp): It seems you've inherited the talents of a genius. You are absolutely brimming with potential when it comes to science and engineering. No matter what subject you study, you can easily understand memorise formulas, processes and their applications. With this knowledge you can easily deduce the purpose and functionality of any tool upon seeing it for the first time, no matter if it is mechanical or organic. Finally, you can easily predict the effects a product or project will have on an ecosystem should you think to release it.

Sweepers

Sweeper Speak (100cp): The sweepers don't really speak the common language. Rather, they resort to a secret language sorted by blips and beeps. This language is extremely elegant and precise, and you can freely speak it with your companions and followers. Can also speak to robots of other settings.

Bloody Effective (200cp): Sweepers need blood to fuel themselves, and somehow you seem to get more out of people than you otherwise would. Whether you're making light cuts or shredding someone to pieces, the amount of blood that flows is roughly tripled. This doesn't actually change the amount of blood loss from the target, making it no more dangerous to them.

Clean Sweep (400cp): A sweeper's job is to clean up the city, and clean is what you get. You have an innate sense of flesh and blood should you search an area for cleaning. What's more, your cleaning technique is immaculate. What looks like morbid butchering to onlookers is actually precise harvesting, to the point where you could disassemble a whole body without leaving any remains. These improvements can also affect mould, oil and whatever else you would desire, should you intend to do more conventional cleaning.

Welcome to the Neighbourhood (600cp): When assimilated by other groups (voluntarily or not), you fully retain your personality and the group you are assimilated to fully accepts you as you are. In fact, they are so accepting that unless your methods are offensive or threaten the group as a whole, most are willing to look the other way (or simply make a token attempt to stop you) should you change forms or even revert the changes. This also works the other way: others may feel less apprehensive about joining whatever group you're currently part of.

Agent of the Head

Classified Information (100cp): As an agent that guards secrets, you need to be able to keep your own. You now have an innate sense of what information is classified, what is common knowledge and all that is in between. You'll be able to pick out the legitimate data among all the rumours. When in conversation with people about sensitive topics, you easily pick up tells of things like if they know things they shouldn't, or if someone is fishing for information. With some expertise in wordplay, you may be able to trip someone into spilling what they know. With this skill, you could speak to the best of your ability about sensitive data without letting slip any key or core details.

Clean Hands (200cp): Although you might like to get your hands dirty, when an agent of the Head steps in usually means things are past the point of repair. With these management skills now you shouldn't reach that threshold. Simply put, you are capable of manipulating folks from a distance to get what you want. Finding spies, blackmailing employees and incentivising syndicates are just a few avenues of attack for you to deliver a message or remove an obstacle. Do things right and nobody will even suspect your organisation's involvement.

Seventh Sense (400cp): Getting a feel of someone's bloodlust and their next move? That's childsplay. With some clairvoyance and remote viewing, you can see far beyond what a human should be capable of. You can project your sight and sense away from your body, the distance limited by your own mental capacity. Dimensional travel? Time travel? Whatever extraphysical means of movement, you can now perceive these effects moments before they happen, giving you ample time to react. Did someone teleport away? You could see a faint portal echoing their destination. You are alert in nearly all angles of approach, and short of getting tunnel vision, nobody is going to slip past your notice.

Mysterious Power (600cp): The city runs on technology, and everything tends to have some explanation. However, anyone bearing witness to these powers will see nothing short of magic. Your body has been heavily modified to control this power yourself. While subtle uses include telekinesis and "mind bullets", more importantly you're capable of materialising and controlling a mysterious black substance that has a golden shimmer in the light. This substance can be used to create and manipulate as a solid metal, like chains to tie people down, or throwing giant pillars to impale scores of targets. In either gaseous or liquid form it is highly toxic to humans. It is also possible to inscribe glowing runes upon the black metal to program advanced effects like homing in on targets automatically or creating your own locks and doors. Without your concentration the substance should dissipate after roughly an hour.

Librarian

The Organiser (100cp): The basics of a librarian are to handle the media within the library's walls. You can sort books, tapes, paintings and many other things with ease. Will never damage a book inadvertently. If you work in a Library, you have an innate feeling of where everything is.

Book Drop (200cp):Librarians have a need for books, and this power allows you to gather them from other avenues of life. Upon besting an opponent either through combat or through some kind of competition, a book based on the opponent may drop. The contents of the book widely vary based on the manner of their defeat. Defeating a champion through chess may describe well known strategies of chess and their perspective on it. Whereas killing a man will often provide a biography as well as the person's own musings on their favoured subjects. The odds of a book dropping depends primarily on the emotions of your opponent at the time of defeat. At the height of despair moments before death could net you several books giving a full biography of the person, while losing a casual game of darts with no investment in it will be lucky to give you a page.

Book Learning (400cp): Those books you like to collect now have a lot more purpose than just information. Now you can "wield" a book, temporarily granting perfect photographic knowledge of the contents within, and by using your imagination you can materialise the tools it describes. For example, a book about the standards of woodwork will temporarily grant the user hammers and saws when needed, and the user will have perfect application of the methods. The tools disappear once they leave the user's hand and once the book is unequipped, the unpracticed knowledge goes with it. Guns *are* capable of firing projectiles, but ammunition doesn't resupply until the owner sits down and goes through the motions of reloading.

Ruina's Author (600cp): Not just a book collector, you are now an author, editor and publisher. While you might always have been capable of writing books based on your own knowledge and imagination, now you can bless your books to grant their readers abilities and tools as if they were using the **Book Learning** perk. You can also easily assemble and disassemble books, inserting pages from one to another and allowing the information to seamlessly integrate for mixed skillsets. The strength of the books you write depends on how factual the information contained within it is. For example, if you were to write a book about rayguns when you have no clue how a raygun would operate could still provide a raygun, but it would be of notably inferior quality, IF it fired at all. Copies not directly produced by you do not copy the Book Learning ability.

Items

You receive an additional +300cp stipend to spend within the items section only

Drop In

Obscuring Headgear (100cp): A completely opaque metal mask that covers the face. Makes the wearer simply unrecognisable, even if your hair and physique are a dead giveaway. The wearer can see through it just fine and lifting it up to eat or drink doesn't compromise their identity. Can change the shape or cut holes in it if you don't like the "blank" look.

Smiling Face pipe (200cp): A comically large smoking pipe. Several puffs of this can create an obnoxious amount of smoke, enough to create a smokescreen. The smoke is somewhat calming to the smoker and eases them from stress. People caught within the smokescreen may find it hard to focus and stay awake, unless they're *also* a smoker. It is extremely hardy and can also work as a golf-club or a blunt weapon in a pinch.

Abnormality Pages (400cp): These sheets of paper are like strange contracts that enable the use of powers and abilities from one person to the other, provided certain criteria are met. For example, gaining the ferocity and regeneration of a werewolf, but while the recipient is in combat, currently in a heightened emotional state (typically anger and frustration) and can actually see a moon. How strict the conditions are depend on the amount of power and traits being provided. Some of the strongest effects can go as far as channelling the being themselves, granting their entire moveset, but only capable of doing so in highly intensive or long lasting battles.

Midnight Parade (600cp): This mysterious carnival moves of its own accord, showing up at odd hours in the wilderness or in isolated locations of the city. Despite its remote location, the odd traveller or group may find themselves in its vicinity. The main attractions of this circus is its strange creatures, like a piranha with human legs or a lion sewn together with the cloth of several fabrics(?). By default the ringleader is a psychopathic manchild of a clown who speaks in riddles, but you or one of your companions may assume the role instead. The carnival gives your less-than-human friends a chance of a job and a means to connect to "normal" folk. It also allows you and your allies to steal away into the night to escape would-be pursuers. The occupants of this circus act as loyal followers and are fully capable of defending themselves. Whenever you visit, you may decide the stance this carnival takes, whether it is actually dangerous, alluring (often encouraging customers to "join the show") or simply profitable.

Fixer

Parley Tea Set (100cp): A small immaculate tea set with instructions on how to make the more popular blends. Offering this tea during negotiations tends to have positive results, whether it eases tensions or leads to conversation about tea, giving both sides a chance to connect. Calmly offering some tea to some would-be invaders at the right time may very well make them step back and try diplomacy first.

Signature Sidearm (200cp): A customisable melee weapon that maintains its own sharpness and durability. The weapon has a compact form for easy storage. Can be customised to use a blade, focus on blunt trauma, and even enhanced to include special effects like releasing explosions on impact or shocking targets with paralysis.

R Corp Design Battlesuit (400cp): R Corp owns several private militaries, and now a suit based on their designs is in your possession (or, if you so desire, you may import these effects onto armour you already own). This armour provides the best defenses known in the city while its helmet displays various diagnostics and can correctly identify allies wearing similar armour. More importantly, the battlesuit charges energy as you fight. When simply stored, this energy improves the wearer's mobility and defenses. However, the energy can also be used to power special attacks through the user's weapons or project small momentary shields to block attacks.

City-Regulated Firearm (600cp): A customisable assault rifle that can be modified to become as powerful and indiscriminate as a blunderbuss or have the precision and reach of a sniper. It starts each day with several clips of various ammunition available (e.g. incendiary or frost bolts). Performing tricks or using the gun as a melee weapon will refill the magazine, with more ammunition for trickier stunts and/or more damage.

Syndicate

Binding Chain (100cp): An impossibly durable and lengthy heavy-duty chain. The owner is capable of breaking off sections of the chain for whatever reasons they deem fit, but the smaller sections will become regular steel upon separation. The chain regrows when not observed. Can be customised to be jagged, causing bloody scrapes to those it touches, or extendable, capable of reaching out and pulling someone to the user at rapid speeds.

Taboo Tattoo (200cp): Ink and tools to create tattoos. Although appropriate for artistic uses, if this ink is used in the application of a tattoo, the tattoos will have special properties. Some possibilities include enhancing the owner, affecting those who look at it, or both. The effectiveness of a tattoo depends on the skill level of the artist.

Spare Parts (400cp): Failures are hardly tolerated in the syndicate. Failure of your job may lose you a hand, while failing etiquette will lose you a tongue. This little icebox will have a replacement inside when you open it. For larger pieces (like say, a whole arm) this may require several uses. This won't stop the pain nor provide means of putting it back, but so long as you learn from your mistakes, the consequences need not be expensive. May contain inhuman body parts for allies with more exotic limbs.

Nuovo Fabric (600cp): Nuovo fabric is a rare and amazing material usually reserved for the most elite garments. It is soft to the touch, but is somehow more durable than tank armour. If you want to wear a business suit and still have protection that rivals the military, nuovo is your jam. Naturally it is the most sought after and is quite a lucrative business. You will have a crate of nuovo fabric delivered to your warehouse that refills once a week.

Rat

Old Rusty (100cp): A hand-me-down swiss army knife, looks rusted but tools are sharp and perfectly functional.

Burn Barrel (200cp): Looks like a typical rusty barrel, but actually has machinery built into it. There's no need for matches, you can simply turn the fire on or off. The barrel is guaranteed to keep everyone nearby warm, even through a blizzard. The need and consumption of fuel is optional, as well is smoke and such harmful effects.

Packrat's Backpack (400cp): A large unassuming backpack with a sleeping bag. The bag essentially stores items into its own pocket dimension. Although it doesn't look it, it is actually developed with nuovo fabric to make it as strong as heavy armor. Lastly, it blends into the environment and goes unnoticed by everyone but its owner when put down. May be imported as another bag.

Home of the Underdogs (600cp): A spray can that can change colours even during use. Tagging an area within the backstreets of a city or off the beaten path with a symbol or emblem that can be recognised as yours will unofficially lay claim to the land. While the area is considered your turf, it will be easier for allies and followers to rest and recover here. Meanwhile, trespassers will subconsciously feel an ominous pressure and the desire to leave. Tags won't bring out the effect if you try in popular spots or draw ambiguous symbols. The spray has an unlimited amount of paint and is perfectly safe, even through misuse.

Nest Resident

Stasis Preservation Box Set (100cp): A series of tupperware that actively preserves the stuff inside. Automatically sorts and repairs itself when left unused for a while. Food preserved can be kept as fresh for as long as the box is kept closed.

Employee Starter Guide (200cp): A book that changes its information depending on your current or next job. Contains all the information detailing the job itself and all the newbie friendly guides you need to thrive. If you are to become a liaison between two groups, this guide will dictate the required etiquette to ensure you do not offend potential clients (which, in the case of some syndicates, can be decidedly fatal).

Legalese Lymph Node (400cp): A small device containing an AI designed to research law and contractual obligations. It comes with an unassuming magnifying glass that is used to scan documents. Show it a contract and it will identify any fine print (or invisible clauses) and tell you of potential loopholes. Show it a patent and a design document and it'll compare the two for differences and similarities. As an AI, you can ask questions like "Does this contract seem fair?", "How much do I need to change this design to be safely different from a patent?" or even "What methods can I use to screw them through this contract?" and it will answer with precise expert-level advice that is simple to digest. With every jump it will update to reflect current realms' most popular schools of law, if applicable.

Singularity Database (600cp): Singularities are mystical engines developed and used by many different businesses. They tend to be very scientific and complex systems that provide incredible results. Such examples include L Corp's energy generation and processing, W Corp's teleportation technologies, while F Corp has a singularity that focuses on locking things, from wallets to doors to boxes to hearts. Each business desperately protects the secrets of their singularity, and any kind of leak could lead to disastrous results. Meanwhile, you have a database which contains every singularity developed in this realm and software needed to access it. If you somehow also lack a tool to use the software, a laptop is provided. With this information, a crafty person could develop their own variations of these singularities, and possibly tailor them for other jumps.

Sweeper

Robot Armour (100cp, mandatory for Sweeper): Armoured robot body with some organic insides. Comes with razor sharp hooks for harvesting. The hooks themselves are capable of heating up and melting flesh, drawing the bloody result into any attached containers.

Blood Tank (200cp): A backpack with two massive hollow tanks. Any blood that collects on your person is automatically drawn into the tank. As a sweeper, the blood is a substitute for your fuel, but you may allocate a portion of it to be used to heal you or repair your armour should you take damage.

Sweeper Den (400cp): During daylight, sweepers tend to be unseen. This automated door can be placed on a wall or on the ground and it will lead to a den fit for a family of sweepers. The den contains facilities needed to repair any damaged gear and several larger tanks to store blood for those dry spells. The door can produce a light fog to obfuscate sweepers entering or leaving the den.

Sweeper System (600cp): Schematics and diagnostics that explain the process in creating Sweepers. With this, you can introduce sweepers to other cities and civilisations in future jumps. Contains programs that allow you to decide when the Sweepers operate and their hostility to non-sweepers. Sweepers created through this process are innately loyal to their given programming. Also supplies an instant messaging network to announce program changes and coordinate sweeps.

Agent of the Head

Book of Philosophical Riddles (100cp): Sit down with this book to help contemplate the meaning of life and understanding shared suffering. Read this and you'll be able to recite certain questions and statements that will either make you look mysterious, or actually cause your listeners to ponder deep questions.

Rings of Power (200cp): A small set of rings with differently coloured gems. Although pretty in their own right, they actually enhance various aspects of their wearer, from physical to mental.

Beholder Chamber (400cp): A cylindrical chamber roughly two metre's in diameter that you can stand in. When the chamber is closed, the user inside can see, hear and smell locations from far away. The chamber is mentally draining to use with longer distances tiring the mind faster. Those who have had training or are capable of remote viewing on their own feel none of these limitations and thus have unlimited "reach".

Claw Armour (600cp): The core armour used by the Executioners of the Claw. The armour encases the entire head and left arm of the body, with massive claws extending out from the hands as expected. Attached to the arm are three vials containing liquids of red, green or blue. These vials, when injected have varying effects: The green vial forces the body to quickly heal itself, the red amplifies strength and force, and the blue vial allows short leaps through space in order to teleport. Injecting all three at once combines to create the W Serum, which enables the user to outright cause dimensional tears as they teleport and slash to devastating effect.

Librarian

Personal Biography (100cp) - One or several books detailing your own history, or at least the major events within it. By reading this book, you can replay your memories as if you were there yourself.

Invitations (200cp): A small black sheet of paper inviting someone to overcome a task you set in exchange for one or more items. Upon setting the task and items, the invitation will automatically detect the most likely candidate (henceforth known as “guest”) to accept the invitation and should you send it, it will mysteriously find its way to their hands. Upon signing the invitation, the guest will be teleported to a location of your choosing, with a portal behind them allowing them a means to escape. Once the portal has been used or the guest is killed, the portal disappears. Guests are allowed to bring help along in order to complete whatever the task is. If you wish, once an invitation is sent, you will see circumstances of the guest(s) from the moment they receive the invitation to the point where they sign. By default, the invitation summarises the task as “an ordeal” and offers books in exchange.

Book of Ruina (400cp): It’s not the one perfect book being sought after, but it should prove for those to log their adventures. A grand and thick book that records data of realms, regions, animals, monsters and significant figures that you and your companions encounter. The book is impossibly durable, repairing itself and regrowing pages in seconds. All the information in the book can be sorted, filtered and otherwise tailored to you (and any readers you may designate). Finally, it allows you to read any book you own as if you were holding it there instead. Access your library on the go!

Library of Ruina (600cp): Your own personal copy of the titular Library. This library can exist in its own dimension, but may safely materialise and deploy to an open area. Naturally it is larger on the inside and starts as a single floor, but grows to house several floors for different genres and topics. The size of a floor extends based on the number of books you own. You can freely shape the architecture and move books within with the power of your mind alone. Should you organise battles within the library, employees killed here will revive once the battle is over. A fact they forget every time battle begins. You can temporarily grant perks to hired employees within the library walls. If you have the energy and mental power to do so, you might be able to materialise objects and perhaps people from books contained within the library.

Companions

You receive a +100cp stipend to spend on companions only. If you have companions from a Project Moon jump, they may import into their respective role for free.

Standard import (50cp, or 200cp for 8): Create or import a companion who receives an origin and 600cp.

Canon Contract (50cp/100cp): This purchase ensures you and the target of your fancy will end up in situations that leave you both with a good impression of the other, whether that be through actually signing contracts for work or just being on the same side for a job. The purchase also acts as insurance, guaranteeing that they will live to see the end of the jump. They also get 600cp. For an extra 50cp you can have four more members of the same organisation together sharing the companion slot.

Abnormality (50 each): If these monsters were out in the city, they would be incorrectly identified as distortions. The library has kept records of all their abnormalities they dealt with in the past. With this purchase, the abnormality specified has somehow managed to materialise outside of the library and freely follows you around. They have all the perks under the Distortion origin.

Template companions:

Distortion

Abomination - Caught in a strange distortion, this weird lump of flesh and limbs suddenly appeared next to you. They may be simple minded and struggle to speak english, but treat them right and they'll protect you the best they can.
Experimental - Whether escaped by their own hand or rejected by their creators, this..."person" is a mess of a human being. They might be stitched up like a puppet, or capable of weaponising their blood. They have trust issues but seem to be on the same wavelength as you.
Cultist - A member of a strange and eerie cult. They're very eccentric with a...different mindset. They used to insist you join, but are content just to share their tried and true wisdom.

Fixer Companions

High Grade Fixer - Aloof, pessimistic and bitter. Despite this, they work hard and seriously consider the team. They secretly enjoy your company.
Optimistic Rookie - Young and beaming with life. Shows great potential and will innocently follow your lead. They are idealistic and will try to coerce people to do the right thing.

Informant - A master of disguise who likes to slip in and out of various groups. Doesn't like to talk about themselves, but likes trading information for your stories. Incidentally they love gossip.

Syndicate Companions

Musician - From an unfortunate encounter with a distortion, this psychopath has developed an obsession with the ways a body can break. They don't seem to mind if you don't share interests in their hobby (more for them!)
Cannibalistic Chef - Inspired by the Great Eight chefs, this cook is searching for only the finest cuisines, unrestricted by morals or ethics. They will happily pay for any "ingredients," you can supply.
Tailor - An odd, eerily tall insectoid hiding behind a mask within a massive coat. Speaks strangely and is dedicated to their job weaving high grade fabric from "materials". Cares very deeply for its friends, including you.

Rat Companions

Washed up office worker - A depressed good-for-nothing who flunked their classes and ended up losing everything. Knows enough bureaucracy to at least ween their way into something, and knows when to get out of dodge.
Full-Body Cyborg - Traded their living body for a fully metal one in order to save money on food. The body sucks, as they still have an urge to eat. Struck with hopelessness, they don't know what to do with themselves. Maybe travelling with you will help them find a goal?
Old Fogey - Younger than they look. A cheerful observer who likes drinking. Will share stories of the things they see over a drink. Too used to a life of simplicity, they will reject most luxuries (such as housing).

Nest Resident

Eccentric Engineer - They're way out there, and they have a means of making things that would shock the world. Their antisocial behaviour though has left them a bit lonely. For some reason they keep crossing paths with you.
Easygoing Slacker - They have a simple office job and have simple wants and needs. At the end of the day, they're happy to just go watch a movie or play darts. Good for some simple, grounded chill sessions.
Well-Connected CEO - This hard-ass doesn't pull punches on anyone, not even you. But you both share some sort of hobby, and things just rolled from there. They see you as an investment dammit, and they have this gut feeling that keeping you nearby is bound to bring BIG returns. They know names, big names. Call in for a favour and they'll easily find opportunities or people for you.

Sweeper

The Lil' Neighbour - Small sweeper, cautious and smart. Not much of a fighter, but handles logistics and construction like it's second nature.
The Big Neighbour - Big burly sweeper. Polite and good natured. Very protective of its family.
Team Mother - Naturally a sweeper too. Acts like they're everybody's mother. Despite how freaky she looks, she makes whatever dwellings very homely. Might even bake cookies.

Agent of the Head

Arbiter - Calm and quiet, this arbiter somehow lived for centuries and has seen many groups rise and fall. Has become something of a nihilist as a result. Somehow you're interesting, and they wish to observe your shenanigans. As an arbiter, you may find yourself under their tutelage.
Beholder - A government spy capable of remote viewing anywhere on the planet (although they brag they could perhaps go further). A bit of a voyeur, they prefer to sit back and do things from the comfort of their home. Are they a coward or just lazy?
Executioner - A high-tech soldier tasked with heavy duty eradications. If you want an organisation wiped out overnight, they will see it through. Although they are thorough and ensure no survivors when specified, they always delight in watching their targets struggle fruitlessly against their power.

Drawbacks

Veteran bonus (0cp): Came here from Lobotomy Corporation or some other Project Moon jump? The history of that jump will continue on into this one. I wonder what effects this will have on the world...

Contractual Librarian (+0cp/100cp): Want to follow the canon story? With this toggle, for whatever reason you will be thrown into the Library of Ruina at roughly the same time as Roland. Much like Roland, you'll be interrogated and wrangled into doing the head librarian's dirty work.

For an extra +100cp, you'll be forced to join every battle within the Library, jumping between floors if need be.

Pied Piper (+100cp): Where the hell did all these rats come from? Everywhere you go, there always seems to be a gang of desperate folk lurking around looking for easy targets. Anyone with any kind of fighting ability could dispatch them with ease, but there always seem to be more around.

SoloSociety (+100cp): The general population is stressed, pressured, desperate, sick. Sure they'll smile with you and maybe help in a pinch, but the sad reality is people are only in it for themselves. Expect people to turn their back on you should you prove to be a hindrance, or attempt to exploit you if they think they can get away with it. Anyone who isn't a companion is not your friend, Jumper.

Top Grade Materials (+100cp/200cp): Whether it be food, materials or simply money, many nefarious groups see YOU as a prime golden goose to be cooked. Expect many thinly veiled attempts to get you vulnerable and alone. Of course, if you prove to be a hassle, they might just try to kill you and take what they want. For an additional +100cp, you'll meet with smarter or more powerful groups who are a touch more subtle... or ruthless.

A Man of Colour (+100cp/200cp/300cp): A colour is a fixer of the highest rank and are often THE expert in their field. Unfortunately, you've got an unfavourable connection to a pretty eccentric one. Should they die or otherwise permanently incapacitated, a stronger one will take their place eventually.

At 100cp, they, intentionally or not, tend to mess with you. This could be depriving you of pay by doing the job first. Or perhaps they'll point out a significant flaw in a contract that ends disfavourably for you. There'll be minor setbacks, few and far between, but all you can do is give them an earful and roll with the punches.

For another 100cp, they'll develop an interest in you and will often make "requests", usually when you're not in a position to refuse. These requests, while not suicidal, are unfavourable to your situation and will be painful or costly to deal with. If you fail a request through lack of commitment or try to screw them over, they will take offense and try to end you.

For a third set of 100cp, their intentions are far more nefarious, often orchestrating the situations that leave you unable to refuse their requests. These requests are now much more

dangerous and resource draining, and whether you fail and die or succeed despite the odds, they will profit from it. They may or may not be transparent or shameless about the situation. Should you put up with their shenanigans throughout the jump, they will be remorseful (or impressed) and offer to make it up to you as a companion. They take the entire perk and item tree of the fixer origin.

The Cult of Jumper (+200cp): You or one of your companions did something high profile, which has inspired the wrong sort of people. There is now a cult who worship you (or what they think is you) from the shadows. Whether this is wanton violence or some kind of extreme view, this will inevitably cause trouble for everyone involved. You may try to control or guide these followers if you encounter them, but it's very likely to result in miscommunication. If you outright decry the cult, all their unhinged members will experience extreme despair and may do something drastic. If you allow them to do evil in your name (or simply can't stop them), expect some high grade fixers to come clean up your mess, and possibly you.

Patent Violation (+200cp): Oh no, someone has stolen one of your items and is selling copies of it in your name! Think of all the lost profits! But no, it gets worse: the item in question is violating someone else's design. You'll be getting letters noting your violation and demanding fines be paid. The fines themselves are already large but repeat offenses will grow in size to be extortionate. Heaven forbid, if you refuse to pay them, expect very unfriendly faces to appear at your door. Worst yet these guys are unwilling to listen to your excuses. You'll have to stop these copies being sold and catch this fraudster (with evidence, no less!) before the fines potentially bankrupt you.

Rat Race (+300cp): Regardless of your origin and starting location, you now start off alone and homeless, living in the backstreets. Your companions are nowhere to be seen and you have no access to your warehouse and items, except for those bought in this jump. You must work your way up into the world until you a reach a level somewhere towards the upper levels of your role's career. Once you are anywhere from the middle to higher ranking position will you regain access to your items and warehouse, and your companions will suddenly be back in contact with you. If you lose your position for whatever reason, the restrictions will be put back in place.

Between an Index and a Thumb (+300cp): Two of the top syndicates of the world caught wind of your arrival, and want your assets for themselves. They will secretly investigate you, possibly sacrificing others to harass and test what you're capable of. Once they think they know enough, they will do whatever it takes to keep you under their control. Submitting to one may force the other to try and kill you just to deny their opponent of your benefits.

Stalked by the Library (+300cp): For some reason, people around you just up and disappear one day. Friends, enemies, colleagues, the owner of that restaurant you like, or even that bum you just told off the other day. All those people? Just gone. They find themselves in need of the library, and inevitably fail when they try. Whether intentionally or purely coincidental, you seem to be related (if nominally) to each of the library's conquests. This won't be a frequent thing, and you and your companions will be safe. However, to have an office or two abruptly disappear,

even if they have their own circumstances and reasons for testing the library... What can you do? Never interact with people again?

The Recurring Guest (+600cp): Once every year in this jump, you will be stuck with a situation, and the titular library will have what you need. You will receive an invitation of which you will be practically obligated to accept. Once you complete their ordeals (aka kill every librarian on the floor), you will receive the books you desire. While inside the library as a challenger, you will lose access to the warehouse (and the library itself, if you are the owner). Escaping the library through teleportation or time travel will be considered a forfeit, and you will have to try again. For every power and item from outside this jump you (or your companions) exhibit will be added to the librarian's capabilities the following year. These upgrades will only take place in these ordeals tailored to you, so no free upgrades to the library. Also every companion you bring along increases the number of librarians and floors you must complete too. Librarian companions will not hold back, for it was your choice to accept this drawback, after all.

Jumper, The Urban Legend (+600cp): The Head has heard a rumor of a being who came from beyond the stars that will bring knowledge and power that will inevitably upset the balance of the city. Every time you use powers not of this world, including using the warehouse, risks another blip on their radar. Unfortunately, your arrival to this jump has caused a *big* one. At first you will be nothing more than an Urban Legend, a task happily delegated to the smalltime fixer offices. But should they detect repeated uses of unnatural power or their delegates go missing, they will elevate your priority and escalate observation practices. Should they correctly identify you, expect to be endlessly monitored and spied upon. Keep a low profile and conform, and they will keep their distance. Prove to be a troublemaker and they'll forcibly kick you out of the city. Keep coming back and they will not hesitate to bring out the big guns. Naturally, the technology they bring will scale to your abilities.

Afterwards

With the jump over, regardless of the library's state, it's time to move on, as all things do:

RETURN - That's enough of this adventure. It's time to go home.

STAY - Make your place in this City permanent. What will you do from here?

CONTINUE - Find the next jump and continue your chain.

Notes

Librarians stay home! - Residents of the Library are granted their bodies from the power of the Library itself. Unfortunately, to begin with the Library's only method of interacting with the world is through its invitations, drawing guests in with the promise of books. Until the Library accumulates enough power to make the changes permanent (which may or may not involve the "one perfect book" Angela seeks), all residents are effectively stuck. If you or your companions are librarians, your warehouse (but not other pocket dimensions) will be granted as a small extension of the Library. Should the Library be destroyed in some manner, all librarians fall into a slumber and disappear, effectively ending the jump from their perspective.

History

2021-08-01 - First draft made