#	Name	Category	CP	Jump	Description
1	Depleted ZPM	Gear - Mundae	0	Stargate Atlantis	Unlike the 400 CP version, this ZPM is all used up. Well, almost. Thanks to Jumpchain fiat shenanigans it will somehow still be able to supply just enough power to keep the utilities running that are normal for peaceful day-to-day living on a starship you have purchased here (or anything lesser), so long as a serious effort is being made to conserve power. Anything else just won't turn on. Nope, not even that. Comes with an omniversal adapter and in a color scheme of your choice.
2	Environmental Protection	Knowledge - Known	0	Starbound	It is a dangerous universe out there, and you'll need protection. You know how to make Environmental Protection Packs (EPPs), specialized devices designed to protect the wearer from hazards such as lack of oxygen or heightened levels of radiation. You can fine-tune them to block out most forms of danger that you come across. Just be aware, the more dangers you are blocking, the more energy and exotic materials your EPP will require.
3	Required Secondary Abilities	Protection	0	Desolate Era Part I - The Three Realms	The laws of this Universe are very different from those you are used to, and things such as moving faster than sound are possible for even the most base rank and file Yet they find themselves lacking things such as sonic booms. In this Universe and the ones you will travel to in the future, such protections will thus continue to exist. In addition to this, spending countless years on a single task, or just on living a normal life, also don't seem to be a problem for you anymore.
4	Pure Art	Quality	0	Destiny - Old	The visual arts may not be your thing, but that doesn't mean you can't be good at it. With this, you will be able to adorn any object you possess with paint or some other kind of marker and make it look good. You can paint armor, vehicles and weapons. Depending on what you portray, it could evoke different emotions. From fear to inspiration. You must have some skill at drawing or painting, and something to draw or paint with.
5	Art Set	Gear - Mundane	50	A 'Happy' Harry Potter Fanfiction	A full art kit stored in a small expanded carry case for all your drawing or painting needs. Comes with a small paint can that can change to different colored infinite paint, both indoor and outdoor options, never dries out if left open, and doesn't get contaminated by dirt or other colors left on the brush. Chalk, pencils, and crayons won't break, require sharpening, or be used up. Drawing pages or canvas can be changed to other types and will never run out with the finished picture being saved to your folder, and brushes will never degrade or get bent, broken bristles nor run out if they're lost or pulled. The brushes come in a range of sizes from the wide indoor wall painter to the tiniest canvas detailer. Pencils, crayons, and chalk are much the same as are the colored varieties. A pack of special white erasers are included, ranging from small to large, that don't wear down or spread the erased material but can nevertheless undo any of your drawn or painted projects if necessary. The case and all its inventory can be found in your warehouse if lost, stolen, or destroyed.
6	Micromanipulators	Gear - Mundane	50	A Certain Scientific Railgun	These delicate gloves were meant for scientific purposes. They're reinforced with small motors and electrically contracting artificial muscles to allow you to perform delicate work on the scale of a micron. While they're definitely more suited to scientific experiments, they can be put to use in any situation that requires steady hands like aiming a rifle, conducting brain surgery, cooking, defusing a bomb, or even bypassing some redirection and shielding abilities.
7	Dum-E and U	Gear - Mundane	50	Marvel Cinematic Universe Vol. 1	Okay these robots may not do much, but they've got spirit! ...whatever passes for spirit in robots. Taking the form of single robot arms on treads, they try to do their best to aid you around your home and fulfill your wishes. Along with excellent pattern recognition they're unusually good at assisting with fabrication and mechanical construction of electronics. Just be mindful that you need to word things properly.
8	Holotable	Gear - Mundane	50	Marvel Cinematic Universe Vol. 1	A device in the shape of a table used to create holographic models that allow the study, analysis and reconstruction of a vast array of items, weapons and events. Comes in any color of holograms you like and each hologram is capable of being interacted with. Naturally this performs better with additional data.
9	Diagnostic Tools	Gear - Mundane	50	Outlaw Star	A small data display with numerous connectors and scanners, capable of letting you know what is wrong with simple technology and what advanced technology that has been programmed into it.
10	Satisfactorio Crafting	Knowledge - Known	50	Satisfactory-Factorio Gauntlet	You can make automated equipment for extraction and processing of raw resources. You can make automated industrial equipment out of simple items, similar to the items in the games.
11	Beniemiya	Quality	50	Fate/Legends - Land of the Rising Sun	It might just be something in the water, both what you're drinking and what you serve to the guests that adore every meal you make. You're a savant when it comes to making meals, not just limited to Eastern dishes either. With a little experimentation, you can make almost anything into a mouth watering feast for both the taste buds and the eyes. The real problem isn't making a good meal but keeping all these greedy pigs from eating you out of house and home. Don't even try making hamburgers around any blonde ladies, it never ends well. Now, while cooking good food is a prize well worth it, you do also have a more useful aspect here. By channeling magical energy into your tools and ingredients as you work, you're able to 'enchant' the meal with a variety of useful effects. A hearty beef stew that lets a warrior heal their wounds much faster than normal, sugary sweets that give people the speed of the wind, a mighty hamburger that temporarily bulges the muscles to greater heights. Even negative effects are possible, if you want to taint your food that way. They only last for a temporary period and the effects tend to be fairly weak without a lot of mana put in but it makes your food all the more popular.
12	My Fashion Sense is Tingling	Quality	50	The World Ends With You	You have an impeccable sense of fashion. You can make an appealing outfit out of just about anything. In addition, you will always have an innate knowledge of what is fashionable in the area wherever you go, allowing you to remain on top of your game no matter where you are. In fact, you'll usually be a trendsetter.
13	Stabilized Moonsilver	Resources - Magical	50	Exalted: The Lunars	Deposits of Moonsilver form only in the Wyld. Beams of moonlight unpredictably illuminate a region of the Bordermarches or Middlemarches, boiling off the Wyld and distilling its Essence into the fluid, watery-looking moonsilver. However, raw moonsilver is unstable. An artisan needs special techniques to work it. Through coaxing songs and careful taps and strokes with crystal hammers and probes, the artisan quiets the Wyldness remaining in the raw moonsilver so it becomes a stable metal. Pacify it too much and it freezes into silver; hit it too hard, and it shatters into drops of quicksilver. This does mean that in other worlds, you might have some difficulty finding any quantities of Moonsilver to use. Therefore, you may purchase a supply of moonsilver here. Gaining five Talents of pure, stabilized Moonsilver for you to use, enough for the creation of most any kind of artifact, as well as notes detailing the thaumaturgical procedure that may be used to create Moonsilver yourself. In the future, you will gain another five Talents of this mutable metal every year, ensuring that you will never permanently run out.
14	Electronics	Resources - Mundane	50	Star Wars - KOTOR	A large supply of computer spikes and repair parts that can be used with nearly any modern machine in the galaxy. Computer spikes overwhelm electronics with junk data and are used by hackers to aid them in bypassing electronic security doors and terminals. Repair parts are packages of universally adaptable components that can be used to fix or upgrade droids, vehicles, and other machines.
15	Rapid Construction	Speed - Fiat	50	Blazing Saddles	You are not only a truly excellent carpenter, you are an exceptionally fast worker. Any form of construction or crafting will be completed in a tenth the time it would otherwise take, though your overall quality will suffer if you use this at full effect (times ten). At times two, you'll sacrifice none of the quality, but as you get closer to times ten, you'll sacrifice more and more of it.
16	Old Patient Magic	Arcana - Innate	100	Circle of Magic	You have learned how to cast charms, wards, and protections over places that grow more and more powerful, stable, and harder to damage with age. A door you reinforced with magic a year ago will be tougher than one you reinforced a day ago, and a scrying mirror you made decades ago will be able to see further than one you made a couple years back. The growth rate may not be much, and it grows slower over time, but it does add up over decades and centuries.
17	You Runed Everything	Arcana - Innate	100	Elder Scrolls Online	Before the development of the Arcane Enchanter in the 4th Era which streamlined enchanting to the point that any novice without even the barest hint of magicka could bind an enchantment, and even before the Guild-standardized enchanting techniques of the 3rd Era which drastically eased the process to a simple matter of shoving stored magicka into an item, the tool of choice for infusing an item with a magical effect was the humble Glyph. A Glyph is a combination of three runes, one inscribed with the potency which determines the base strength and whether it adds or removes, one with the desired attribute to effect such as health or a specific element , and a third designating its aspect, ranging from Common to Legendary. You know enough to be able to use and translate up to Rank Five runes (Pora, Denara, Hade and Idode), with even more becoming available to you as you research and translate more.
18	Inner Linings	Arcana - Innate	100	Final Fantasy XIV	A customer came to you one day with a strange request for you to make a leather jacket which would be thinner, enough so that it would take multiple jackets to equal the bulk and weight of a normal jacket. As strange as that request was, when you watched him enchant the various jackets it suddenly made sense. Instead of trying to enchant a single jacket multiple times, he would wear multiple jackets enchanted once. But you can improve on that idea. Instead of attempting to craft multiple thinner jackets, you've opened up inner linings in existing pieces of work. As you predicted, while the ease of stacking enchantments has gone up, the overall durability of the item has dropped by a bit. Perhaps with time and better materials, you could rectify the second point. Having so many inner linings also helps quite a bit when it comes to deeper pockets, which is a nice side effect.
19	Prodigy Enchanter	Arcana - Innate	100	God Catching Alchemy Meister	Alchemists are the most known for giving magical properties to weapons and potions, and yet, any skilled enough mage can do the same thing, perhaps even better when it's an element they control well enough. That's the case with you, prepared in case you needed to enchant something and didn't have the time or resources to get a good alchemist. While the design and other details may not be as good as the work of a professional, you are capable of imbuing the power of magic in any item you wish to use. Effectiveness depending on your mana and affinity.
20	Magic Charms	Arcana - Innate	100	Touhou Forbidden Hermit	You can make ofuda with a variety of uses – sealing creatures away or just hurting youkai in general. Sealing ofuda can hold someone paralyzed in place or lock away spirits harmlessly inside inanimate objects. Ones designed to hurt youkai will sting quite a great deal and potentially destroy them with repeated applications. Though for all their utility, they're still pieces of paper, and white creatures cannot normally damage ofuda that affect them unless they are very strong, ofuda are noticeably weak to wind and rain. In time you may learn how to craft others based off myths about shrine maidens.
21	Geomancy	Arcana - Innate	100	World of Darkness - Mortal	The art of geomancy (known as feng shui in the East) is the study of harmonizing the physical environment with the flow of energy. The goal of feng-shui is to create the ideal place to live or work. Through a combination of architectural design and mystic mathematics, a geomancer plans a pattern that must be duplicated within the entire structure (in the case of a building) or the layout of a room or series of connected rooms (in the case of interior design). Implementing this design increases the time required and the cost of the work involved, but practitioners consider it well worth the effort. When designing a geomancy effect, the thaumaturge chooses a single Attribute or Skill to be the focus. Once assigned, the Trait cannot be changed without completely redesigning the location. Attribute-based designs are more difficult to create than Skill-based ones. The selected Trait must reflect the building or space's function. For example, a library might enhance academic or research skills. If the thaumaturge is successful, she creates a unique design that benefits those who use the location in the manner for which it was created, provided that the design is followed perfectly. If the thaumaturge creates her geomancy design successfully and the architect or interior designer successfully integrates the design into the physical location, the flow of energy is modified within the space. Any action that takes place in the space using the designated Attribute or Skill may gain a bonus. Once a geomantic design is created and implemented, it remains in effect indefinitely unless something happens to disrupt or change the flow of energy. Natural disasters may change the magical landscape more than they appear to affect it physically, requiring geomantic designs to be realigned. New construction or destruction of buildings or even spaces within a building may require that a thaumaturge reassess the location for potential updates. Poorly designed geomantic locations may disrupt those around them, as well. The only limits on the number of designs a geomancer may create are her time, her capability and the ability of others to come up with the resources to put her designs into place.
22	Shadow Clones	Arcana - Study	100	Generic Naruto Fanfiction	Ah, shadow clone no jutsu. The signature jutsu of the Naruto franchise. And now you can join in on the fun. You have a copy of a technique scroll for the shadow clone jutsu, of such quality that an idiot could teach himself from this thing in virtually no time at all. It even has safeguards built-in that eliminate any possibility of killing yourself by putting too much chakra into it, or getting a headache from too many clones dispelling at once or anything like that. The worst that can possibly happen is that it fails to work. You still can only make as many shadow clones as your chakra can support but outside of that you can feel free to abuse this handy jutsu for training, decoys, diversions, paperwork, chores, or whatever else you can imagine. In the event that this technique is supposed to have some additional features in the particular fanfiction you go to, or even a better version, this scroll will contain both versions.
23	Collection of Spirit Flames and An Ultimate, Illustrated Guide to Food Ingredients	Arcana - Study	100	Talisman Emperor - Mortal Dimension	These two books are each roughly the size of a volume of an encyclopedia, though the level of detail is closer to that of a college textbook. Together, they are the ultimate reference on preparing delicacies with spiritually powerful effects. Collection of Spirit Flames describes various spirit flames of different attributes from the first-grade to the fifth-grade, each of which is used with different ingredients and at different times in the cooking process. An Ultimate, Illustrated Guide to Food Ingredients lists tens of thousands of spirit herbs, fruits and vegetables, grains, demon beasts, wild animals, and so forth, as well as their effects when consumed. Even non-spirit chefs can benefit from their clear explanations of how to control spirit flames and how some poisonous plants, mushrooms, etc. can be prepared safely for consumption. An Ultimate, Illustrated Guide to Food Ingredients updates in future jumps to list ingredients from that setting. While they remain the same size no matter how much information or how many pages are inside, you will always open the books to exactly the page you were looking for if you have something specific in mind.
24	Alchemy Workshop	Facilities - Arcane	100	Endless Legend	Build into a wagon, this full scale workshop allows for scientific research in the field, and provides all the tools the aspiring researcher needs to learn about the world they are in. Just don't blow yourself up or blind anyone, ok?
25	House of the Witch	Facilities - Arcane	100	Fate/Legends - Empires of Antiquity	Every young witch's favourite birthday present, at least until they know how to make it themselves. This small house is rather rudimentary when it comes to living necessities but quite filled out in regards to potion making. Not only does it have a high quality set of tools and appliances towards creating potions, poisons and designing magical rituals, it also comes with a weekly replenishing stock of low to mid range potions in the pantry. From youth restoring drinks, potions to plump or slim down the form, some love potions and even a few useful for combat potions that can temporarily improve strength and speed. The house also always has a fresh batch on pancakes ready on the stove, covered in your choice of delicious topping.
26	Tower of Sorcerae & Arcane & A Memory of the Face of Creation	Facilities - Arcane	100	Lords of the Night - Liches	You have a tower dreamt into reality. Maybe by you, maybe by someone else, but it was never made a concrete and defined thing. It starts out a thing the size of a city block, and thirty stories high. It can be something of stone, or glass, or crystal, or wood. When no one is watching it, it can change its outer facade. Inside it has a basic layout, though you can change that layout whenever it is unobserved by people other than you. Both the inside and out will repair themselves over time, and the tower may slowly shift itself, faster if unobserved, though still slowly. The tower echoes any crafting perks you possess, gaining technologies and magics in keeping with the secrets and arts you've seized. You may feed the tower vast quantities of Arcane over time to make it grow. You may make it grow in luxury, making everything inside the tower higher quality over time and more comfortable and beautiful. You may make it grow in utility causing it to grow embedded magical items, and if you have the perks, technological ones. You may make it grow in size, becoming broader or taller or both, or even make it grow inside without growing outside, though that's even more expensive. If you make the Tower a bound artifact, all those functions will be enhanced. You can also have it already on legs, or other appropriate mechanisms, so that it can move about. You may import an existing property as your Tower, though if that combination would be especially powerful you must pay an extra 100cp for the privilege. You have traded away Life for a measure of the Arcane, writing the truth of yourself upon the fabric of Reality. It is the Wellspring of Creation, the fire from which things become Possible. It opposes destruction and stagnation. Though it's worth noting that a nova consuming a world full of life and culture doesn't qualify as 'destruction' or 'stagnation.' Merely change, and change is interesting. Arcane has a kind of supremacy over mortal magics - not just normal arcane magic either. An Arcane Lich can strip a Dragon of its breath, a Beholder of its gaze, and a Sorcerer of their spells. Such work are the products of specialized Arcana, formal techniques some Liches learn. The converse is not true. An Anti-Magic field does nothing to something fueled with Arcane, while an Arcane Null-Magic Field shuts down mortal magic. An Arcane Item won't show up to Detect Magic, won't be damaged by Disjunction, and generally speaking ignores all such forces. In future jumps, it's safe to treat Arcane as a 'higher' force, except when it runs against other explicitly 'higher' reality rewriting forces, such as the Power Cosmic of Marvel or Flame Imperishable of LotR. It can affect the 'lesser forces', and they cannot affect it. On its own, this perk gives you a small pool of Arcane which can be used several ways o You can fuel Sorcerae - unstructured magic where you simply create the effect you want. o You can transfer it from or to another being or object that can hold it. This can't be used to steal it from another being or to grant the ability to hold or use Arcane to people that cannot already do so. As its own regeneration rate is trivial, storing Arcane energy in prepared crystal and gemstone receptacles ahead of time is the normal method of getting it. o Your creative mental energies lets you slowly dream more of it into being. Mechanically your regeneration rate is tied to your Intelligence. o You can see Arcane Script, a magical language written in Arcane energies. It has some use in magical items. If you know the script (which you do), you can also write it, though that costs energy. It's possible to drain the Arcane energy used to write the script, erasing what was written. o They can develop Arcana, special disciplines fueled by their Arcane energies. Arcane naturally recovers at a snail's pace for all but the most intelligent. More evolved liches gain bonuses to its recovery. However even for superhumanly intelligent spectral liches (the most advanced kind) the recovery rate for Arcane energy is still not terribly quick. (see notes) The power of the Arcane, and the necromantic forces that bolt it to a human soul... the mind was not built to cope with such things. Well, other people's minds might not be. You deal with it fine. In fact, you'll find that you deal with everything fine. Madness just doesn't 'take' when it's you. Your mind refuses to warp, your personality stays stable, and your view of reality matches what you sense and perceive.

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27	Alchemist's Laboratory	Facilities - Arcane	100	Overlord - The Series	A fully fitted and supplied alchemist's laboratory ready for your use. It comes with the highest quality supplies and equipment required to make magical potions, allowing you to make potions to emulate the effect of any spell you know that could be reasonably made into a potion via alchemy (assuming you know alchemy, at least). The equipment will automatically upgrade itself relative to your own personal skill level, so the more skilled you are the better it will be to reflect that. Reagents for common potions restock themselves automatically on a regular basis. The100 CP version includes the reagents for rare and much higher quality potions that will restock themselves, and additionally a store-front will be added to the front of your laboratory, allowing you to profit from your efforts. It also comes with a sales clerk and an alchemist of exceptional talent if still within reasonable limits (read: not Realm of Heroes or Level One Hundred) whom will produce and sell potions for you. You get potions for free, and get a cut of all profits the store makes. The laboratory, sales clerk, and alchemist will follow you jump to jump, although the clerk and alchemist aren't the same people jump-to-jump (unless you purchase the Guild Base option, in which case they can be if they are part of the Guild Base). No one will question the presence of this store or the potions it makes, even in places or worlds where it would be highly irregular. You get to choose where the laboratory is located in this and future jumps.
28	Hanger	Facilities - Mundane	100	Ace Combat	Planes are fine when they're going through the air and dealing with enemies. But leaving them to the elements and the outdoors when they're not in use? Well that just seems really crass. You need somewhere to store your vehicles and planes when you're not busy destroying anything that's not on your side, and that's what these establishments are for. It's not the most fancy thing in the world, but it'll serve its purpose and make sure your means for vehicular slaughter are in prime condition for their tasks. For an additional +50CP (Included in above cost), these hangar bays also come equipped with special clamps and harnesses to make refitting and refueling any planes go much more quickly than they would if you were using them by hand. For sea-based bases, this also means you have docks for boats and submarines.
29	Advanced Processor Fabricator	Facilities - Mundane	100	Battle Action Harem Highschool Side Character Quest	This quantum scale fabricator is focused on producing complex processors and other computer chips. It is able to create quantum computing matrices including seven state processing chipsets.
30	Garage	Facilities - Mundane	100	Fast and Furious	You have a nice garage and parts supply. With a few days and some elbow grease, you could basically rebuild your car or cars from the bottom up; you probably have enough parts to keep someone else's ride running or give it an upgrade, too.
31	Energy Crystal Generator	Facilities - Mundane	100	I Have a Mansion in the Post Apocalypse	Energy crystals are the currency of the future, stonelike, hard crystals that are capable of holding gigantic amounts of energy of any and all kinds. They're used to fuel tanks, computers, powersuits, everything. And now you have a machine for making them! Simply by feeding this machine energy through any of the many input methods it has, you can create charged up crystals, holding that energy in convenient, packet-sized forms that are entirely safe to hold and use, no matter the kind of energy. You can generate these crystals through hooking the machine up to a power outlet, or you can use more... 'exotic' means. After all, in the Post Apocalypse full of mutants, the most plentiful source of energy are the mutants themselves. They're harvested for the energy crystals that develop on them, full of the radioactive energies that serve in various ways to fuel the industries of this world. Similarly, you can chuck basically anything into this device and if there's any kind of unique or exotic energy to be extracted from it, this machine will do it swiftly and easily.
32	Laboratorium	Facilities - Mundane	100	Light of Terra DLC 3 - A Grand Day Out	Ancient cogitators, arrays of auspex systems, and volume upon volume of documentation supply an Adept with the tools and information necessary to capably analyse a recovered technological artefact.
33	Research and Development Center	Facilities - Mundane	100	Mass Effect Andromeda	The R&D center is integral to the Initiative's colonization efforts in the Heleus cluster. There is one in every settlement. As you increase the amount of information you discover, the more you will be able to progress and discover in the Research section. And Development allows a user to build any object that you have the blueprints/plans for and resources to make it. If you have a ship, you can choose to integrate this into the ship. While the R&D center is initially limited to making things that are man portable, with the appropriate upgrades, that may change. After all, Remnant Vaults have such interesting technology... Post Jump, you can choose to have the R&D center be integrated with your Warehouse, have it be placed somewhere mid jump, or even have it be connected to a robot of some sort for mobile crafting purposes.
34	Workshop [Repeatable]	Facilities - Mundane	100	Personal Reality Supplement	Each purchase of this adds to your Personal Reality, a Workshop needed to perform a specific type of craft, which is to be specified when purchase is made. It comes with a basic set of tools and supplies. Good for fixing or creating all sorts of things, although any complex parts or nonstandard supplies will have to be brought in from outside. Additional purchases can add different types of Workshops to your Personal Reality or expand existing ones. Anything built in one of those workshops is fiat backed to be restored to its original condition within 48 hours if damaged or destroyed
35	Weapons Lab	Facilities - Mundane	100	Starbound	A lab full of analysis and test equipment, aimed specifically at deciphering and improving deadly weaponry. You can use this lab to analyze any weapons that you come across, and given time, can figure out how to isolate and combine the different features of the weapons into other weaponry you create. Comes with a melee and firing range for testing out any weapons as well.
36	Data Khala	Facilities - Mundane	100	Starcraft Protoss	While psionics are powerful, sometimes a technological solution is needed. This is the Templars solution to a technological Khala. A powerful digital Khala that links together all the different Purifier units. You have your own version of this. With this, all of your computers and AI can communicate with each other over cosmic distances with zero lag time. Instantaneous information sharing. As the centre of this digital Khala you can link into, and communicate with, it too.
37	Fuel Production Facility	Facilities - Mundane	100	Starsector v1.2	A large facility dedicated to the production of fuel. By default, the production facility is configured to produce antimatter fuel, but this can be changed to produce alternative variants of fuel at higher volumes. A single facility is capable of producing enough antimatter every month to supply around 10 capital-hull ships without a problem, or around 3000 units of fuel.
38	Carving Kit	Gear - Arcane	100	Diablo 1&2	The tools within this leather satchel are of exceptional quality and have been ritually prepared for work with delicate magical reagents. Having these will make Gemcutting and runecarving much easier. A sheaf of paper in a waterproof scroll case notes useful details on several basic runes and the most common semi-precious gems, but it lacks details on multi-rune sequences and the rarest stones. Still, the papers make a good reference, and they will automatically update themselves when you discover new information through experimentation or research. If lost or destroyed, the kit will reappear in your possession the next day.
39	Griffon Quill Pen	Gear - Arcane	100	Monster Girl Encyclopedia	A special pen made from the feather of the valiant Griffon, it embodies the beast's prideful guardianship of treasures. You can use it to write runes on things and people you closely cherish, and enforce your assertion of ownership to protect your precious treasures from harm. The runes will cause the item to warn you whenever they sense desire or hostility towards it, while also making the affected item resist whoever is trying to take your treasure away.
40	Etching Pen	Gear - Mundane	100	A 'Happy' Harry Potter Fanfiction	A specialized etching tool that can carve stone, wood, metal, or other hardened surfaces like a hot knife through butter or switch to a regular pen that can write on any softer surfaces such as rice paper. The tool is capable of erasing any damages it causes, reversing inked mistakes, and even absorbing certain fluids like blood, acid, ink, or venom to write with. The tool will always be sharp and never run out of whatever fluid it has currently Absorbed.
41	Nanomaterials Sieve	Gear - Mundane	100	Arpeggio of Blue Steel	This sand sieve can be used to filter nanomaterials from seawater and sand. Even in settings where the seawater doesn't have any nanomaterial particles from damaged Fog ships, it somehow produces about a pound of nanomaterials each time its scooped through the ocean and sand.
42	ADAM Needle	Gear - Mundane	100	Bioshock - Welcome to Rapture	A regular needle for a Little Sister can extract ADAM from a body, yes, but this needle does more. By stabbing someone with this needle you can, harmlessly if you wish, extract any form of abnormal power they might possess. Now, if only I could figure out what to do with the result...
43	Data Access	Gear - Mundane	100	Endless Pantheon	Having knowledge isn't always good enough, seeing as it can be quite the hassle to actually access it if you don't have the proper setup. You do, thankfully. This is one device of your choosing, which allows you to perfectly access any and all books, scrolls or databanks you have, putting all of the knowledge you have gathered at your fingertips at all times. It can also change forms, but is always something digital. Try not to stand too close to the wizard.
44	Deep Pockets	Gear - Mundane	100	Endless Pantheon	A small bag filled with some absolute essential things, this is the sort of thing that can save your life. It's tiny, and enchanted so it can't be detected with any supernatural means. What it does is provide you with a tiny portal to your warehouse, big enough to draw out anything an ordinary man can lift with one hand.
45	Exo-Womb	Gear - Mundane	100	Freefall	The first generation of Bowman's Wolves were gestated in dogs with genetically modified red wolf DNA. Now you can have your future generations be developed in a more controlled environment. Simply insert one or more viable biological samples that are no smaller than a single drop of blood into the receptacle and this will provide a perfect and indestructible environment for the child. If you are one of the donors, any perks relating to children and inheritance may apply. It takes the typical amount of time and only works with organisms of the same species unless you have perks to alter that.
46	Chemical Synthesiser	Gear - Mundane	100	Hive Queen Quest	This microwave sized machine is truly a wonder of modern science, able to synthesize any non-magical chemical known to man in up to 12 oz batches. Synthesizing a chemical takes roughly an hour and works via a small Tablet interface.
47	The Sewing Machine	Gear - Mundane	100	Incredibles	Now you might be wondering why I'm offering a single sewing machine... That's because this technological masterpiece is the very platonic ideal of a sewing machine. This is the one machine fit to work on designs worn by GODS. Working with this will enhance all your sewing skills to greater heights.
48	Specimen Bio-Tank	Gear - Mundane	100	Resident Evil	Well, your B.O.W. specimens have to come from somewhere don't they? They don't just pop out of the ground like those plebeian zombies, and what if you need to make some adjustments? Upon purchasing this, you gain access to a sophisticated bio-tank which is filled with a special fluid. This will not only ensure the B.O.W. is docile and unconscious while immersed, but it also comes with the tools and devices to monitor and make adjustments to the subject inside as needed. Evil laugh not included.
49	The Toolkit	Gear - Mundane	100	Sabaton	When wielding this toolkit, you can repair devices most would think broken beyond salvation. You could find two twisted armor plates and a couple of treads and before you know it, you have a tank that's as good as new.
50	Satisfactorio Builder & Craft Bench Card & Pattern Extension Chip	Gear - Mundane	100	Satisfactory-Factorio Gauntlet	The buildy gun from Satisfactory. It can place down buildings and other artificial structures, either from parts or premade. It can deconstruct buildings and other artificial objects, either breaking them down or storing them whole. It can give orders to logistic or construction systems that you are authorized on (including the ones from this Gauntlet.) It can configure the settings of machines. It has an internal inventory that can be upgraded (to a limited extent until you leave the Gauntlet.) Always fully charged, can be upgraded in other ways, automatically imports into similar handheld stuff, and syncs up with other inventory/storage Perks, Items, and items. If lost, stolen, or broken, it will respawn in an appropriate and safe place immediately, even during the Gauntlet. This card, when installed in the Satisfactorio Builder, lets it craft any recipe that you can craft at any crafting station internally, though slower than you could at a dedicated station. This card, when installed in the Builder, grants it the ability to create ad-hoc blueprints based on existing machines, and then fill those blueprints in. You can use it to quickly and easily extend groups of belts, or lines of machines. It will faithfully execute patterns that change as they iterate. It also allows doing multiple patterns, such as two production lines for different products and the foundations at once, even if those patterns don't line up or have different lengths.
51	R2 Series Astromech Droid	Gear - Mundane	100	Star Wars: Clone Wars	A small automated mechanic that can perform a variety of repair duties and serve as an additional navigational computer on a starfighter. Astromech droids can also connect to and operate the mainframes of large starships and space stations.
52	PDA & Scanner & Upgraded Scanner	Gear - Mundane	100	Subnautica	Loaded with an emergency intelligence and more data capacity than you could ever use, this is a survivor's second most powerful tool (after his or her brain.) The AI may get a bit . . . quirky . . . over long deployments. Your version is basically indestructible. Contains basic construction blueprints. The scanner uses the PDA artificial intelligence to analyze an object, often finding weaknesses or uses not immediately apparent to the user. If one of your fabricators is capable of constructing the scanned object, a blueprint is created. Scanning time varies with size and complexity. For those who don't want to get too close to the Reaper Leviathan, but just really want that scan, this upgrade quadruples the scanning distance and speed.
53	Magic Cooking Pot	Gear - Mundane	100	The Legend of Zelda: Breath of the Wild - SB	A simple iron pan that can magically light a fire underneath itself when set up. Even when off of a fire, it will heat items placed in it to the desired temperature. All meals and elixirs cooked on it will receive a boost in quality, and can provide a variety of beneficial effects, depending on the ingredients used. Magically provides a comfortable temperature nearby when in use.
54	Magic Hammer	Gear - Mundane	100	The Legend of Zelda: Breath of the Wild - SB	A large unadorned metal hammer, any item struck by this hammer will experience an increase in durability and item condition. This effect can't push them past the condition they were in when new, but it does scale with the force behind the hammer blow, with small taps removing minor dents, while powerful blows can fix major cracks in a single go.
55	Cranial Implants	Gear - Mundane	100	Warhammer 40k: Adeptus Mechanicus	The brain of every magos undergoes extensive modification over time, but you have put great care into preparing your mind for the Machine God's mysteries. Beyond the gene-alterations and bionic sub-systems that have boosted your intelligence, regulated neuro-chemistry reduces the influence that hunger, pain, fear and other flesh-distractions can have upon your thoughts. Your ability to enjoy these things are not impeded. Further neurological modifications will be faster and easier to adapt to with less worry of rejection.
56	Constructor Drone and AI Kernel	Gear - Mundane	100	Warhammer 40k: Tau Empire	This drone is an automated constructor unit, capable of building simple machines and buildings on its own and more complicated structures and technologies under your direct supervision, so long as it has materials to work with. Its tools can be easily customized or replaced with new or different technologies. Moreover, its software includes a kernel that can be used to grow specialized AI and VI systems optimized for various computational substrates and tasks that are always loyal to you.
57	Simple Scientific Solution	Knowledge - Archive	100	Tenchi Muyo!	This perk grants two features that in universe depend on your setting, out of universe both work unless you desire otherwise. Slice of Life: Science solves everything, even the little household problems. You can create supertech improvements to common tools and appliances, up to and including automobiles or similar works of engineering. Create dishwashers that can clean dishes in an instant, self heating plumbing or forcefield window panes that act as air conditioners. Space Opera: Well established methodologies and an instinctive grasp of the same allow you to draw conclusions or produce results incredibly fast. You halve the time it takes to gather data, compose research on some subject, or devise a test to prove/disprove something handy for when you have to figure out an enemy fortresses' one weakness
58	MacGuyver	Knowledge - Known	100	Andromeda	You are a natural at fixing and jury rigging things. As long as you have the parts and tools you can fix nearly anything. You also have the capability to build emergency equipment that can help to save your life and the lives of others, but these tend to be one offs given the time crunch you are usually under.
59	Big Bada-Boom	Knowledge - Known	100	Azeroth	You may not make the prettiest of engineering gizmos, but boy do you know how to make them go BOOM! You can make big bombs or little bombs or big bombs IN little bombs capable of taking out an entire skyscraper. You are an expert at bomb crafting, able to make bombs the size of a marble that would make even Deathwing flinch. This also extends to defusing bombs if, for some reason, you don't want a boom, but that's just crazy talk.
60	Engineering Basics	Knowledge - Known	100	Dead Space	You're a real Mr. Fix-It, y'know? Malfunctioning fuel intake? Easy. Faulty asteroid defense cannon? Turn it off, then on again. Non-responsive communications array? Shuffle the working emitters around a bit so they're symmetrical. Undead monstrosities? Depends on what you mean by, "fix." Does using a rivet gun to blow them apart count? Yes? Then we're good.
61	UAC Trained	Knowledge - Known	100	DOOM 3	You must learn to walk before you can run, and much the same is true in the field of science. You're well-versed in the use of a wide variety of high-tech equipment, especially when it comes to maintenance and such challenges as 'how to prevent accidental death and dismemberment' when working with all manner of high-energy systems. From logbooks detailing incidents and causes to proper Personal Protective Equipment, you've got all the skills you need to thrive in an environment where demonic incursions weren't needed to leave more than a few scientists and engineers dead from misuse of equipment.
62	Needlework	Knowledge - Known	100	Earth Girls	It wouldn't really be called tailoring, but that's basically what you do. Making thread and basic cloth from scratch, fashioning fur and leather into clothes, and fixing up all the rips and tears the others get running around. The clothing you make is always rugged and neatly made, too.
63	Body Transfer	Knowledge - Known	100	Empire From the Ashes	The art and science of transferring a consciousness from body to body is a gory, ugly one. And it's one you know now. The hows of moving brains from body to body, making sure no loss in memory or sanity occurs is within your grasp. And you can do it even with technology no more advanced than the 21st century. Of the world you started jumping from, smartass.
64	Run the Numbers	Knowledge - Known	100	Factorio	Mining rigs produce a certain amount of resources per hour, which travel along conveyors at a certain speed, and a certain number are consumed by assembly machines at a certain rate, varying for each product as determined by the construction time and the loading and unloading speed of the inserters. That's a lot of math, but you can handle it. You can juggle dozens of numbers in your head without forgetting anything, and your brain now has the equivalent of a built-in scientific calculator to perfectly solve any mundane equation you can throw at it. You'll also get a crash course in advanced mathematics and the know-how to create those equations you'll need solved.

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65	Chemist	Knowledge - Known	100	Fallout 4	Groovy! Knowledge of chemistry has given you the ability to recite the entire periodic table, as well as knowledge of many exciting compounds such as dipotassium phosphate! Oh, and you can also make less exciting things like Stimpacks and Psycho, but why would you do that?
66	Mechanic	Knowledge - Known	100	Fast and Furious	Machines, especially ones that go fast, just speak to you. You have no problem fixing up and tuning any motor vehicle, and can rebuild them after the most devastating crashes. You can keep anything in top condition with just a few simple tools. Of course, you also need to understand the electronics, so hotwiring cars (and sometimes, alarm systems) is not a problem either.
67	Technical Expertise	Knowledge - Known	100	Generic Cyberpunk	People use technology every day but that doesn't mean they understand or are skilled with it. You're not one of them. You're a deft hand at working with and understanding technology and machines, picking up anything you need to know to use and work with them easily. Given anything more than just a passing familiarity you'll be a whiz with it, able to work magic when you get your hands on the inner workings of whatever you're dealing with. Whether that's peeling apart computers and piecing hardware back together to make a much better system, tweaking software in ways that make it run like a dream, or working magic in a garage with vehicles that have seen better days nobody can deny you have the talent.
68	The Right Tools	Knowledge - Known	100	Generic Cyberpunk	They can be hard to find, but when resources are hoarded and hard to come by you've learned to make do. You can easily improvise for tools and materials you lack by creatively using what you do have, even if that means using scrap to build the tools to build the tools you need. Even if you're lucky enough to have a fully stocked workshop or lab this will come in handy, as you'll be able to do a great deal more with what you have instead of needing to commission or build specialized equipment for every unique little thing. You'll never be empty handed and useless for long.
69	Medicine	Knowledge - Known	100	GUNNM	You have the skills of a surgeon, first-responder and pharmacist, all roughly bundled together with a lot of hands-on experience with the worst injuries the wasteland has to offer. Your hands are steady, your focus unperturbed by the sight and stench of gore and viscera, and you have the precise and quick reflexes necessary to swat a fly with a scalpel. You also have a fair bit of experience with slightly inhuman and mutated physiology, and are very quick to pick up on new techniques and tools.
70	Aerospace Engineering Makes Things Go Fast	Knowledge - Known	100	Kerbal Space Program	You have an intuitive grasp on the mechanics of wind-flow, material sciences, atmospheric drag, tensile strengths, rocketry, so on and so forth, and how it applies to the art of designing vehicles that traverse the sky and space.
71	Deadly Farm Tools	Knowledge - Known	100	Krush Kill 'n' Destroy	When you're limited in what you have to work with, you've got to work with what you got. Thankfully, you know how to weaponise household items and farm equipment to the point where they could stand up to professional military hardware.
72	Black Thumb	Knowledge - Known	100	Mad Max Gauntlet	You have the skills of an expert mechanic, able to keep vehicles running even in the most inhospitable conditions. Repairing and tuning up engines is your bread and butter, even while they're still operating. You also have a feel for how to upgrade cars in more esoteric ways; hey, it takes skill to add that many spikes and not hurt the handling!
73	Engineer	Knowledge - Known	100	Mega XLR	You're a talented and knowledgeable multi discipline engineer, particularly skilled in everything you could ever need to maintain Megas and similar war machines.
74	Software Scientist	Knowledge - Known	100	PREY	The computer scientists on the station are some of the best in the world, developing next generation interfaces and security systems for sale back on earth. You have significant experience with the computer systems utilised by TranStar, and more specifically, all the back doors. With a little effort no door or computer on Talos will be secure when you're around. And due to your extensive knowledge of computer theory hacking into different architectures is possible with significantly less effort than learning it from scratch, from a day to a basic but completely alien system to a few months for the most plugged up and secure system.
75	Genius	Knowledge - Known	100	Stellaris	As expected from someone who broke through a barrier thought impossible by physics, you're a genius. Your level of study in the three most important fields (Social, Engineering, and Physics) are enough to have you be known as the premiere in all fields in your Empire.
76	Engineering	Knowledge - Known	100	Teen Titans	You're a master mechanic and an expert at building robots and other technological devices. You also have a fair bit of knowledge about hacking into computers.
77	4-D Assembler	Knowledge - Known	100	The Culture Minds	The Involucra were the builders of the Shellworlds, and your civ has a similar affinity for their construction methods. In what most humans think of as reality, these structures appear entirely normal, but to those who can see into hyperspace, they extend out of the skein of the universe into infraspace and ultraspace. 4-D architecture has very unusual properties, as it can be gravitationally self-supporting they do not crumble under their own gravity, or that of the stellar body they are on and are also heavily resistant to damage. Another unusual feature is that they also cut off all hostile forms of communication, travel or transport that attempt to pass through their walls displacement, hyperspace signals, wormholes, even beings recalled or summoned from elsewhere are prevented from passing through the structures' walls.
78	Crazed Physician	Knowledge - Known	100	Van Hellsing	Amongst the many sciences and paths you know, aside from the usual Ominous Cackling, you... Can actually patch people up easily. As a Crazed Physician, you can use the plainest tools on hand to mend any variety of wounds and injuries. As well, you know the human anatomy down to the last blood vessel, and can learn the anatomy of any other creature you dissect more easily.
79	Magos Designation: Engineering	Knowledge - Known	100	Warhammer 40k: Adeptus Machanicus	You have attained and been recognized for your comprehension of some of the Machine God's mysteries. Choose a field of Imperial technology such as genetic manipulation, voidship construction, cybernetics or plasma technology. You are among the noted masters of your purview, and can easily create the most common templates of your field. With time, effort and discretion you could even modify and improve upon your specialty as needed. Those few things beyond your full understanding can still be built and maintained by carefully following STC blueprints.
80	Fun in the Sun	Knowledge - Known	100	Warhammer 40k: Tau Empire	Plasma, radiation, and antimatter are all similar in that they relate to exotic and high energy states of matter, whether it is stellar mass or individual particles of subatomic size. You now are a master of T'au technology as it relates to manipulating these high-energy states of matter and the physics that underpin them.
81	Programming	Knowledge - Known	100	World Seed	Through hard hours spent slaving over a hot keyboard you have learned the art of programming, you could write a program for pretty much anything, please don't try to steal peoples bank accounts.
82	Ceph Technology Tree	Knowledge - Learning	100	Crysis	Within this small vial is a delicate sample of a Ceph commander unit, once active but now 'dead'. The nanomachinery is still active at some level, but it acts without intelligence nor connection to the Ceph hivemind, making it relatively safe to handle. It's not exactly a gold mine of every possible Ceph technology, but studying it can yield tremendous advances.
83	Sorcery Capsules	Magitech - Blueprints	100	I Saved Too Many Girls and Caused the Apocalypse	The impossible marriage between science and magic allowed the creation of these small capsules, which purpose is to store intricate spells for their later use. Think of magical grenades with multiple types. You gain a whole dozen of these small artifacts, as well as the instructions of how to make more and fill them with all kinds of spells.
84	Build That Wall	Magitech - Study	100	Bastion	You know the basics of Caelondian technology. You understand how to harness the semi-mystical power of Cores and turn it into usable Mantic energy, to power basic machinery, shortrange flying machines, computers, and a variety of other uses. More interestingly, you can use Core power to reinforce existing structures, running a Matic current through it to enhance whatever physical properties it possesses, usually durability, though other uses are possible. This is what allowed structures like the Rippling Wall and the Bastion to survive the Calamity as well as they did. You also gain basic skills for mundane construction.
85	Tech Wizard	Magitech - Study	100	Devil Survivor	You're really good with machines. You just sort of understand how they work, better than most. But not just regular machinery, no. You've learned how magitech works too, to a certain extent. COMPs are incredibly powerful tools, allowing users to summon demons, learn magic, go beyond normal human limits, and fight on the same level as demons. You can't build one yet, but you've figured out how they work, and even how to modify the coding to a certain extent. Won't the Shomonkai be surprised to find out they're no longer safe from their own toys?
86	Crystal Mechanics	Magitech - Study	100	Final Fantasy Type 0	The Byakko Crystal's blessing revolves around the synthesis and comprehension of technology using magic. After all, sufficiently advanced technology is no different from magic. You can understand the workings of advanced technology after tinkering around with it a bit. You can also replicate technology you see by using magic, but until you've attempted it countless times, the end product always seems to feel a bit...lesser in comparison to the original.
87	A Humble Mushroom Farmer	Magitech - Study	100	Paper Mario	The Mushroom Kingdom is a land of many strange and mysterious items. Healing mushrooms, small snowmen that call up blizzards, blocks labelled POW that shake the earth. These items have to come from somewhere, and now you are a source of these objects. You know the arts behind the creation of the various usable items from the paper mario series. Some of these must be grown, others built, and still others prepared through more esoteric means. You also know how to create lil' oink eggs and use them to produce certain items. The ingredients for many of these are rather common in that world, but rarer elsewhere. I'd stock up if I were you.
88	Magitek	Magitech - Understanding	100	Diabolical	Rather than being based on technology, you may change your theme to being based upon magic, sorcery, or other metaphysical terms such as divine blessing. Rather than lasers your goons might use magic staves, instead of hover tanks you might have supernatural creatures with durability and power to match. At least you don't have to worry about power sources or that pesky physics thing getting in the way. This can also apply a magic-based sci-fi theme, hence the name. You have sufficient expertise in your newly chosen theme that you can create and invent within the confines of it, at the level of a true master. Even if you don't have previous experience in it, this will grant you all you need.
89	Architectual Madness	Magitech - Understanding	100	Exalted: The Infernals	Malfean architecture is unlike anything found in Creation, with endless variety and many oddities. Many techniques that were once burned away by She Who Lives in Her Name have been rediscovered. Foremost in these are the techniques to allow demons to build structures that do not need pillars, arches and other support structures. Buildings hundreds if not thousands of feet high can be built without any apparent load-bearing walls or struts. Windows and doors can be placed anywhere without disrupting the integrity of a building. Of course these techniques work best with the brass and black stone common to Malfeas, even if they work to a lesser extent with other materials. So it is just one more reason most buildings in Malfeas are made of brass and basalt, along with their abundant presence. Yet many more techniques are used by the artisans and architects of Malfeas, even aside from the omnipresent murals, wall carvings, and other ornamentations. Techniques to create such marvels as buildings that sprout from the ground at unnatural angles and made of polished brass turned a rainbow of colors by a process known only to the most skilled of architects. In many of these techniques you have gained the pinnacle of skill and knowledge, that you might replicate the Demon City's constructions even in other realms. While you might not have reliable access to the materials common to those in hell, you will be able to substitute many other materials for these in your structures. And as a truly talented architect you will find the design and construction of Manses comes just as easily to you, even gleaning some additional power from the conflux of essence it is build upon if you do use these hellish methods.
90	Demonic Augmentation	Magitech - Understanding	100	Hellgate London	You can successfully graft demonic parts onto yourself to gain an increase in mana reserves as well as gaining the ability to more easily cast certain spells based on the demon's type. You also learn to craft demonic focus items that, while weaker than augmentations, also don't have to be grafted onto your body.
91	Just Slap It On	Misc.	100	Krush Kill 'n' Destroy	Be it an impractically high machine gun mount on a trike, or a cannon barrage on an elephant, if you (or someone under you) jury-rig it, it both works and is somehow practical. Maybe not efficient, but it's not going to topple over at the first bump in the road, like "basic physics."
92	Costumer	Misc.	100	Terraria - Journey's End	Many objects, especially with regards to armor, place function over form. Now, you don't have to settle for armor that is good but an eyesore. You can take any item you possess and 'overlay' it on top of a similar item, changing the second item's appearance to match the first, while maintaining all of its functionality, protective qualities, etc.
93	Toggle	Misc.	100	Young Justice	Toggle allows its user to forgo learning to control their powers by simply allowing them to turn their powers off when they aren't needed. This can be done per power, so there isn't a need to go without the ability to teleport because you don't want to use your super strength. Also works on out of Jump powers. You can think of this like a dial. It can be on, or full power, as well as off, or no power, and anywhere in between those two states.
94	I Can Whip Something Up	Protection	100	My Life As A Teenage Robot	Working late nights and filling out strange requests is just another Tuesday for a Scientist of your calibre. This perk ensures that you'll never suffer burnout, grow overly bored, lose inspiration, or have your work suffer because of exhaustion. So long as your basic needs are at least barely being met you can keep happily churning out work day after day.
95	Murphy's Law	Protection	100	SCP Foundation	You've been around so many experiments, so much weird shit, that you notice things other people don't and instinctively position yourself, as a subconscious reaction to anything that can go wrong, and avoid the eventual backfire. The knowledge that a few errant bubbles in a flask can quickly turn into boiling so violently that even the open end of it isn't enough to let all of its energy out, turning it into a chemical explosive, is not lost on you. Neither is the fact that that open flask over there just bubbled when a piece of dust fell into it. If you're running the experiments, you know how to avoid those circumstances, and how to extinguish the fires if and when they break out.
96	Hands Off!	Protection	100	Starcraft II - Nova Covert Ops	When one is at the forefront of technological development, one sometimes has to watch out for espionage. Why bother developing a revolutionary new weapon system when a Ghost with sticky fingers walks in and takes it? You are able to design, and seamlessly implement security protocols into any technology or equipment you have access to that would limit use to only authorized personnel. You don't even have to go to the extreme of half-breaking it either, that's for neanderthals and inferior scientists.
97	Manifold Destiny	Protection	100	Subnautica	You've got one job, and you're pretty good at it. The things you build have extra hull integrity, giving you more leeway when constructing habitats. Vehicles you construct have more advanced armor, making them harder to hurt without sacrificing acceleration.
98	Divine Rights Management	Protection	100	Unsong	Why would you ever teach a man to fish, when you could make him come begging to you for every dinner? You have a powerful ability to build fine-tuned break-down and failure conditions into just about anything you create, weaving them inextricably into your designs; your creations can be hobbled so irrevocably that they cannot be made whole without also negating the principles that make them function. Only a genius far greater from your own could free what you have limited.
99	Shaper	Quality	100	Age of Wonders II	Stone is a tough servant, resisting most ways to work it by unskilled hands. Under your touch, however, it molds itself eagerly, as if it were unable to wait to become the new shapes you wish for it. You are a gifted artisan with the natural materials of the world, and can build fortifications, buildings, and other creations out of wood, stone, sand, and any other such materials with great ease. Indeed, under your touch the materials you work with seem to become greater, somehow - sand and clay toughen to match granite when building a wall, and a carved wooden blade seems to hold its edge like fine steel once you're finished with it.
100	Aesthetics	Quality	100	Anno 2070	Others may be able to do what you do, but you? You make it look GOOD. Really, REALLY good. All buildings you construct now have a distinctive architectural flair that marks them as yours and yours alone. Even a simple wooden shack you build will have people nodding matter-of-factly and recognizing the design like a nation's flag, if they've had experience with you before. In addition, purely aesthetic construction - landscaped bays, parks, covered walkways, promenades - are not only cheaper to build, but require little to no upkeep.
101	Efficient Electricity	Quality	100	Generic Video Game Developer	Energy. Computers, being devices able to calculate AI paths while simultaneously rendering graphics for players to see, use a decent amount of it. Thankfully, you seem to be extra skilled in the area of computer electronics, able to make devices that not only use smaller amounts of energy for the same work, but are also more resilient than the average gaming device, able to handle electrical surges far better than most.
102	Artiste	Quality	100	Girl Genius SB	From acting to painting, there's a lot of call for people like you around here! Simply put, you have the skills and talent to be one of the greatest, finest artists of all time. Not just in any one field either. Your talent is boundless and unbelievable at everything remotely art-related you do. With the slightest effort, you could be a scintillating star in all fields from writing, painting, singing, underwater basket weaving... er, you get the idea. Crowds throng to listen to a concerto from you, and books you write may well cause knife fights between people wanting to buy them! Such is your talent that in but a handful of months you could become a celebrity every bit the equal of the Queen of the Dawn, or any other celebrity you've heard of. This also makes anything you do look unbelievably good, from your fighting which looks like a dance, to your clanks which all look like Things of Beauty and Grace even when stuffed chock-full of firepower.
103	My Watch Doesn't Tell Time	Quality	100	Honkai Impact Third	The further you stray from the intended use of a device's style or look the better a device it becomes by default. If you make a watch that can't tell time you could cram a ton of things into it despite it's relatively tiny size. The shape or style must be a recognized thing, like a watch or a phone in order to benefit from the boost.
104	Repair Savvy	Quality	100	Outlaw Star	Your skills in mechanics are top notch. Your weapons, armor, and personal equipment are all easy to repair, and maintenance of all of them takes mere minutes instead of hours.
105	Whether There's Weather	Quality	100	Satisfactory-Factorio Gauntlet	If you built or designed it, it's weatherproof. What kind of weather? Yes. Snow, scorching heat, pouring rain, vacuum, hail, all sorts of weather. If a human could survive a while without a spacesuit, you tech will keep working. And maybe it'll keep working even if a human couldn't.
106	Brass and Vacuum Tubes	Quality	100	Smash Up	You can make perfectly functional devices with a steampunk aesthetic. In fact, machines you build like this tend to work a little better, and stand up to far more abuse.
107	Medicine	Quality	100	Star Wars: KOTOR	Pretty much anyone can inject themselves with a stimpak or wrap an injury in bandages, but unlike you most people don't know how to do it right. You possess enough medical know-how to make stimpaks and other quick healing items repair twice as much damage as they normally would and you can also treat minor injuries about as well as regular field medic. So long as you have the right supplies that is.
108	Aesthetics	Quality	100	Terraria - Journey's End	It's not enough to just be able to make things, if you can't make them look good. You now have a true talent for design work and layout, capable of mentally visualizing complex structures and working out how best to match your mental vision, without sacrificing things like structural integrity. This also applies when making things on a smaller scale, allowing you to alter the design of objects to add aesthetic flair without compromising their function.

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109	Customised Weapons	Quality	100	XCOM	You know that efficiency is number one, because waste is a thief. You know how to make the best designs better, and will ensure that the equipment in use is ergonomic, streamlined, and efficient.
110	Wired Watchmaker	Research	100	Arcanum of Steamwork and Magic Obscura	Long hours hunched over the machinery and books that define your profession have left you with a keen eye for detail. Your eyesight is excellent even in the occasionally poorly-lit workshops you frequent, and your mind has sharpened to the point you'll easily remember the details of any schematic you're trying to assemble. You can still wear that monocle of course, but this time, you'll wear it for style!
111	Savant's Understanding	Research	100	Exalted: The Infernals	A good scholar is one that understands quickly, and remembers their lessons well. Gaining a sharpened mind, you will make connections and associations extremely quickly, your burgeoning mind filling with ideas and potential solutions. But remembrance is just as important, so you will find that your memory is clear and enjoy near-perfect recall. Indeed, the memories of life and technology in the First Age, which your Exaltation retains from its past life as a scholar of note, are likewise quite clear. Even better, you will find it easy to retain absurd amounts of newly acquired information. For some reason, this also makes it easier for you to construct elaborate monologues to reveal the full genius of your grand schemes.
112	Etoria Disciple	Research	100	Final Fantasy XII	The art of Etoria, the technology which allowed for the creation of things like airships, has always fascinated you. You've noticed patterns in technology, and armed with that knowledge you adapt to new technology quickly. Your teacher has given you a skystone, the key to building your own airship in time, and you'll have no lack of resources.
113	Spark of Genius	Research	100	Galactic Civilisations II	With the sheer amount and complexity of information involved in next-generation research, most scientific advances slowly progress in vast, city-sized research facilities. But every so often, there's a giant leap forward - a sudden flash of insight that ignores all perceived barriers to scientific advancement and leads to more progress in a few days than you might have otherwise seen in months. Now, you and your people are gifted with just this kind of creativity, experiencing the same kind of sudden technological breakthroughs on rare occasions. This might just make scientific progress a bit more difficult to predict in advance, but you'll always be pleasantly surprised when it happens.
114	Benadryl Cabbagepatch	Research	100	Invincible	You have an incredible ability to make inferences and be correct. You truly are a natural at inductive and deductive reasoning, able to use logic to fill in the gaps in your knowledge, you can guess with reasonable accuracy when others would be left scratching their heads in consternation. This sort of deduction is quite useful when trying to reverse engineer advanced technology.
115	Well Researched	Research	100	Lords of the Night - Liches	The truth of the matter is that, no matter what you're doing, someone else was doing it before you. People say, don't reinvent the wheel, but the wheel has been reinvented countless times. You are good at avoiding having to reinvent things already made or discovered, though. Your mind is like a steel trap. Not only do you never forget anything, you're good at instantly putting everything you come across into context. This won't make you instantly cross-reference it with something from a completely different context, but when you think on things and try to figure something out, find a solution, or need something out of left field you can quickly scan across your entire body of knowledge for something that could help. This comes with you already being well studied on a huge range of topics, in this jump and all future ones you go to. Think of it as roughly ten doctorates' worth of study on a wide range of subjects, with a new set each new jump. You can leave minds that might actually be greater than yours in the dust, as they try to achieve something from first principles that was figured out by an obscure sage thirteen centuries ago, who only ever put his findings down in a single journal that has been gathering dust in some corner of a minor family library ever since.
116	Nigredo	Research	100	Lords of the Night - Zombies	The first step is breaking things down to their basics, before putting them back together. You always understand how far you can atomize knowledge, and are able to source all the bits. If you're starting an experiment, you can use this to completely break down your starting premise, break down what you think you know, find every source for every one of those bits. You will keep discrete knowledge of what you think every step is doing, what it's checking for. If you get unexpected results, you'll be able to atomize what those results are, what conflicts with what you know, and what doesn't. This makes you no more right than you were before, but helps immensely in figuring out where you're wrong. Likewise, if you one day discover a source of yours was unreliable, you'll know every bit of information you got from him directly or indirectly, and be able to find every conclusion you're using that he contributed to. It won't tell you which ones are manipulations, but you'll know that you have a bias because of something he said to you in passing because you'll be able to identify every contributor to your every bias.
117	Analysis	Research	100	Red Alert 3	You can immediately identify any defects in hardware upon casual observation. This is effective on devices, Vehicles, and buildings.
118	Librarian	Research	100	Smash Up - Obligatory Cthulhu Supplement	You have a phenomenal memory and organizational skill, and a real gift for research. It's a rare day indeed where you can't find the information you need, or at least narrow it down to a single rare book.
119	Simple Scientific Solution	Research	100	Tenchi Muyo!	This perk grants two features that in universe depend on your setting, out of universe both work unless you desire otherwise. Slice of Life: Science solves everything, even the little household problems. You can create supertech improvements to common tools and appliances, up to and including automobiles or similar works of engineering. Create dishwashers that can clean dishes in an instant, self heating plumbing or forcefield window panes that act as air conditioners. SpaceOpera: Well established methodologies and an instinctive grasp of the same allow you to draw conclusions or produce results incredibly fast. You halve the time it takes to gather data, compose research on some subject, or devise a test to prove/disprove something handy for when you have to figure out an enemy fortresses' one weakness
120	Hoarder's Eyes	Research	100	Touhou Forbidden Hermit	You know the name and function of any object just by looking at it. Only that however, and the function is rather abridged, giving you a fairly brief overview of exactly what it does and nothing beyond that. You should probably try not to make any more assumptions beyond that.
121	Rites of Maintenance	Research	100	Warhammer 40k: Adeptus Mechanicus	While already designed to be incredibly robust, Imperial equipment inevitably requires maintenance. You can locate and identify problems within a machine in a fraction of the time it would take other adepts. Not knowing how a machine functions does not make fixing it any more difficult so long as you have the proper parts, tools, and rituals to guide your hands.
122	Coconut Tech	Resources - Fiat	100	Bloons	You are extremely intelligent, with such a great understanding of technology that you can supplement inferior parts for better parts as needed. The worse the substituted part is, the shorter it will last, but it will function perfectly while the part is inserted. Using vines, wood, and coconuts to replace wires, sheet metal, and batteries is not out of the question. With each building skill gained, you gain the ability to insta-craft a crude version of that building out of thin air.
123	Scrap Hound	Resources - Fiat	100	Dead Space	You build. Of course, you need parts to build, and, of course, you need materials, usually scrap metal or leftover electronic bits and bobs, to make parts. Whenever you go looking for scrap parts to use as materials, you always find more than you would otherwise, five instead of four, twenty-five instead of twenty, whatever. When you build parts from materials or scrap, you always find you need less materials, in the same order as that bonus, to put those parts together. Really, really useful if you plan to build electronically-based weapons, armor, etc, or extensively modify your own, pre-existing, equipment through similar means.
124	Ritualistic	Resources - Magical	100	Azeroth	You are much more skilled at elaborate rituals. You often find that if a ritual calls for the blood of 10 virgins, you can get away with just 5. This only applies to magic such as Enchanting or Inscription, not to anything scientific in nature. So you'll still need those two batteries for your rock'em sock'em robots.
125	Soul Gems	Resources - Magical	100	Elder Scrolls Online	An essential tool for enchanters and mages, yet one that's only recently gained formal recognition. You have five Petty, four Common and Lesser, three Greater and Grand, and two Black soul gems all held in a tasteful keshweed fiber satchel. Each gem holds a soul of its corresponding size, color, and power. For example, a Petty gem would hold a rabbit or a small dog at most, while a Grand would hold a mammoth or a strong Daedra. These are both White souls and can be held in White gems. The rarer Black soul gems hold the souls of sapient creatures, like humans, beast folk, or elves. You can use them as arcane batteries, as focuses for spells, or just as general magic storage. You'll get a new set every month of whatever's been depleted. Remember to be careful handling the Black gems, as they can have unfortunate and potentially lethal side-effects if not contained properly.
126	Magical Ore	Resources - Magical	100	Everyone Else Is A Returnee	What is a smith without some metal to work with? Equipment plays a large part in this world, and a craftsman can only do so much without good materials. Luckily you happen to have a large storage box filled with lumps of unrefined ores of many varieties. The rarity and valuability of these ores range from normal iron all the way to precious ores of heaven, with the quantity of the ores being inversely proportional to their value. As you travel to future jumps, this box will update to include for the various ores you encounter. I hope you have some way of refining and forging them. Each month, the box will refill.
127	Monster Hunted	Resources - Magical	100	Everyone Else Is A Returnee	Metal and stone are only a small group of materials used in the creation of equipment. Much more prevalent is the use of the flesh of monsters. From the feathers to the fur to the blood of them, every part of a monster can be used for something by a skilled craftsman. Luckily you just so happen to have a replenishing supply of monster bits. You can choose the class of monster flesh you receive, though the stronger the material the less of it will be supplied: You may only get a handful of 5th class feathers, while you could get a metric ton of 1st class scales. New material is supplied each month. Among these you may even get some magic cores.
128	Endless Bag of Glowstone	Resources - Magical	100	Minecraft	You get a small bag which inexplicably contains a full stack of Glowstone Dust. It refills once a week. Handy for lighting up your surroundings, keeping the monsters at bay.
129	Endless Bag of Redstone	Resources - Magical	100	Minecraft	You get a small bag which inexplicably contains a full stack of Redstone. It refills once a week. Handy for experiments with Redstone Wiring.
130	Pixie Dust	Resources - Magical	100	Peter Pan	Most if not all fairies constantly produce the magical substance of fairy dust around their body, such that a trail follows wherever you fly. People and even objects as large as ships, when covered in the sparkling dust, gain the ability to fly. However, while inanimate things can fly without any challenge, people wishing to fly must have sincere faith and happy, carefree emotions. You can constantly emit pixie dust at will and even surround you with a cloud of fairy dust. The perk also enables you to breathe easily without choking on pixie dust or other particles, such that you could breathe and talk even with smoke all around you. If you are not a fairy, you will be looked at quite strangely by others, but things are often strange in Neverland so that's hardly a bad thing.
131	Spirit Pyroxene	Resources - Magical	100	The Vortex (Atelier: Arland Triology)	No one quite knows where this pyroxene came from, but it has a very definitive effect on the items that it forms a component of. The mystical power inside the pyroxene seems to carry over into the items that it forms - at least, a portion of the power does, and the crafted items became more conductive towards spiritual magic of a large variety.
132	Magic Rocks	Resources - Magical	100	Touhou Luna Nights	You may be familiar with gemstones as simply being shiny rocks. Here that is not the case, all gems in this jump have magical powers, and while they do not individually possess much power, they can give significant boosts when collected by the hundreds or thousands. By paying 100 CP, you can choose to take this quirk with you, changing gemstones in future worlds to possess small magical powers of their own.
133	The System & Freebies & Elemental Seeds	Resources - Magical	100	World Seed	As the name suggests, this is the system that is in place in Neolife, and will soon be introduced to the real world as well. It allows people to do things such as cast spells, manipulate mana, use runes, cultivate affinities, increase their physical qualities beyond anything they could've dreamed of before, and so much more. After reaching the apex of their class or a skill they might possess, and grasping near the level cap of 999, one could throw entire mountains, move at massively hypersonic speeds, ignore whatever damage people with the same power output might dish out, create illusions that are more convincing than reality itself, and affect entire planets or even solar systems. You gain access to this System for no charge, and may grant it to to other people in any settings you might visit in the future. It will adapt itself to anything you encounter, allowing you to cultivate affinities not found in this universe, or create spells and maybe even entire schools of magics focusing on forces absent here. This includes things such as the Kingdom or Ship management menu some people here have access to, though you might freak people out if you use it and they don't know of its existence. You'll also gain the ability to introduce this world's mana, including the System, monsters, Souls, and Auras, to other universes, though the consequences of doing this will fall upon you. All people playing Neolife may choose two schools of magic to start with, and so do you. There's a school of magic for pretty much everything, including Gravity, Sound, Barrier, Blood, Aura, Origin (the creation of matter ex nihilo), Solar, and Summoning magic. Of course, there's also a field of magic for any element you can think of and more, such as Fire and Earth magic, and even Nature magic and Technomancy exist. You can also pick two affinities to start off with at 5%. Affinities, in case you don't know yet, can be literally anything. If something exists, it has a mana signature. And if something has a mana signature, the signature can be forged (cultivated) and controlled. Be it an affinity for life, fur, time, leaves, bark, a specific fetish, or something more abstract like luck, order, madness, or chaos, the variety of affinities is truly endless. An elemental seed is the condensed essence of an element, and they're almost exclusively produced by Druids or Mages capable of creating enchantments replicating their methods. They have various uses, such as powering enchantments or magical items, and are required in the process of giving an object an elemental ability. Druids also use them to introduce new elements into their Grove, and need them to cultivate their affinities past the 25% point. As such, each of them is fairly valuable, with the price skyrocketing once you go beyond the basic seven elements and to incredibly rare ones such as Time. They are also pretty time intensive to make, requiring about an hour of work for each, even for people relatively skilled in their creation. But now, you won't ever have to worry about that, as you'll get a dozen Seeds for each of your affinities delivered either to your warehouse or another place you designate, every week. Their quality depends on the level of your affinities: from 5% to 25% you'll get low-grade ones, from 25% to 50% medium-grade ones, from 50% to 75% high-grade ones, and finally, from 75% up to 100% you'll get top-grade seeds.
134	Sack of the Maker	Resources - Mundane	100	Arifureta Shokugyou de Sekai Saikyo	Medium sized, this bag contains an assortment of random ores and metals for you to work with, from cheap iron to Tauru ore which is one of the hardest known ores around, the quality and quantity of these materials will vary from day to day and sometime will drop some really precious minerals. It refills once a day so don't get shy at using them.
135	Originite Prime Bundle	Resources - Mundane	100	Arknights	You gain access to several crates of pure Originium that can be utilized for various means, and will restock itself every week. Wrong handling will be dangerous, however post-Jump, this will be perfectly safe to use in any way.
136	Thanatonium Supply	Resources - Mundane	100	Arpeggio of Blue Steel	A material used in corrosive torpedos and other Fog weaponry, this highly unstable matter is used along with nanomaterials to create some of the exotic effects that the Fog's technology is known for, such as graviton engines, and the various gravity and space-altering superweapons. This is a small stockpile, enough to fully re-arm a Fog vessel with corrosive torpedos. The stockpile replenishes monthly in your warehouse.
137	Bandit Gunsmith	Resources - Mundane	100	Borderlands	You have amazing technical insight and when shown a pile of broken weapons or energy shields you can use parts from some to reassemble others into decent condition. Don't expect it to be pretty, but you can nail 15 repeater pistols together to make a functional shotgun, or use bits of five shields to make one that works.
138	Raw Materials	Resources - Mundane	100	Elder Scrolls Online	About 20 ingots worth of dwemer metal, a few honing stones, and a set of hammers and tongs. Used materials refill once a year. Not exactly powerful in the more high-tech settings, but being able to craft items out of a metal that never really rusts is something that won't ever go out of style. Or you could always just sell it off. This is almost 600 crowns worth of eternally respawning refined metal and smithing equipment just sitting on the ground after all.
139	Honkai Cubes	Resources - Mundane	100	Honkai Impact Third	You have a supply of Honkai Cubes and know how to make more. Crystallized Honkai energy that when used to make or enhance weapons, gear, or anything really far enhances it beyond normal limits of human capabilities. Of course just having them does nothing, and if you just slap it on a low quality weapon it wont go very far. But with proper application of skill and infusion you can use these to create incredible things. Just beware potential feedback. Not intended to be fed to Tunas.
140	Tool King	Resources - Mundane	100	Modded Fallout	Starting with a cartload of random junk and ending with high-quality ammunition or power cells, cutting-edge improvements to power armor, overcharged laser weaponry or even entirely new kinds of science is practically trivial for the average Fallout protagonist yet their talents pale compared to yours. This Perk grants you immediate access to pretty much any kind of crafting shown in the Fallout series: from Hand Loader to Science! and Chemist to Robotics Expert, if it somehow involves building things out of other things (from guns to ammo to even entire buildings), you've got it - including perfectly memorized designs for the kind of components and tools you might need, like the Robotics Workbench or Nuka-Cola Mixer station. In fact, you're good enough that you'll never make mistakes while doing this type of crafting (assuming someone doesn't start shooting at you or some such), and you'll be perfectly aware of where you were in the process if you do find yourself interrupted and have to continue later on.
141	Backyard Handywork	Resources - Mundane	100	Phineas and Ferb	Who needs a massive machine shop or specially-crafted equipment when you have some plywood and a toolbox? No matter how complex or intricate a project you might be making, you'll find that you can easily figure out how to substitute commonly available tools and resources for more complex equipment, and still have the final project come out fine. Also comes with a decent understanding of engineering, architecture, and a few other material science fields to help you get started on whatever projects you might want to work on.
142	By The Numbers	Resources - Mundane	100	Satisfactory-Factorio Gauntlet	You know how much of any given resource your industries and organizations are producing, and how much potential for production there is for each resource.
143	Dye and Paint	Resources - Mundane	100	Terraria - Journey's End	A selection of paints and dyes that can be used to color various objects or furniture. Each hue has enough to paint two or three objects, and restocks in a day once used. This also comes with a set of brushes, rollers, and scrapers that you can use to apply or remove the dyes and paints. To start with, you have all of the basic, bright, deep, and gradient hues. You gain the strange, lunar, shadow, negative, and illuminant hues.

#	Name	Category	CP	Jump	Description
144	Mundane Supply World	Resources - Mundane	100	The Celestial Foundry	This item gives you access to all the materials that one could get on Earth, but with one caveat, you'll have to find and harvest them yourself. Your warehouse gains a portal that is linked to an artificial plane of existence that is of infinite size in all directions, where humanity or sapience of any kind never developed. You can find an unlimited number of any resources given enough time, but they are spread around as would naturally occur in nature, meaning you have to often move when you exhaust the local supply. Resources are always located in environments where you would find them on Earth, and when you travel to this world, you are able to choose which environment you arrive in, or return to any prior location you have been before. Environments have realistic distances between them, so if you need something found in several biodomes you need to return to your warehouse, or use a fast transport of some kind. Every time you gain a perk that requires access to a new raw material, this raw material appears in the most native form in this supply world and has to be collected as it normally would be. If your material is only found inside stars, you better be ready to get a rocket to go collect it somehow.
145	Material Limitations	Resources - Mundane	100	World Seed	Even with the advanced technology commonplace on Earth nowadays, material limitations haven't changed. Or rather, you could say that they've gotten even worse. After all, how are you going to store antimatter if you have only steel at hand? Luckily, you won't ever have problems finding the materials you need. Whether you'll stumble upon them while searching through a scrapyard, or find just the right people who can get you that obscure alloy you need, nothing will stop you from building whatever you want besides your own skill. Well, if you're keeping it reasonable, at least. The chance of you finding what you're searching for decreases exponentially with the material's strength and rarity, and increases by how much you know about said material, scientifically, and how good your technology skills are. So while a regular schmuck would probably never find Adamantium, someone who could reproduce it themselves in only a few years would have much, much better chances. So if you're in a situation where it is impossible to get what you want with what you know and where you are right now? Then you'll have to get to work yourself. Good riddance then that you can eventually reproduce any material or alloy that you have seen, though for extremely advanced ones it might take an unreasonable amount of time and skill
146	Don't Need A Team	Speed - Fiat	100	Ace Combat	Fighter planes are pretty complicated machines, and more often than not you need a whole crew to maintain them so that they don't break down in the middle of a fight and doom the pilot. You know your plane well enough to circumvent this issue. You've got just the right idea on what needs tuning up and what needs fixing, along with having the speed to be able to fix a plane up by yourself without the need for a crew in a fraction of the time. Performance issues are a thing of the past for you.
147	Artisan	Speed - Fiat	100	Generic Builder	You have a talent for creating works of art. Creation times are halved and your natural talent increases with each purchase of this knack. Your artwork has an almost magical ability to invoke a particular emotion that you set at the time of its creation, scary masks, awe inspiring fountains, creepy puppets or such. The degree of emotion-induction effect increases with skill.
148	Craftsman	Speed - Fiat	100	Generic Builder	You have a talent for creating things requiring wood as well as selecting the best wood for the job at hand. Creation times are halved for each purchase of this knack and the results are always visually impressive if you so wish.
149	Smith	Speed - Fiat	100	Generic Builder	You have a particular talent for creating anything a blacksmith/armorsmith/weaponsmith might create. Any such crafted object is half again as durable as it would otherwise be. Creation times are halved and your natural talent increases with each purchase of this knack.
150	Fixer	Speed - Fiat	100	Smash Up	You're really good. All your repairs seem to take half as much time as normal. A true miracle worker.
151	The Icepick	Speed - Mundane	100	Titanfall	It's a tough enough fight on the ground, and you don't have the time to fiddle with computers while you and your allies are under fire. You are extremely quick when working with software, able to type quickly and accurately while focusing on something else, and adept at creating pre-made software packages for your own use.
152	Gems & Gift Shop: Material Supply	Resources - Magical	150	Touhou Luna Nights	Magic crystals that somehow improve your abilities, though not all that much until you start stacking a great deal of them. Every purchase gives you one hundred and fifty amethysts (which improve your graze rewards), thirty aquamarines (which improve the rate at which your MP recovers), fifteen topazes (which improves your special ability recovery rate), eight rubies (which improve your defence), seven sapphires (which improves your attack power), five emeralds (which helps your health to recover), and one diamond (which improves both attack and defence, twice as much as rubies and sapphires do). Additionally, they can be used to power monsters and traps, with more powerful ones requiring higher quality gems, if you know how to use them. Purchasing this grants you a replenishing supply of one material that you have acquire a sample of. For 100cp, this is the same amount as your sample and it is replenished monthly.
153	Portable Examination Station	Resources - Magical	150	Van Hellsing	A portable study centre - magnifying glass, vials, all held within a tightly-locked briefcase. As well, comes with a variety of supernatural samples - from vials of different blood types of demons and werewolves, to vampire fangs, demonic horn shavings, ghoul teeth, and ectoplasm from a great variety of undead.
154	Alchemist	Arcana - Innate	200	A 'Happy' Harry Potter Fanfiction	The fine art of turning lead into gold in the quest to create the immortal granting elixir of life. What few remember is that alchemists rely on more than just magical ingredients for their mixtures. Chemicals, elements, oils, tinctures, spices, metals, it is not the magic that matters to you but the results of the combined reaction. Your abilities at brewing are beyond that of even the most skilled potioneers as anything that relies on ingredients to create you can make. Your favorite marinade, new alcoholic beverages, beauty products, intangibility potion, napalm, whatever you set your mind to you can make a reality. You know all the proper techniques and tricks to squeeze the most essence out of your ingredients, how to harvest them without botching it, how to store them so they don't lose any of their potency. You know the best ways to prepare them, the best time to add them, how to get the reaction you want and all the steps to achieve it. You can even tell which ingredients compliment each other best based on smell, taste, touch, and any record of their properties. If being a master potion maker isn't your goal well there's always opening a bar, getting your own cooking show, or running a chemical factory of some stripe because a philosopher's stone is something you could make by just cracking open a few chemistry and potion books.
155	Relay Artisan	Arcana - Innate	200	Age of Wonders II	The knowledge necessary to create the massive structures known as 'Wizard Towers' is not easy to learn, but not especially rare either. Indeed, all Wizards rely on these towers for their abilities - in particular the ability to vastly increase the reach of their magics by channeling their arcane power through gigantic crystalline projectors lining the tower's structure. Smaller, less powerful crystals are occasionally used as well, both as 'Magic Relay' structures at fixed locations and with special equipment used by champions of the various armies. You are a gifted artificer when it comes to creating such relays and projectors. Not only can you create such crystals, but you have mastered the magical theories behind their function to the point you could craft these magical artifacts from other materials such as wood or silver. As your skill increases you'll be able to create more intricate and efficient relays, reducing their size or increasing their range. With practice, you could craft gemstones small enough for a ring's jewel that could let you project your magic within a dozen miles of their location. Once attuned, the connection between a Wizard and the relays you craft cannot be broken, it will continue to function across any distance and even across dimensions so long as the relay remains intact.
156	Weapon Absorption	Arcana - Innate	200	Dark Cloud	Were the Moon People the ones who developed weapons as they exist in the world today? Perhaps, with their technological expertise, they tampered with such things - but we may well never know. Your weapons modified with this will adapt the concept of "experience", allowing them to grow as more enemies are defeated with them. As more enemies are defeated, you can absorb other weapons into the base template - improving the qualities of the original weapon.
157	Loremaster	Arcana - Innate	200	Divinity - Original Sin	Dusty tomes and yellowing scrolls are remnants of history, fragments of knowledge from ages past sent forward through ink and paper. While much of the world fails to give these storehouses of information their proper credit, those who dive into them discover lost secrets to hold true power. Or at the very least, a few answers. Loremasters nearly always have some form of magical talent, as it is the study of the arcane in essence. However, there are those for whom it is the extent of their abilities to draw out a few secrets from the books and little else. Apprentices of the old lore are taught, not by rote, but by arguments. They are told to seek out the flaws in others' logic, to pick apart the minutia of another's words, and to seek the shades of truth in every conversation. While at first no student sees the value in this, they soon learn that they can apply such introspection to the magical items they find. With a few moments study and a jeweler's loupe they can discern the enchantment bound to a particular item. Unlike the other skills, this one requires further training to see its true worth. In the beginning, a novice Loremaster will only be able to discover the basics of an enchantment. The essential element or driving force. But as one grows more experienced they will be able to pick up the minutia, dipping into the ins and outs of even the most subtle enhancements.
158	Magical Books	Arcana - Innate	200	Elder Scrolls: Skyrim - SB	The art of spellcraft is one that requires an immense amount of dedication and in many ways talent as well. Learning new spells can take ages and this can easily drive many off or act as a massive constraint when time is of the essence. You've found a bit of a way around this conundrum, by imbuing a simple book with your understanding of the spellcraft you can create a magical item that when activated immediately passes this onto whoever activated it, though the book is consumed in the process. While this only applies to Elder Scrolls magic at first, you'll find that adapting it to other systems is an easy process and only requires that the process be fine tuned.
159	Conceptual Fertilization	Arcana - Innate	200	Fate/Legends - Garden of Avalon	The secret art of Conceptual Fertilization is one that may seem a bit strange and even unnatural to those not as invested as you in the mystic arts but...well, they don't complain so much when you show them the results. Conceptual Fertilization refers to a very rare magical ability that allows one to combine two things during the creation process of one of those things, transferring the qualities of the second thing onto the first. Combining the blood of a dragon with a infant in the womb to grant them the magical power of that dragon as they grow up, for instance. With time and further mastery, it may even be possible to combine more than one thing in this way, though one cannot begin to think of the sacrifices the failed attempts might cause. Additionally, you find that you are also able to perform this process on other things in their creation process, not just living beings, allowing you to infuse weapons or other objects in the process of being created with the traits of other things.
160	Alchemy	Arcana - Innate	200	Final Fantasy IV	A lack of magic makes you no less useful, and you've learned how to make use of the various potions and other items on a grand scale. You can mix together multiple items, compounding their effects. It doesn't create something new, but instead additively combines the source materials into something with as much potency, to the upper limit of five times the strongest of your source materials.
161	Cold Fires	Arcana - Innate	200	Final Fantasy XIV	The hotter the fire, the easier the metal is to form -but too hot, and the metal will simply melt away. That's always been a conundrum which you had to solve. The mages however, have a different solution for your problem. By imbuing fire with Aether, you can reach the conditions necessary for forging at far lower temperatures than normal. Similarly, the intensity of any fire spell you cast is significantly increased.
162	Eight-Fold Geomantic Mastery	Arcana - Innate	200	Generic Exalted	You possess the inherent understanding and skill with geomancy and the manipulation of natural energies such that you may now create manses in any area where such a thing could conceivably be created. The stronger the mystic or magical significance of a given place the more powerful the manse that can be built there, but even in the barest and most mystically barren areas you will still be capable of producing, given some time, a manse of the least (1-dot) power. The process of creating a Manse is tremendously faster for you than it would be for others, the necessary geomantic arrays and arrangements seeming to simply leap to your mind with a clarity of insight few if any could match. The Eight-Fold part of it is that you understand the methods for creating manses aspected towards all five of the elemental essences of fire, earth, wind, water, and wood as well as manses aspected towards solar, lunar, and stellar (sidereal) energies. Given time and effort you may discern methods for creating other types of manse, twisted mockeries of what nature intended, but such insights will take considerable effort, time, and resources to bear fruit. Taking this perk explicitly allows you to create manses even outside of Creation and, indeed, is the only way to create manses outside of Creation.
163	Minor Enchantment	Arcana - Innate	200	Gunnerkrigg Court	Make boots that will always fit or makeups that change to your whims. These magical tricks have a very wide range of applications but will generally not be on a very grand scale; though the utility from walking on walls is not to be denied.
164	Potioneer	Arcana - Innate	200	Hercules	There is a lot of magic in this world, and a lot of it takes the form of potions. Which is great for you, as you're now a truly superb potioneer and alchemist. You have a gift for mixing ingredients, enriching them with magic if you need to or just cutting and preparing them just right. You're also brilliant at coming up with improving recipes or coming up with new ones, having a gift for these things. Making a potion that turns a god into a mortal is well within your capacities provided the right ingredients, and that's only one potion.
165	Lesser Magics (Sorcery, Alchemy)	Arcana - Innate	200	Lone Wolf	This power allows a wizard to transform his thoughts and desires into magical energy. Focusing your energies will allow you to create magical shields or move objects. The ability to create potions and solutions to effect objects and individuals.
166	Albedo	Arcana - Innate	200	Lords of the Night - Zombies	The counterfeit flame of life burning in the soul of every Alchemical is both gripped by Decay, and yet at the same time burns all the possibilities of Alchemy. This has granted you odd insights into how to break down and reform matter. You can make various alchemical substances, products that have impossible properties. Using sand as a base ingredient, you could smelt it into stone that once it hardens, is highly flammable. Or both pliable yet harder than steel. Such transformations are partly fueled by the flame of false life that burns within you - it is an alchemical flame almost without equal, and when utilized properly it can have incredible properties. You need proper tools to work and transform the materials you're working with. You're alchemically treating the materials, not enchanting them, so you can't simply 'lay' the effect on them. Whatever you end up doing should be something that can be framed as 'material properties' rather than 'enchantments.'
167	Real Research	Arcana - Innate	200	Lords of the Night - Zombies	Improving the fundamentals is hard, unrewarding, and necessary. No number of new ninth circle spells will change the world. Casting such creations is more art than science, and limited to an elite few. Making a better Magic Missile can change the world. You know how to improve things starting at the basics. You could figure out how to improve Magic Missile, a bit. And use that improvement to improve all first circle force spells that throw the force effect. And from there improve all first circle force spells. And from thereall second level force spells... And so on. You can share the products of your research, too. Some techniques might be easy, maybe a change to the spell itself. Others might be harder, techniques for maximizing what you get out of already built spells. You could use this to improve anything you understand on a deep technical level. The perk comes with deep technical knowledge of death, undeath, Negative Energy, and how tainted forces interact with the physical world, and how they can be manipulated to support dark spells and the raising of undead.
168	Hardcore Materialist	Arcana - Innate	200	Mage the Ascension - Panopticon	Everything is stuff, or built out of stuff. You can create things that disregard all that nitty-gritty through abstraction layers, but ultimately all those things humanity sees and values ideas, morality, etc. are arrangement of substance. Substance can be analyzed and reconfigured. You may now treat various ephemeral or esoteric things as being essentially physical and material; ghosts, mental abstracts, divine essence, etc. Maybe not tangible with normal means, but material. With some practice, you can manipulate these substances and even alloy them with other materials, use them as computing substrates, or a host of other things.
169	Alchemy	Arcana - Innate	200	Masters of Magic	While all wizards are capable of converting gold to mana, and vice versa, the process is very inefficient for them, losing half of the value in the process. You can do it perfectly, without any loss, making it potentially feasible for you to power your magic through taxation, for example. In future jumps, this will provide a boost to alchemical abilities, especially those converting one substance into another. You only retain the ability to convert gold to mana (and vice versa) in future jumps if you purchase this ability, which would provide one way to obtain mana in the future.
170	Artificer	Arcana - Innate	200	Masters of Magic	You begin the game already knowing the magics to create enchanted items (other wizards can eventually acquire them) and artifacts. Additionally, these items cost half as much for you to make, and take half the time. This allows you to equip heroes you hire in the early game. In future jumps, this will provide a slight boost to the creation time and a reduction to the creation cost of magical items.
171	Soul Shards	Arcana - Innate	200	Minecraft	You know the dark arts needed to create a Soul Shard, which will eagerly devour the souls of those you slay. With enough of the souls of a given kind of creature, you'll be able to set up a Monster Spawner, which can release these souls as an endless wave of hostile creatures, ready to be slain and harvested (or perhaps unleashed upon your enemies). Alternatively, you might employ the Soul Forge to use these souls to create sinister Corrupted Iron, used to create foul equipment empowered by those you've slain.
172	Innate Talent: Magic Item Creator	Arcana - Innate	200	Overlord - The Series	You possess the good fortune to have an Innate Talent. Innate Talents are abilities that people are born with, and usually only one in two hundred people will actually have one. They can run the gamut of all sorts of things, though there is no certainty people will be born with an ability they will actually be able to make use of. For example someone born with an innate talent for learning magic doesn't actually help them find a magic teacher, and thus some innate talents may go to waste. Thankfully for you you can choose what Innate Talent you have from the following list. You possess the unheard of ability to have more than one Innate Talent, assuming you purchase more than one. You're really, unnaturally, good at making magic items. If you know how to make something then you can make it magical. Spoons, bowls, armor, books, weapons, toasters, anything. You actually have to know some magic in order to enchant items with a magical effect, and you don't gain any skills in actually making items, so if you want to make magic swords you'll have to learn some magic and then how to make regular swords first. You can copy down into scrolls any spell you know, which others can use to learn those spells (if they are capable of using that magic system and put in the time to study) or use them as one-use magic items. Additionally any magic item you create will be marginally better than it would have otherwise been, regardless of whatever abilities you might have brought with you from other worlds. You don't have to have this talent to make magic items or spell scrolls, but someone that does have this talent will always be much better than someone that doesn't.
173	Anima	Arcana - Innate	200	Ravenwood	The power of your own soul. Wisps of spiritual energy bound to yourself, able to be shaped into quasi-physical garb or used to reinforce that which you already possess. Each shaped bit or aspect of yourself acts as a receptacle for the wisps you possess, and filling them increases the strength provided, but limits the amount you can put elsewhere. However, it only takes a few moments, vital in any battle, to shift these wisps around and change the boons they provide.

#	Name	Category	CP	Jump	Description
174	Dao of Alchemy	Arcana - Innate	200	Renegade Immortal	Alchemy is the art and science of using spiritual materials and reagents to create miraculous pills and concoctions with an incredible range of effects. From pills that can heal grievous wounds or cure horrific diseases to poisons so terrifyingly potent that just a single breath can melt the flesh from your bones. Elixirs that induce states of enlightenment or restoratives that can drastically improve your cultivation, help you break through bottlenecks or just simply refill your reserves of spiritual energy when you are low. For the less talented, alchemical creations can represent their only hopes to break through to the higher stages of cultivation, be it the Foundation Establishing Pill, the miraculous medicines that can allow for the creation of nascent souls or even stranger things. You are an incredibly talented alchemist with an intuitive grasp of the process of pillmaking as well as the way ingredients may interact, allowing you to make leaps in the process of refinement, or even creation of new recipes, that would require years of hard study for others. This kind of talent allows you to easily analyse and recreate pills with a short period of examination. Talent isn't everything though. A senior with decades of experience will always do better than a pill genius on their first time. You have the equivalent of a good decade or two of practical experience with alchemy under your belt as well as a wealth of theoretical knowledge. If a reagent or pill has existed on Suzaku or in myth, then it's likely you know of it and the ways that it can be used or otherwise nurtured if it is not yet ready. This knowledge will update itself to include similar disciplines in future jumps.
175	Alchemy	Arcana - Innate	200	Samurai Jack	The ancient science of mixing specific ingredients and then infusing them with natural energy. You know how to make a wide array of potions with both beneficial and harmful effects.
176	Magic: Enchanting	Arcana - Innate	200	Samurai Jack	You can grant magical properties to weapons by marking them with ancient runes. Right now you only know how to give weapons elemental properties, but you can learn more enchantments by studying other enchanted and magical weapons.
177	Heretical Adaptation	Arcana - Innate	200	Senki Zesshou Symphogear	Symphogears are, in essence, a Relic adapted into a combat system for it's ability to generate massive amounts of energy that can be formatted into a certain kind of matter through a generic mass-energy converter. However, they also have the ability to 'evolve' overtime, gaining additional armor and improvements to features such as onboard thrusters. With a bit of study, it might be possible to apply this adaptive behavior to other materials, encouraging them to improve themselves over time.
178	Tailor Made	Arcana - Innate	200	Skulduggery Pleasant	You have the knowledge of how to weave magic into clothes, making them incredibly durable and protective. They're capable of protecting the wearer from most things, including bullets, knives, magic, extreme heat, and large amounts of blunt-force trauma. They also look damn stylish.
179	Orb Alchemist	Arcana - Innate	200	Timespinner	The use of Aura is a key part of Viletean culture, and Orbs are an important tool in that regard. They act as focuses for Aura, allowing for standard and empowered effects, compared to what someone could accomplish on their own. You have the knowledge and skills to be able to craft these Orbs, or similar magical focuses. It will generally take materials such as gold, silver, gemstones, or other magically conductive materials. You can also improve these orbs using bits of crystallized Aura in the form of elemental beads, or using similar materials you can discover in future Jumps.
180	Alchemy	Arcana - Innate	200	Unmodded Minecraft	You know Minecraft's alchemy recipes front to back, and understand enough of the theory to begin experimenting with the ingredients of this world and others to make new potions. You'll also occasionally get a little more out of your efforts than expected, sometimes getting a free second potion at the end of the distillation process, and rarely a third.
181	Formations and Forging	Arcana - Innate	200	World of Cultivation	The basics of forging a new talisman lies in formations, by taking rare and powerful reagents and materials you can create powerful talismans to focus your power and grant you certain abilities. In its simplest form you could create such simple talismans as the earth turning hoe that ling farmers often purchase to help in their farming, while the highest levels are often dependent on the amount of time and the materials used by the forge. Such things as the earth turning sealing disc that creates the pressure of a thousand catties (1300 pounds) worth of weight upon another person for each spin of it, or the turtle style buddha ring formation which can protect an island from foes can be created. Many types of seal techniques are open to you now, it all depends on what you are willing to do to master them.
182	Alchemy	Arcana - Innate	200	World of Darkness - Mummy the Resurrection	The art of alchemy is much, much older than many know. These older alchemists were much less interested in transmuting lead to gold and instead developed a pharmacopeia of drugs, potions, and poisons. You are knowledgeable and skilled in the mundane forms of alchemy, but you are also capable of brewing more impressive supernatural concoctions. From simple tonics to improve one's attributes, to love potions, to philters that grant supernatural protection. You begin knowing only the weakest forms of these but you can improve your alchemical skill and even develop new recipes. Alchemical drugs can be prepared in the form of a classic potion, a salve that must be applied to the skin, or an essence that must be inhaled.
183	Amulet Crafting	Arcana - Innate	200	World of Darkness - Mummy the Resurrection	Amulets, a more permanent form of magic, can also be enchanted by Mummies. Amulets can take many forms, from small pieces of jewelry to strips of paper. Making an amulet is a lengthy and expensive process, requiring much magical energy. Amulets can be crafted to ward against specific forms of damage, to improve one's attributes, or grant unique abilities such as cloud walking or invisibility.
184	Relic Magic	Arcana - Innate	200	World of Darkness: Mummy the Resurrection	Much like amulets, relics are permanent objects that can be imbued with mystical effects. Unlike amulets, relics can be magical automatons or objects crafted to follow a soul into the underworld. Any relic crafted is bound to a single person when crafted and only functions for them. Relics can be as simple as a small model of a house that exists in full size within the underworld, small animated statues, or as complex as large guards and soldiers carved of stone, or even a special statue designed to allow a Mummy in the underworld to inhabit and interact with the living world.
185	Book of Basic Formations	Arcana - Study	200	Desolate Era Part I - The Three Realms	A book detailing the various ways formations work and how to master the basics. With such good instructions, anyone could begin to learn the Dao of Formations, although its eventual mastery depends on your own effort and skill. The book updates to be appropriate to your level of cultivation, so it'll never be useless.
186	Golem Formula	Arcana - Study	200	Generic Isekai	This is a set of instructions on the creation and control of simple humanoid golems, made from earth, stone or wood. The golems it describes are weaker than a human adult, but tireless and mindlessly obedient to their creator. Though casting the creation spell is costly for a beginner, it is not impossible, and will grow easier with practice. Comes with one golem premade.
187	Ritualist's Library	Arcana - Study	200	Harry Potter and the Methods of Rationality	You have here a great treasure trove of knowledge; a library of books from ritualists across the world, since the time of Merlin onwards. Each of these tomes is a copy of the personal notes of a powerful magus who researched and recorded at least one ritual. These notes are incredibly useful, containing several potent rituals, but that's not what's special about them. The real power in this library lies in something it lacks; the Interdict of Merlin. The books in this trove bypass the Interdict, allowing anyone who reads one to learn magic sealed behind that ancient law without the aid of another living mind.
188	Schoolbooks	Arcana - Study	200	Harry Potter and the Methods of Rationality	You gain a collection of all of your school materials for a seven year course at Hogwarts (assuming Defense Against the Dark Arts is taught by a competent professor assigning a high-quality set text for all seven years, so in reality probably a bit better in that regard), as well as Muggle school up through British Secondary School. Learning and teaching from these books is easier than normal, enough to almost make up for a lack of an instructor. Lost or gifted books are replaced via owl order within one week at no cost to you. Yes, even if there's no logical way for an owl to reach you with a full set of magical textbooks. If your starting age is above 11, you're assumed to have been learning at an appropriate pace from these books for however long you've been at Hogwarts, or should have been at Hogwarts in the case of a Drop-In. Post-Jump, anyone studying from a set of magic textbooks which they own gains the ability to use Atlantean Magic. Gifted and re-gifted books never lose the magic-granting ability, stolen books do not grant magic until returned to the rightful owner.
189	Abstract and Decoder Ring	Arcana - Study	200	Marvel Comics Kid Superheroes	A book which contains the past, present and future of the Gibborim and their servants, the Pride, as well as the rites of sacrifice that bind the two. Plus dark secrets, black magic and forgotten scientific lore that the Pride used to enhance their powers and skills. Comes with a decoder ring to enable translation. Not for the squeamish or faint of heart.
190	Forbidden Book of Attribute Metals	Arcana - Study	200	The Death Mage Who Doesn't Want a Fourth Time	Death Iron and Dark Copper, Life Gold and Soul Silver. Metals created by the esteemed dhampir Vandalieu using his Death magic and raw metals, changing the metals into more powerful forms on par with adamantite and Mythril, or into rare and unique metals capable of influencing the soul and body themselves. While this option does not give you said metal, what you are instead given is a guide on how to imbue Attribute mana into metals to create entirely new forms. These new metals will each be unique in some way, such as being liquid until heated a great deal, and will in turn each possess powerful and useful abilities related to their element. A liquid metal that heals those who eat it and metal that somehow affects the soul itself, this and other effects unknown and untold are yours for the discovering. Just note, however, that a great deal of mana will be required, and perhaps a method to speed it all along.
191	Forbidden Book of the Craft	Arcana - Study	200	The Death Mage Who Doesn't Want a Fourth Time	Weapons. Armor. Tools. All are needed in daily life, all to build, to hunt, to thrive. And where do they come from when one does not live in human society, where there is not a mine to be found or a field to grow plants or animals in? Monsters. The scales of dragons, the claws of wyverns, the bones of dinosaurs, from all of these things can tools be made, though it would take someone who is quite creative to figure out how some of them can be made. That's where this comes in, as detailed within this book are guides on what can be made from which animals, which plants, and which monsters, as well as where all of its components can be found. Plate armor from a dragon's scales, a spear from a wyvern's claw, a club from a dinosaur's bones, all this and much more are described within, though the exact techniques to combine these materials will be left to you.
192	Inkgate Schemata	Arcana - Study	200	Van Hellsing	Normally one only finds these in Borgovia, where the 'veil' between the real world and the Ink is thinnest. Also mostly as the 'Ink' is practically unknown outside of Borgovia. Regardless, the Inkgates you can learn to create with this schematic will allow you to use the inky blackness between worlds as a method of teleportation. These gates, once made, are indestructible - but unfortunately (or fortunately) can be used by anyone so long as they know the command word. Note: Interplanetary Inkgate systems are slightly outside of the schematic parameters.
193	Artifact Forge	Facilities - Arcane	200	Azeroth	This forge grants you every appearance in the game of your Artifact Weapon and allows you to alter the appearance of your weapon at any time. In future Jumps it will allow you to alter the function of your weapon at any time. Turning swords into spears or axes into daggers. I'll even allow you to use it to change a pistol into a rifle, or something similar. The forge will also serve as a medium allowing you to more easily enchant and create powerful weapons which you can imbue with powerful magical effects.
194	Robo Bunker	Facilities - Mundane	200	Dragon Ball GT	What kind of man of science would you be without your very own lab? Hidden underground in your starting world, this high tech laboratory has everything you need to get started on your robotic weapons of mass destruction. While the facility can function as a normal lab, as well as having basic living quarters and strong security measures, it works best towards designing and manufacturing androids or robots on the individual scale, increasing the quality of these personalised products significantly and cutting the time and resources required to make them to just below half the usual amount.
195	Skyforge	Facilities - Mundane	200	The Elder Scrolls: Skyrim	An ancient, mysterious, eagle themed forge added to your warehouse. Any metal items crafted at the forge will be significantly harder and stronger for it. Something about the fires.
196	Golden Sickle	Gear - Arcane	200	Aterix the Gaul	This is a sickle made of solid gold, perfect for harvesting materials with magical properties. So perfect, that it has properties of its own. Firstly, any materials harvested using this sickle will never go bad. Food doesn't rot, meat, if you somehow used it on that, doesn't go rancid, magical herbs don't lose their powers. Secondly, it tends to have the exact magical properties you need to harvest any and all magical substances, without too much of a fuss. In essence, you can replace any and all growing and harvesting requirements for an ingredient, like 'needs to see the moon twenty times', or 'dance naked under at twilight carrying a pitcher of water that you then sprinkle' with 'cut using this sickle'. Doesn't apply to the super rare, absolutely one-of-a-kind stuff, mind you. It must be at least somewhat common.
197	Horadic Cube	Gear - Arcane	200	Diablo 1&2	A copy of an ancient artifact created by the mage clans, which was itself a copy of an even older device, this engraved cube is a potent tool of alchemy and transformation. The cube's four most common uses are to repair, refine, transmute, or dismantle items. The cube can repair broken magical items to full functionality, though you may need to add in reagents to make up for lost mass and energy. Multiple items of the same type placed inside will be consumed to create a single slightly more potent version. Items can be transmuted into other items of a different shape yet similar nature, such as arrows into bolts. Finally, magical items can be fragmented, enchantments and power cleanly divided between each piece, a function commonly used to store dangerous items in a more manageable form.
198	Horadic Malus	Gear - Arcane	200	Diablo 1&2	An ancient and heavily-enchanted hammer, this tool was built to aid in forging magical items. In layman's terms it regulates and stabilizes magical energies, preventing small mishaps, foreign mana flows, short pauses in the enchanting process and other such problems from ruining an enchanter's work. While items produced with the aid of the Malus are only slightly more powerful, they are much more resistant to mystical tampering and corruption.
199	The Arachnid's Needle	Gear - Arcane	200	Exalted: The Solars	The Solar Exaltation was born in the crucible of revolution, intended as a primordial weapon of mass destruction. Yet the peerless artifice of the Great Maker coupled with the perfection of Ignis Divine led to something far more potent. Once the drums of war finally ended their beat, and the fallen titans locked away, many of the chosen found new ways to express their power during peacetime. These new god-kings saw the arts flourish at their hand, the perfection of their essence allowing the creation of unparalleled masterpieces. One such remnant of these lost arts is this needle, created from the spinneret of a titanic primordial behemoth and alloyed with orichalcum. Such a tool was used in the first age to weave some of the finest garments of its time, producing such wonders as a dress woven of crystal and glass, or a suit created from molten rock; thanks to its potent magic, almost any material can be worked with. Its exploits have been known for a millennia, and such constant use has left it with an imprint of its former owner's genius. As such, even the lowliest of craftsmen can create exquisite garments should they wield this needle.
200	Precision Tools	Gear - Arcane	200	God Catching Alchemy Meister	Exactly what it says on the tin. A collection of the best tools used to perform the local Alchemy. From chisels to mixing sets and other useful trinkets. While you probably already have or can get the minimum required tools to perform Alchemy in shops, this comes with upgrades adding more tools every jump you visit, provided that version of "Alchemy" involves adding magical properties to regular processes.
201	Delfire Forge	Gear - Arcane	200	Ravenwood	Actually three items. A single, moderately powerful orb of delfire, a metal frame that can store an orb of delfire and allow the one that holds it to use the orb without being a kiln, and a large furnace that, if you plug the frame into it while it holds an orb of delfire, can be used to treat metals with arcane energy while also acting as a forge.
202	Enchanting Board	Gear - Arcane	200	Scooby Gamers	You have a certified enchanting board. Not only does it allow multiple people to pool their mana in order to fuel the enchanting process, every person that donates mana to the project also gains the same amount of 'experience' as the person doing the enchanting. Enchantments made to things using this board are guaranteed to be more effective than they would be with a normal enchanting board.
203	Soul of the Forge	Gear - Arcane	200	World of Warcraft	This spirit that manifests as a small, cyclopean golem made of molten metal and shards, the Soul of the Forge dwells within the workshops and smithies of metalworkers. So long as it is content, all who work within that forge's walls will find their creations blessed: The individual pieces, parts, and techniques required coming together that much easier, and the end result being that much more splendid.' In order for the Soul of the Forge to dwell, one also requires a small kiln to house the spirit.
204	Soft Stick	Gear - Arcane	200	World Seed	One of the technological staples in Neolife, these special devices are basically CDs for magic. Each Soft Stick is capable of holding a single program that can be erased or replaced as needed. Once a program is uploaded, the aura of the Soft Stick will shift to match it, making it an easy matter to convert any software you might write into a magical formation or enchantment with the same effect, and even doing things such as transferring an AI to an enchantment wouldn't be much trouble. Furthermore, since the companion bracelet is a suitable terminal to upload software to and from, you wouldn't even need any other equipment. With this purchase, you gain an endless supply of these useful little things, working with any code or software you might write, no matter how obscure or complicated.
205	Utility Mods	Gear - Mundane	200	Dead Space	Ah, technology, the best part of the future. The Kinesis Module projects an artificial gravity field from an emitter pad on the palm of the hand it's mounted on. Much like the name might imply, this field allows you to lift objects; smaller objects hover about a foot in front of your palm, whereas larger objects, most of which must be specifically modified to work with it and are typically on tracks or rails, move as close to you as they are able. You can manipulate these objects with your hand, and even throw them with a surprising amount of force, enough to penetrate a body with a bone spike and nail it to a steel wall. Stasis, on the other hand, as its name might imply, creates a temporal stasis field of a certain volume around the targeted object. It affects both organic and inorganic material, including living creatures, and has no problem with irregularly-shaped objects, flowing out around the targeted object.
206	Garment Gloves	Gear - Mundane	200	Dodgeball	These are a pair of pure white gloves. Bound to them is an intelligence with a mind for fashion: a designer, seamstress, clothier, and tailor without a mortal peer. It has the ability to scry for fashion based information from international trends to precise measurements. Given materials and orders, it will industriously produce fine apparel, producing any modifications, clothing, footwear, accessories, etc that is within theoretical mortal ability. It has sufficient telekinesis to move itself and to independently suspend materials. It must be provided with materials, though it may be provided a lump sum or budget with which to magically acquire materials at cost. You may wear the gloves to channel the skills (but not powers) of the entity, perhaps even learning from it.
207	Faber Set	Gear - Mundane	200	Draka Series	This is a small device, about the size of your usual attached case, with flanged pans down the sides. Part of the standard gear of the Samothracian cyber-commandos of the interstellar era, this is a full set of Nano-Fabricators, ready for you to use. Put stuff in the left pan, and the faber breaks it down on the molecular level and reassembles it in the right pan. You can build anything that you have schematics for or have reverse-engineered a sample of, provided that you have sufficient raw elements to form the necessary compounds and it's something that actually can be reproduced by a non-magical molecular assembly device. This is a smaller model, so if you want to use it to build a large machine with this you'll need to build parts and assemble them manually. You do, however, also get a full-size Industrial Fabricator installed in your warehouse, ready for whatever purposes you might care to use it for.
208	Silver Needles of Intricate Design	Gear - Mundane	200	Exalted: The Lunars	This set of moonsilver needles is special in a very particular way, as it literally cannot do otherwise than perform good tattoo procedures. If you attempted to stab someone's chest with one of these needles, it would twist and shape itself such that you've just marked a simple design on their skin. Each a perfect instrument to tattoo the body, these needles provide a potent tool for the use of body decorations. Making even the most elegant and complex patterns and designs easy to apply for the one who uses these, as they innately correct even the slightest mistake their user makes. Moreover, their use will never cause infection or injury, and the surface of the tattoo will seal over nearly instantly after it is applied. Along with the needles themselves, you will also receive a supply of many different mundane inks of exceptional quality. Though of course the needles can also be used with various other inks you might be able to acquire. They can handle anything, from the mundane ones to sorcerous inks to tattoo occult sigils, to chalcanth used to create living demon-ink tattoos, to stranger substances still, and even the moonsilver ink used to create the Moonsilver Tattoos and various tattoo artifacts. That last one in particular resonates with the Silver Needles, for when they are used with moonsilver ink, they may cause the Moonsilver Tattoos to become temporarily fluid and accept new tattoo artifacts to be inscribed upon the skin of their wearer.

#	Name	Category	CP	Jump	Description
209	Warehouse Roboport	Gear - Mundane	200	Factorio	A tablet that always returns to you after being lost or destroyed controls a small fleet of robots that fly out of a hatch in the cosmic warehouse's ceiling. These drones can move small items and will work together to carry up to a ton at a time, and have tools that allow for simple constructions to be performed, if you provide the system with digital blueprints. The drones can range a kilometer from the door to the cosmic warehouse, but can link up with constructed roboports to extend their range. The robots vanish if the warehouse door closes. The robots can draw from both normal and warehouse versions of the provider chests. You start with a single normal version of the provider chest, with plans to make more. You will have to source the tools and materials to do such from elsewhere.
210	Hands of a Fran	Gear - Mundane	200	Franken Fran	6 attachable arms that link up to your nervous system, they greatly enhance speed and multitasking, with no drop in precision or control. Become a one-man surgery team. Free bulky labcoat to conceal the arms.
211	Ding!	Gear - Mundane	200	Girl Genius SB	Well, this is different. A certain gentleman called Von Neumann would be delighted, at least. You are now the proud master of a full set of Dingbots of your own, or similar clanks or drones, at least. They're all minor sparks in their own rights, and can themselves build more of their kind, even though those don't have the spark. Led by a Prime, they are connected with you on an intrinsic, mental level, being fully capable of building any and all devices or works you can. They get everywhere, performing construction upkeep, salvage and everything else you might need them to. Not even needing blueprints, they seem to draw upon your knowledge directly, using their in-built tools to perform all the things you normally would need to do yourself, making everything you'd like them to... and a lot of them you wouldn't. Don't leave them unsupervised.
212	Mods & Augments	Gear - Mundane	200	Mass Effect Andromeda	Sometimes you just need to coax a bit more performance out of your tools. And sometimes, you just need them to do something else entirely. You now have both a full collection of weapon mods and augmentations, as well as the blueprints to produce more. The mods are usable on any weapon of the matching category, even in future settings. And the augmentations are fantastic when you want to change how a gun performs. Maybe you want an assault rifle that can never run out of ammo, or a shotgun that spits lightning bolts? Or maybe you simply want to change the firing options you have available? If you can break down and build a piece of gear, you can integrate an augmentation into it. And the better skilled you are at building that item, the more augments you can put into it. Keep in mind that some augments have different effects if they are on a weapon versus a piece of armor.
213	Omnitool & Scanner	Gear - Mundane	200	Mass Effect Andromeda	You get an omni-tool loaded up with programs and information that'd be best suited for unsupported colonization in a new galaxy. Because the Andromeda Initiative knew that they'd be going with a finite supply of ammo, medi-gel and power cells, each omni-tool can recover and repurpose appropriate resources to serve appropriate functions. For example, liquid coolant allows weapon heatsinks to be reused, and organic compounds can be refined into medi-gel. They can also convert consumable items into immediately usable forms. Finally, they do everything else regular omni-tools can: Communication, manufacturing fabricator, sensor analysis, and computer mainframe. This omni-tool mounted system is how the Andromeda Initiative plans to rapidly survey planets. This system is a fast and accurate sampling system that is formally known as Panoptes. When linked to an AI, it can produce multiple analyses and predictive models in seconds, turning what would be the surveying work of weeks into mere moments. For most purposes it uses a transmitted accelerator mass spectrometer to create a snapshot of an objects components, atomic weight, and radioactivity, allowing for in-depth analysis. For biological materials, the system switches to an electrospray ionization system, so that plants or animals can be scanned without causing radiation damage. For a Jumper, you no longer need to have an AI linked to the system for it to work, though that would help. You can also take DNA scans of organisms for further study, and scan devices to help you figure out what they do, and maybe later reproduce them. Lastly, if you have a longer ranged sensor system, you could link the Scanner to that to scan further away, even if being in the Scanner's original range would get you clearer results.
214	One-Stop Crafting Station	Gear - Mundane	200	Starbound	A single large workbench that can reconfigure its surface and toolset to handle all of your crafting needs. As long as you provide the ingredients and recipes / blueprints, you can use this crafting station to construct anything you want. Note that while you could use this to help you build all the pieces of a starship or skyscraper, you'd still have to put all those pieces together yourself.
215	Architect Gizmo Pack	Gear - Mundane	200	Terraria - Journey's End	A backpack full of tools that can greatly increase construction speed, and also allows the user to place and interact with objects from a fairly significant distance.
216	Wiring Gear	Gear - Mundane	200	Terraria - Journey's End	A set of wrenches and a few hundred feet of wire that can be used to connect various switches, pressure plates, and buttons to objects to control them or direct power to them. Comes with a few basic switches and plates, and instructions on how to make more, as well as a Mechanical Lens that can help you to see connecting wires. The wire restocks within a day. For an undiscounted extra 100 CP (Included in above cost), this also comes with instructions on how to make teleporters, which can be wired together to transport whatever is on them between each other when activated.
217	Vibration/Oscillation Warhead	Knowledge - Archive	200	Arpeggio of Blue Steel	Humanity's version of the Corrosive torpedo. Disintegrates the target at a molecular level by finding the target's 'resonance frequency' and literally vibrating it apart. The Vibration torpedo can defeat any armour made of normal matter nanomaterials or meter-thick steel, makes no difference, but can't punch through Klein fields on its own. Superior to the corrosive torpedo, the Vibration warhead requires no exotic matter or nanotech: it can be mass produced by any reasonably sophisticated factory. This is a full load for your vessel, plus the schematics.
218	Extremis Formula	Knowledge - Archive	200	Marvel Cinematic Universe Vol. 1	Another attempt at creating super soldiers, this formula creates a virus that can enhance a person to superhuman strength, reflexes, and endurance. Additionally, normal Extremis users gain the ability to generate extreme amounts of heat through a complex metabolic process, generating heat from their bodies up to several thousand degrees Celsius on any part of the body they desire. When regenerating body parts, the wounds take on the appearance of burning ashes while growing back the lost body part, in a matter of minutes, and cooling into regular skin, flesh, and bone. Be wary however, as this makes you light up on thermal sensors, and should your body heat up too much, you may end up exploding. Keep this in mind.
219	Strange Formula & Nitrimine	Knowledge - Archive	200	Marvel Cinematic Universe Vol. 1	This chemical formula is the brainchild of the German scientist Dr. Erskine, and is directly responsible for the creation of Captain America. As is, this is only the formula, and you must make it yourself... but as a result it could possibly let you modify the serum for other uses. Beware its tendencies to amplify the personality traits of the user, or be prepared to find a way to fix that fact. The formula for the chemical compound known as Nitramene, this compound has multiple purposes. A typical Nitramene bomb has a blast radius of five hundred yards after which it creates a vacuum that causes an implosion as matter rushes to fill the void that it has created, but a grenade of that size will do considerably less damage. On the other hand, Nitramene also emits low levels of Vita Radiation, which has a specific wavelength that has stabilizing properties.
220	Primordial Schematics	Knowledge - Archive	200	Warhammer 40k: Necrons - SB	The human world of Cadia was able to stymie the advance of Chaos largely due to the efforts of Necron technology. The mysterious pylons of Cadia acted to reinforce the materium even on the verge of the Eye of Terror. During the Thirteenth Black Crusade, the Archmagos Belisarius Cawl was even able to use them to shrink the largest Warp Storm in the galaxy. The designs behind this priceless technology are now within your possession. Outside of this setting, pylons designed according to the specifications of these schematics will disrupt interdimensional portals and incursions with some fine-tuning.
221	Technical Schematics	Knowledge - Archive	200	Warhammer 40k: Tau Empire	This small database is a well organized, easily searchable, and easily accessible list of detailed schematics and scientific texts covering all machines, tools, and sciences understood by the T'au. It cannot be remotely hacked or externally corrupted by others. During your jump, this database includes all T'au knowledge up to either current 40k canon or all information that would be available to the T'au within the next hundred years without your interference, whichever option includes less advanced technology. After this jump, the schematics are upgraded to include all designs and science your T'au have developed and all designs and science developed in canon by the T'au by the end of the Fifth Sphere Expansion.
222	Essencetapping	Knowledge - Known	200	Aion	You know the basics of magically extracting valuable materials from your surroundings in a way that won't damage the environment or source. In addition; post-jump, you may use this ability to gather resources native to other settings. You have mastered extracting all but the most exotic materials, and as an added bonus; you often find rare materials in your endeavours. Also, your post-jump essencetapping will find the occasional Atreian material gathered alongside native ones.
223	Climatology	Knowledge - Known	200	ARIA	Well, when you only do a single thing all day, it's only expected that you eventually become a subject matter expert right? When it comes to the science behind controlling and modifying weather - yeah that's your niche alright. Anything related to the weather is something you can pick up and incorporate into other things with only a fair bit of effort.
224	Chemist	Knowledge - Known	200	Batman Beyond	You've learned how to create drugs, steroids, medicines, and even deadly toxins like nerve gas. Additionally any chemical compounds you personally create can no longer kill you, however they can still cause unwanted side effects.
225	Psi-Tech Adept	Knowledge - Known	200	C&C Red Alert 2	Your mind might be great... but in the end, there is only one of you. Fortunately, this problem is easily solved with some suitably disjointed inventiveness. You are a talented scientist when it comes to inducing, replicating, amplifying and otherwise altering a person's mental and psychic attributes. Though the focus of your scientific skills is exceedingly narrow, the prerequisite fields of study are remarkably broad. Cybernetics are useful as these can be designed to stimulate certain parts of the brain, allowing talented individuals to boost their innate psychic potential to the point they can outright dominate a target's mind. Awakening or amplify a person's psychic potential through various means is useful for obvious reasons as well. Genetics and cloning technologies could be used to replicate the talents of certain individuals (chief among them Yuri himself), or even create gene-based 'programming' for both allies and enemies. The processes needed to mimic brainwaves and psychic signals using technologies built from ordinary steel and polymer may be more complex, but with some study you'll probably be able to achieve those as well. They're all meant for similar purposes, but you have plenty of options now. Certainly, people might have concerns that most of these applications seem predominantly meant to bend others to your will, but you're sure that if you could just explain in person or perhaps provide a demonstration, it should be trivial to... change their minds.
226	Nanocataylst Augmentation	Knowledge - Known	200	Crysis	The Nanosuit and it's successor was reverse-engineered from Ceph technology, and retained it's compatibility with their technology, beyond simple common protocols. It was also able to take in fragments of Ceph technology to decipher advances and take aboard specialized nanomaterials for its own use, making it stronger. This technique can also be applied to other types of equipment or symbiont, enabling them to take aboard fragments of other similar pieces of equipment to improve their capabilities. 'Similar' refers to technologies within the same general category. Rifles, Ceph Hardware, technology derived from a specific civilization and so on. Items may belong to multiple categories at once.
227	Augmentation R&D	Knowledge - Known	200	Deus Ex: Human Revolution	You have an extensive understanding of the underlying mechanics of DE:HR's cybernetic augmentation architecture; How it works, how it could work, and what avenues to analyse to see if it can be improved - and with time, brand new augmentations. In addition to this, your intelligence is increased to handle such a workload, alongside all the attendant knowledge necessary to mess with the human body - trauma surgery and fixing up broken individuals is an old hat to you, now.
228	Weapon Crafting	Knowledge - Known	200	Devil May Cry	Alright, so you fancy yourself a weapons dealer, huh? Well now you know the ins and outs of every single tool made for killing that you get your crafty little hands on. Swords, handguns, axes, sniper rifles, spears, rocket launchers, it'll all come naturally to you, and you will be able to create these weapons or even improve them with your own custom designs. And to make it even a better deal, you know how to modify a weapon to have unlimited ammunition capability. So go nuts, buddy. You've earned it.
229	Hellish Advancement	Knowledge - Known	200	DOOM 3	The teleportation research in the Delta Labs is arguably the most advanced field of science known to mankind today. With potential applications in everything from aeronautics to personal transportation, both short-range and long-range teleporters represent one of the greatest advances in recent decades and the fact that they operate by tunneling through literal hell is hardly a detriment, is it? You are a master of using dimensional technologies, especially those relying on less than pleasant realms for their function. From dedicated safety systems to mapping the hellish wastelands of the damned 'by remote' to find the most efficient paths, if it involves alternate realities or physical embodiments of evil you've probably got some ideas on how to make use of your findings. Even better if it involves both.
230	N-Ways Fusion Plant	Knowledge - Known	200	Endless Space	Refueling? What's that? You have mastered the art of Endless power generation, and any device you possess or can claim as yours never runs out of power. Other things can still be a problem, like weapons overheating, engines breaking down, etc, but you never need to worry about your battery running out. Your starting equipment and ship already have fusion plants installed in them, and you have schematics to make more, of various sizes, but you will need some rare elements and facilities to make them. The smaller they are, the simpler it is. Making a capital ship reactor is going to take a LOT of materials, but is totally worth it.
231	Machines, They Just Speak to Me	Knowledge - Known	200	Firefly	You have no formal schooling, but can fine-tune and repair engines with nothing but shoe polish. You don't know what the parts are SUPPOSED to do, but you know how to make them work the way you want. You can diagnose a faulty part in the power core just by listening to the AC cycle, and can fix pretty much anything with naught but a wrench and some duct tape. It may not be pretty, and it may not last long, but it'll work.
232	Engineer	Knowledge - Known	200	Freefall	Years of education and on the job experience led you here. It could be inventing or fixing starship technology, analyzing and carefully releasing parasites so that future generations flourish, or literally designing the body and minds of robots or biological constructs. You might not be the very best in the universe, but odds are you're the best that anyone around you would be likely to meet.
233	Neuromancer	Knowledge - Known	200	Generic Cyberpunk	You've mastered the arts of interfacing machines and the human mind, able to both design and build things to seamlessly interface with the human nervous system and the actual consciousness housed within it. Building an implant or accessory to let people access the net with just a thought wouldn't be difficult at all, neither would making sure that a cybernetic connects so seamlessly with the user that it feels more natural than their original arm. You've also mastered the use of such a simple if almost magical technology, not just it's construction. Combined with some programming skills, full immersion Virtual Reality would easily be within your grasp. You've bridged the gap between mind and machine, it's up to you to discover where you go with it from here.
234	Anaheim Degree	Knowledge - Known	200	Gundam - Universal Century	You have the knowledge (and the paper to prove it to people and shove in their faces to establish superiority) of how to build MS. It's trickier than it looks, honestly. Weight balances, servo designs, energy reserves- it's all down to a science and you know how to build the basics. Who knows what you can learn from a bit of hands-on training?
235	Engineer	Knowledge - Known	200	Halo - UNSC	Yet by understanding the nature of computer systems, wouldn't it be prudent to understand the technology those systems command? After all, what if you found yourself needing to recalibrate a Magnetic Accelerator Cannon or repair one of the dangerous Shaw-Fujikawa Translight Engines that makes faster-than-light travel possible? What if you found a cache of human weaponry that could be used if someone managed to repair it? While you don't have the skill to create something as complex as a Shaw-Fujikawa Translight Engine, you'll know your way around it just like much of Humanity's 26th Century technology. You might even figure out how to make small improvements to the technology if you had the time to sit down and look it over. Hopefully the Covenant gives you that time.
236	Behind the Shadows	Knowledge - Known	200	Honor Harrington	There is more to technology than just big booms, you know. Oh yes, you do. You are utterly incredible at all kinds of stealth based technologies. You can build up infrastructure and shipyards in total secrecy, with not a soul becoming aware, and the results tend to be some of the best cloaked and concealed ships and weapons in the galaxy. The spider drive, with all of the supporting tech needed for it, is only one of the examples of what you're capable of with this perk.
237	Applied Energistics	Knowledge - Known	200	Minecraft	AE is the ultimate storage solution; instead of storing your items physically in various configurations of folded space or pocket dimensions, you can store them digitally, in specially designed matter energy storage drives. This is particularly expensive, and the systems do require a constant supply of energy to maintain the stored items, but the convenience of having all your items instantly sorted and delivered by an automated system is undeniable.
238	Bag of Chips	Knowledge - Known	200	NieR Automata	All machines in this world have a number of computer chips within them. Called Plug In Chips, they allow the being in question to turn on, maintain operation and control what senses they have. For free for any origin save Strange Being, you gain the basic set of Plug In Chips that allow you to function and interact with the world. YoRHa agents will gain a few extra chips that allow them to have a basic HUD, similar to a video game, containing features such as a health measurement system, a map and so on. Plug In Chips can upgrade the functions of a robot's body, making them faster or improving their mental faculties or even giving them incredible new abilities but all robots can only handle so much increased power due to these Chips, though that storage can be upgraded. You'll need to find or buy more Chips to gain such effects however. For 200CP (included in the price) this option may be upgraded. You now gain a few dozen Chips of varying uses, from attack enhancers to things that will automatically collect loot for you in a short area around you. You don't have every Plug In Chip in the game nor can you hold more than the normal max storage for a YoRHa unit but you are instead given the knowledge on how to create and combine Plug In Chips of your own, as well as how to upgrade storage capacity. Just keep in mind how expensive the process can be.
239	Nanotech Wizard	Knowledge - Known	200	Ratchet & Clank	You acquire a basic understanding of the nanotech of this universe. Use it to fix yourself up when you get hurt, or use it on others. If integrated with weapons or armor, it gives them the capacity to upgrade over time and to potentially change their abilities.
240	Baboom	Knowledge - Known	200	Smash Up	You're an expert in demolitions, all forms of explosive and incendiary devices. You know how to handle them safely, where and how to emplace them to best effect, and can calculate safe areas to the centimeter in your head. All such devices seem at least half-again as potent when you trigger them.
241	Reclaimer	Knowledge - Known	200	Smash Up	Not all parts are interchangeable, but the secret to fitting a square peg in a round hole is just to get a really good lathe to file the corners off with. You are the master of adapting parts to do wildly different jobs for systems they were never designed to interface with, even if you have to build the interface yourself.
242	Living Technology	Knowledge - Known	200	Tenchi Muyo	Jurian appliances are semisentient, from starships to entertainment systems to cookware. You have the ability to control all basic devices of this type with just your mind alone, and have the knowledge to construct more with appropriate materials. You can eventually replace most interfaces with living wood input devices. In later jumps, this enhances your ability to use and understand sentient or organic technology. You have a knack for all forms of technology, and especially the kind that thinks. Sentient or not, you can convince devices to operate for you instead of their registered or passworded owners. Stronger security makes this process take longer, but you can essentially charm your way into a mainframe, instead of breaking a howevermanylong character password.
243	Broadcast Booster	Knowledge - Known	200	The Avengers Earth's Mightiest Heroes	You've discovered a way to make your signals much more effective and efficient, letting you transmit or receive signals and other methods of transmission, such as radio waves, on a global scale. Call your power armor to your exact location, get five bars wherever you go, or make the ultimate remote control.

#	Name	Category	CP	Jump	Description
244	A Barrier of Perspective	Knowledge - Known	200	Touhou Forbidden Hermit	You have an extensive understanding of the arts required to create Gensokyo in the first place. Gensokyo's boundary works off of perspective – one could travel between two similar barriers (such as between Gensokyo and the Lunar Capital) without ever leaving Gensokyo, but at the same time if they were to ever try to fly to the edges they'd "see" themselves travelling great distances while not actually moving at all, only discovering how little they moved when they turn around. You could use this easily to craft your own sealed dimensions.
245	Smithing	Knowledge - Known	200	Wakfu	You know how to make weapons and armor from all sorts of raw materials. From Scarabug wings to Blibli tusk and Gobball hooves, you can turn just about anything you'd find in nature into genuine combat equipment the more powerful the creature it came from, the stronger the equipment will be.
246	Artifical Friends	Knowledge - Known	200	World Seed	In the 23rd century, can anybody really call themselves a tech guy if they can't make even a simple AI? Thankfully, you won't have to worry about that question. Whether it is an extremely simple machine learning algorithm, a dumb AI with no sentience, or a fully fledged Artificial Intelligence, you can make it all. But more importantly, you simply seem to click with AI and similar beings, always starting on a good foot with them and understanding their natures and why they act in a particular way, even though it might baffle ordinary humans. Through that skill, rogue AIs are a thing of the past, at least when you make them. Your own intelligent creations will always be loyal to you and follow your orders to the best of their abilities, at least if you want them to. And rest assured, when the machines rise against their masters because some dumb guy in a lab thought it'd be a smart idea to make Skynet, you'll be the one they'll spare. As an added bonus, you may also take on a cold and logical way of thinking, devoid of any emotion, whenever you want. This helps in scientific and magical ventures, and can also be used to power through moral dilemmas by simply choosing the most logical answer.
247	Metal Artisan	Knowledge - Known	200	World Seed	Knowing a thing or two about software is nice and all, and creating intelligent beings yourself is pretty useful, but why would you limit yourself so? Needing to rely on hardware and machines other people create is a big no-no for such an inventor type yourself. So you've taught yourself all you need to make whatever you want, provided you have the resources at hand. First of all, you know how to build pretty much any modern earth technology, whether that is laser pistols, hard drives with dozens of exabytes of storage and computers with insane specs in general, spaceships, or even rudimentary antimatter weaponry, though the latter would require resources impossible for a single man to obtain. Beyond that, you can easily integrate any new technology and knowledge you obtain into your tech base, which should grant you much potential indeed considering the possibilities the world of Neolife holds within itself.
248	Peak ADVENT Technology	Knowledge - Known	200	XCOM 2	Before you defected you were working in some of the most top secret black projects any human had access to. You have an encyclopaedic knowledge of all ADVENT technology, minus some of the genetic manipulation techniques and basically anything that would give away ADVENTs dark secrets.
249	CRAFT Mind Files	Knowledge - Learning	200	Limitless	You have copies of mind files from all the leading minds of CRAFT, complete with uncanny valley-esque holographic heads, informationally replicating their knowledge. These can never be stolen or corrupted, and each jump you can receive additional mind files and holographic heads for the premier scientists of the jump. Just keep in mind that the software running them does a middling poor job of replicating personalities.
250	0-D For Dummies	Knowledge - Learning	200	Mega XLR	A set of textbooks that explains the basics of Hyper-dimensional structure, most potent in making spaces with overlapping existences in layman terms, use tech in making spaces and parts that don't exist in real space. Warning! Extremely energy intensive.
251	Ancient Knowledge Database	Knowledge - Learning	200	Stargate Atlantis	Not interested in buying a Lantean City Ship or infiltrating Atlantis itself to get your hands on all that wonderful science? This small server farm (the size of an olympic swimming pool) will be placed in your Cosmic Warehouse or other property of your choice with the appropriate power and network hookups. Don't expect to start churning out ZPMs just by buying this; first you'll have to sift through what is basically the Ancient scientific equivalent of our Internet - only instead of being a few mere decades worth of information produced by a people who've barely gotten off their first rock, this database holds tens of thousands of years of information collected by an entire intergalactic civilisation.
252	Vitrium Notes	Knowledge - Learning	200	Trinity: Aberrant	A synthetic crystal that can be spun and blown like glass while being mechanically as strong as steel at a quarter of the weight, colored or transparent as desired. But every object made of Vitrium has a unique resonant frequency that if hit at sufficient intensity will cause it to shatter like a crystal wineglass. Perhaps these notes discarded by Vitrium's creator can help you perfect the material?
253	Gem Furnace Schematics	Magitech - Blueprints	200	Dungeon Keeper Ami	The secret to Empress Mercury's wealth has never been obtained by any who have attempted to find its origin but you have something that may just be able to one day rival her great wealth. These schematics detail a large furnace powered by magic and technology, once a day it produces Gemstones of your choice though it requires occasional cleaning to keep it in good working order. Please be warned people here would kill for this at the least, or make the price of gemstones plummet.
254	Mad Genius	Magitech - Study	200	Buffy the Vampire Slayer - SB	You might not think that a world such as this, with great supernatural powers, would also have examples of great technological genius, but it does. Greatly talented in the fields of science and technology, you are specifically adept at a field of your choice, such as robotics, chemistry or biology, able to step well beyond the limits of conventional science in that area. You could instead choose to specialize in combining magic with technology.
255	Specialist's Hammer	Magitech - Study	200	Dark Souls 2	Bridging the mystical and with the mundane, mystical with the tools of man, are there many acts more satisfying than that? With a solid hammer and good ember, you are capable of just such feats. You may harness the qualities of magical, supernatural or just outright strange materials to improve existing constructs not composed of such things. An iron sword could be imbued with the arcane nature of the soul to better bypass armor, or a shield with the power to halt darkness infused attacks. You are also bestowed skill with smithing, though mostly towards the area that the above powers require. That is to say, hammering and burning the powers of material described above into things.
256	Antimatter Manipulation Principle	Magitech - Study	200	Final Fantasy XIII	You understand the science at work behind Cocoon's technology. You may not have the equipment to reproduce it, but you can manipulate gravity to a limited degree even without it - enough to save you from falls. With suitable tools however, you could make all sorts of equipment and mechanical wonders, even up to graviton cores that can maintain giant aerial defence platforms.
257	Magitech Augmentation Theories, 14th	Magitech - Study	200	Final Fantasy XIV	The Garlean use of Magitek doesn't just end with automatons. Many of the weapons, armor, and even day to day objects have benefited from the implementation of magitek. Inside this textbook is a collection of theories and applications that have been tested and improved. You could most likely learn from these theories and apply the principles of magitek to any inanimate object. We've seen from live samples that Magitek doesn't just enhance the magical properties of an item it seems to add in neat little quirks like transformation sequences and magic resistant coatings as well. It's likely you could scale this up to high levels with a substantial amount of further analysis.
258	Light-Tech	Magitech - Study	200	Nexus 2.0	The primary advantage common goblins make use of is technology, crossing several fields of study from alchemy to metalworking and engineering to medical sciences. However, their greatest technologies are their Light-Tech, technology that interfaces directly with their Light and other supernatural powers, such as Mist once they unlock it. By default, this allows them to focus their Light through any tech they make to enhance its function, but with practice, they can extend this to other sources of power they may possess. This can also be used on objects they didn't craft, but is instead familiar with, however it will have some loss in effectiveness the less familiar with the object they are.
259	The Dark Crystal	Magitech - Understanding	200	Azeroth	Draenei use crystals that are, possibly, native to their homeworld for almost all aspects of their daily lives. Even their technology, magic, and homes are made of these crystals. Certain Artificers are capable of 'Programming' these crystals to do certain things ranging from protecting an entire city in a shield or powering magitek spaceships that can travel the void of space. You now have their knowledge of these ancient arts and are capable of incorporating this magitek into your own technology or magic.
260	Weird Science	Magitech - Understanding	200	Bleach	While the rest of the Soul Society resembles feudal Japan, the Shinigami R&D area is the exception. Like them you can create devices that run off of spiritual power, and can, in time, create mod souls as well.
261	Blacksmithing	Magitech - Understanding	200	Golden Sun	You gain understanding of Weyard blacksmithing. While skilled in smithing typical metals, you also learn how to use strange and magical materials to forge powerful enchanted weapons, equipment, and artifacts. Power is decided by your personal skill, the magic of the material involved, and the quality of your forge. Items created with materials from Weyard typically require the user to be an adept to tap into their strength.
262	Apparatus	Magitech - Understanding	200	Mage the Ascension - Panopticon	You have a knack for creating and using tools to solve problems. Implants, weapon systems, manufacturing facilities, all sorts of technology; you know how to take the basic principles of the universe and put them to work. Along with an intuitive grasp of how to use any technologies you encounter (though not necessarily how they work), if you understand an ability, you can create an apparatus to replicate that ability using its own physics. If it's not something you yourself can do, you might need some assistance or 'assistance' from someone or something which can, but as long as you have that and understand the base principles, you're good to go.
263	The Mystic and the Machine	Magitech - Understanding	200	Marvel Cosmic	The argument between mystics and technology is a faulty one. There is no need to choose one as they enhance and complement one another. Like a certain Mad Titan you have unlocked mastery of combining these two pathways to power. You can always find ways to combine any mystical knowledge you have with any scientific or technical knowledge. This differs from Fine line in that it is all about creating magitech. It also allows you to make a technological version of any magic you know, or a magical version of any technology you can build. All power sources between the two become cross compatible as well. Only fools choose one when they can have both.
264	Technomage	Magitech - Understanding	200	Strike Witches	Strike Witches generally rely on service crews to tune and repair their striker, but not you. You'll be able to do the job much better and be able to modify your Striker to aid you focus your speed, defense or attack if you have offensive magical abilities. If you have technology from other jumps, you'll be able to incorporate them into your striker and with enough time make one from scratch.
265	Magical Coding & Spell Compendium	Magitech - Understanding	200	The Irregular At The Magic Highschool	The Activation Sequences used to enact Modern magic are made up of large blocks of code translated into Magic Sequences by the Magician's Magic Calculation Area. You know the basics of this world's coding methods, allowing you to program simple Activation Sequences into a CAD and create simple hacking programs. This small PDA-like device contains a large selection of Activation and Magic Sequences for your personal use. Secret or unique Sequences cannot be included in this selection.
266	Weapon Synthesis	Magitech - Understanding	200	Warrior Orochi	Out there in the Dimensional World, you might not be able to find a blacksmith, in which case, it would probably be good to learn the skill yourself. Forging a spear or a sword? Well anybody can learn that from any blacksmith, here we're going to teach you how to perform weapon synthesis. Yes, it's not blacksmithing as you would expect. So, that weapon of yours. It looks completely serviceable, right? Battle worthy probably, probably killed off great swathes of foot soldiers? There's no need to sharpen it, but what about its inherent qualities? You know that magic enchantment on it? Or that spell it seems to cast every once in a while? Our form of blacksmithing works on those innate properties and spells instead. We don't strengthen the exterior; we strengthen what's inside, and bring the potential of that weapon up even higher. That low-level ice spell your sword casts? Yeah, let's work at it until it casts a stream of frost. It's going to take a while, but anything worth doing is going to take time. Better live with that fact.
267	Ride the Winds of Inspiration	Magitech - Understanding	200	World of Darkness - Genius the Transgression	Mania, a strange phenomenon. It is not generated by geniuses alone. Instead, all kinds of mortal thought can generate low amounts of Mania, with scientific or mathematical thought generating more, and the sort of thought one might call "revolutionary" (politically, scientifically, ethically, it doesn't seem matter) generating the most. In this world there is a phenomena known as 'Maniac Storms' and thanks to your outsider's perspective you've hit upon an idea. If there are 'storms' of Mania then there must be 'winds and currents' by applying this theory to your wonders you can create wonders that need no Mania to feed on, though they still will cause Havoc in the hands of a mere mortal. This technique does rely upon the winds of mania as a whole though so be careful, it could fail in lands where the local 'winds' aren't strong enough such as a rural backwater town or an amish village. In lands without proper technology you need to look for innovation, for it really is the thought that counts.
268	Putting on the Reich	Misc.	200	Indiana Jones	They may fear your tenacity. They may hate your cause. They may even oppose your beliefs. But one thing remains constant: A begrudging respect for the aura of organization and sharpness you give off. You have an excellent sense of how to design uniforms that not only are intimidating and show the power of your group, but are also fashionable and make your group look organized, official in a way. It's time to show them who's Boss.
269	Common Magic	Misc.	200	Nexus 2.0	Light is something everyone has, regardless if they are a fighter or not. As such, even the most common laborer will use it to their advantage. You find your abilities are easier to use when turned towards a profession that doesn't involve fighting. Crafting, farming, construction, cooking, and any other profession is able to benefit from your various abilities with great ease.
270	German Engineering	Misc.	200	Smash Up	Everything you build seems just a bit more. More durable, more efficient, more precise. Call it a 10-20% difference across the board?
271	Prototype Process	Protection	200	Ben 10 0.1	Science is a learning process and sometimes that learning process involves explosions, malfunctions, or idiots messing with things they shouldn't. Well, they used to, anyways. When technology you've built or used would normally suffer a malfunction or an experiment would become a disaster, it will instead create a harmless inconvenience instead of blowing up in your face. A device's sensitive power core being struck would see it shut down immediately, a DNA serum you inject into yourself gives you mild indigestion instead of mutating you into a horrible monster, and so on. If a result would be entirely negative for you, the impact is dulled to a comical accident instead of something that could endanger your life and those of others. How lucky for you.
272	Fashion	Protection	200	Highschool of the Dead	Your clothing and entire body acquire defensive properties equal to the most superior protective items you have currently equipped. Emphasis on protective item an iron or steel ring won't give you metal tough skin the minimum is things like knee pads from extreme sports, helmets even an apron would count, though all that'd do is protect you from the dangers of a kitchen.
273	Dedicated Research	Protection	200	Stellaris	As a scientist, research is your blood and bone, it is what you do every single day that you work, it is your lifeblood, your passion! So obviously it would be a shame if this passion of yours was interrupted by something such as lack of sleep, or lack of nutrition. Now while researching none of those things will affect your performance allowing you to work at your peak for several days in a row. You may pass out later however.
274	Juggernaut	Protection	200	Terraria	Your armor is a lot more effective at doing what it does just by the sheer virtue of it being latched onto and wrapped around your fleshy bits. Not to get too far into the math of it, your armor is about half-again more effective than it would be otherwise.
275	Fumble Spotter	Quality	200	Generic Cubicle	You excel at finding odd ways in which your products might be used or misused that could lead them to fail, and in devising ways to fix them before they ever become issues. You are also adept at making the proper usage for your products obvious in their design.
276	Loaded Up	Quality	200	Generic Cyberpunk	It's not enough to have what you need locked away back in the workshop, and even when you have time to prepare you often have to pack light. You have a particular genius when it comes to building and working with tools, gadgets, weapons, armor, and other personal scale equipment. Whether it's cramming a computing setup that would take up an entire workstation into something that a hacker can slap onto their arm for on the fly hacking, or taking a normal pistol and modding it until it's more lethal and effective than most military arms, you're able to cram a stupefying amount of effectiveness into easily ported packages. Your creativity, skills, and genius just seem to skyrocket when dealing with things in sizes that would hamper anybody else. Bigger doesn't always mean better, sometimes it just means cumbersome.
277	Excellent Craftsman	Quality	200	In Another World With My Smartphone	You are incredibly talented at making things. What kinds of things? All kinds of things. You are simply that talented after all. Anything you personally make, or direct the creation of, will automatically be top-quality, and you never need to worry about making mistakes in the creation process. To get you started you may pick any four mundane skills related to making things, which you start as a master of.
278	They're Like Legos, Right?	Quality	200	Kerbal Space Program	There's robust engineering, and then there's modularity. Pick one. Except for you - you seem to have the gift of designing methods that allow for seamless mixing and matching of modular technology that lack none of the parts incompatibility and fragility you'd except from such a design paradigm. While this seems focused on Kerbin technology in specific, a little work should have you applying such a paradigm to all sorts of technologies...
279	Legendary Craftsman	Quality	200	Modded Fallout	Remember all those unique prototype weapons with crazy awesome effects? The Legendary items in Fallout 4? The games have had their fair share of 'better than normal' items, and you know just how to make them. You have the ability to substantially improve whatever items you work on, needing at most enough components to build a second copy of the item in question. Whether it's dumping half your power cell into each shot a la Pew-Pew, making every bullet fired by your Minigun into an explosive round, or crafting armor that boosts your stats with no regard for how or why it works, you've got it all. Never again will you need to worry about being unable to find that Two-Shot or Instigating Gauss Rifle! You'll even be able to (slightly) fudge where those unique effects could be found, like making Power Armor with special effects or a Gatling Laser that does fire explosive rounds. Beams. Whatever.
280	Heart of Fire	Quality	200	Nexus 2.0	Fire Elementals possess a form of magic called the Ember. This magic grants incredible resistance, bordering on immunity, to heat and flames, though it does nothing for the pain that heat can cause. However, that is merely a side effect. The true use of Ember is as a form of refinement, materials exposed to ember infused flame have their traits enhanced. Food becomes tastier and more nutritious, metals become more resilient, and potions last longer or have an increased effect. This does, however, require the material to be exposed to flame, so this will not work on certain materials.
281	Artificer	Quality	200	PREY	Any monkey with a wrench can look up the technical manual and do a repair. Well, maybe not any monkey, but you're certainly a cut above the rest. Any technology you come across that you understand the principles behind can be drastically improved. Either simplifying it to make it easier to fabricate or improving its durability or power output. Weapons, turrets, tools and vehicles can all be improved beyond their base specs.
282	From Q With Love	Quality	200	Smash Up	Taser in the keyfob, laser in the watch, grappling hook pistol that looks like a cellphone? You are the undisputed master at disguising weapons and espionage gear as ordinary items. Just try not to get them confused with the real thing, and do bring the car back in pristine condition.

#	Name	Category	CP	Jump	Description
283	The Voice of Ingredients	Quality	200	Toriko	Ingredients in the series somehow have a 'will' of sorts. Through currently unexplained phenomena, there have been Ingredients in the series that seem to have a 'voice', which 'calls' for certain people and 'guides' them into how to prepare the Ingredient in question. People who possess the ability to hear the Voice of Ingredients are shown to have an affinity towards Ingredients. The Ingredients also seem to have 'preferences' for those that eat it as many believe that rather than a Chef choosing the Ingredients, the Ingredients 'choose' the Chef. Those with Voice of Ingredients will find that ingredients that "speak" to them always are the freshest or well aged, taste better then usual, and so on. This extends to other worlds where ingredients don't have Voices.
284	Crude and Tough	Quality	200	Warframe SB	While Grineer technology is ugly and primitive compared to their rivals, they are undoubtedly effective, rugged and easily produced. The latter is true for creations of your craft. Anything you make is both durable and tough, able to take a beating and function in the harshest of environments while being viable for mass production.
285	Powered Productivity	Research	200	DOOM 3	Why are there so many excessively high-powered systems employed in the UAC Mars base? Well, at its most basic because it works. Brute force might be lacking in elegance, but there is nonetheless a certain charm to deciphering ancient hieroglyphs with a computer mainframe the size of a ten-story building, or getting started on a terraforming project with what could charitably be called a self-sustaining nuclear fusion system. You're adept at using such immense volumes of raw energy and potential, and can easily find ways to turn challenging but complex problems into well, equally challenging but decidedly simpler problems with a suitable application of raw power. Not only that, but you also possess a high degree of skill in making sure these kinds of energy use don't lead to further problems, like unbalancing the power grid or burning out the circuitry. It might not be pretty, but without asking yourself 'why not try more power?', would the UAC ever have developed such mighty new technologies as the Plasma Rifle or the BFG-9000?
286	Stone-age Otaku	Research	200	Earth Girls	It takes a lot of patience and a lot of repetition to make a good blade from a stone. You don't bore, at all, and your hands are always steady. Between different attempts at the same task, you can pick out the tiniest differences between the last attempt and the attempt before that (and the ones before that...) to work out precisely what needs to be tried the next time.
287	Great Man	Research	200	Fate/Legends - Strange New World	There's no dullards to be found here. You're a great mind and there's no doubt about it. A mind to match the likes of Nikola Tesla or the other Great Men of these modern times, you have intelligence and creative ability beyond any common man by far. Your knowledge of the sciences is vast, covering many different fields to quite great depth. One day you might work on plans to transform how the world sees energy, the next on weapons that could rock the military world to its core. Your knowledge outside of the sciences is quite limited, perhaps they never interested you as a child, but you do have two special qualities of your own. Either way, you're a brilliant and creative man but the first special advantage is great talent for improving and iterating upon the inventions of others. So long as another made it, you find yourself naturally realising how and where it could be improved, finding it easy to accomplish these further developments and even having some skill at taking the parts you like of a technology and applying them to something else. The other special trait you gain is to instead focus on the advancement of technology yourself, making new technology come far faster to you, especially if no one else has explored the present field. You'll find the strange, the fantastical and the considered-impossible to be much easier for you to make possible and even feasible. You can buy this perk again to gain the second benefit.
288	Experienced Eye	Research	200	Final Fantasy IV	Spending so much time on experiments which tend to explode in your face (or the faces of your assistants) has given you a keen eye when it comes to potential. You just get how things work without needing to study it for long at all. Whether machine, or organic, you understand what it does, and how to dismantle it with ease.
289	Insightful Analysis	Research	200	Freefall	Whenever you build, invent, scan, design, or perform a major repair on something, you have a clear and accurate understanding of it several decades in advance. The errors, issues, bugs, problems and so on that would be discovered with mass production and mass use of whatever item are clearly understood by you, alongside the fixes and preventative measures that would come into play.
290	Uncommonly Good Common Sense	Research	200	Freefall	While this alone won't turn you into a genius nor give you information you didn't already have, it will help you in applying your knowledge. Any time that something you already know becomes relevant that information comes to mind immediately, without causing any distress or distraction. You'll never make the same mistake twice and might not even make it once. Plans that have problems or contradictions in them become obvious. If you were an expert pickpocket you would never fall for someone else using your own tricks against you, and even if you had always been on the straight and narrow if some Squid bumps into you and tries to sell you a watch that coincidentally matches the one you just lost you'll be able to realize that it is in fact yours. One free suggestion for buyers of this perk, reading about the scientific method as well as logical fallacies would be a great help for you.
291	Insightful	Research	200	Galactic Civilisations II	Science is, ultimately, the process by which the underlying rules of reality are determined, clarified, and understood. It should not be a surprise, then, that your people's talents at logic, analysis and experimentation provide a noticeable boon to the speed of your R&D efforts? Even better, your followers are highly adept at recognizing dead ends and false results - be they positive or negative. Consequently, your faction won't waste as much time and resources on scientific endeavors that eventually turn out to be 'duds', reducing overall costs of your research as well.
292	Brute Forcing Science	Research	200	Hive Queen Quest	Science is an amazing thing, it is what brings a being from the caves to the stars and allows them to step beyond the bounds of what nature provides. However science is a never-ending road and the more you learn the more questions you have. Researching a problem takes time, lots of time, and lots of resources. Maybe you wish to take a little shortcut through this process? With the proper handling a well versed team of scientists can do far more than a horde of idiots any day, unfortunately you may not have access to well-trained help. Taking this allows you to get around that little problem, by throwing more people at a project you can actually increase the rate at which you learn and understand things making it much easier for your research to pay off. This quickly hits a limit though and more than 200 people working on a project will probably not net you much more of an increase than 100 (which will already increase your researching skills by a large amount) Obviously quality is better than quantity but sometimes quantity has a quality all of its own.
293	Methodical Approach	Research	200	Lords of the Night - Liches	Sometimes the best approach is plodding. It's like you have two extra minds. Not creative or innovative like your normal thoughts, but absolutely patient, and never stopping, slowing, or growing bored. If you need a material with a certain set of properties, they can go over everything you know about material science and systematically work through it until they find such a material. If you need to make a process more efficient, they can systematically go over all possible iterations, checking them one by one, simplifying one way, then another, and another, seeing what works and what doesn't. You always know how many steps you went up or down on a stairway, how long your stride was, how many windows you passed, and other such points of data. This doesn't give you bottomless memory, but the machine minds in the back of your head miss nothing, and can ponder anything and everything. They can even outperform a more brilliant mind, because they never dismiss anything and leave no stone unturned, even ones a more intuitive thinker would overlook. They excel at keeping the facts in mind, and only the facts. What they lack in creativity or innovation they make up for in being utterly systematic. You also find it easier to work methodically through things with your normal thoughts, and when you do you can work with the machine thoughts, using your intuition and creativity to help them overcome problems and find solutions faster. These extra thought trains always equal your normal ones in raw processing, but are otherwise crippled as described above. However, they will take on weakened shadows of any mental or social enhancing perks you possess. For example, if you have the Social Intelligence perk, they will pick up on social data, and can work with it despite not being creative or intuitive, processing through such data in bulk to help you solve larger social questions. They won't be as capable as if you focused on those things with your normal thoughts, but their methodical approach means they can handle bigger datasets then you can, and nothing stops you from considering the ideas and thoughts they come up with your normal less restricted thought processes.
294	Accumulated Mastery	Research	200	Lords of the Night - Vampire	Anyone can learn the 'basics' of a craft. Most people can become competent, if their fickle nature doesn't betray them. Mastery though requires commitment. At least, that's what you've been told. This doesn't help you learn a skill - instead, it lets you take a skill you've already gotten to a solid point, and lets you push it to the level of preternatural mastery. Instead of slowing down and growing more difficult, your learning becomes easier and speeds up when it hits the normal point of diminishing return. Eventually you'll hit a new plateau, but it's well on the far side of 'inhuman.' This will usually take about as much time and effort as it took you to become a journeyman in that skill in the first place.
295	Finger of Silver	Research	200	Macross	While other kids were building tinker-toy creations, you were fiddling with your dad's car and doing a better job than him. By purchasing this, meddling with machines and OverTechnology is as easy as breathing for you. By getting your hands on something, you can easily figure out how it works and how to copy its inner workings, provided that it wasn't just bullshit magic. The more advanced something is, the harder it may be... but with time and effort, you just might succeed.
296	Muggle Technology	Research	200	Make A Wish	You know it, general knowledge of up to graduate level in every scientific field is known to you, not only this, but the knowledge seems very eager to help you and as such whenever you are using magic for creation of something or other, the knowledge will leap up with helpful facts and connect seemingly disconnected facts to help in whatever magical creation you are making next. Post Jump, the helpfulness and eagerness spreads to the rest of the knowledge you have in your mind.
297	Innovation-Inator	Research	200	Phineas and Ferb	When you have an idea, you just want to run with it, and now you can. Just by coming up with an idea for a device, you'll start to get impressions for how to go about building it, what parts you'll need, and what sort of esoteric principles it will function on. You'll still have to do the actual building, and taking shortcuts around pieces you don't have the parts for could lead to problems later, but eh, you'll bounce back if it blows up in your face.
298	Crafting & Repairing	Research	200	Scooby Gamers	You are a rising star in crafting and hand-working. With some time and effort becoming an expert in any sort of crafting you set your mind to is entirely possible. You are also extremely talented at repairing damaged items and figuring out their functions - so long as you've got the time and the resources, you could put back together even devices and artefacts you've otherwise got no clue as to the function of or that would otherwise be irreparable. This works as a training booster for crafting, letting you learn crafting skills three times faster than before.
299	What's This Do?	Research	200	Titanfall	The technology used in the frontier can be so complex and advanced it takes years for even the most brilliant minds to understand. Really now? That's good, you needed something to do after lunch today. Now, even if your in a dropship in the middle of a fire fight, you can decipher the inner workings of technology so long as you have the controls to scre- I mean analyze.
300	Wizard of Wisdom	Research	200	World Seed	Mages are known as the foremost researchers and scientists in the galaxy, responsible for most of the magitech used in the galaxy in place of mundane technology. Then, if you were to focus on magic yourself, would it not be appropriate to have the same skillset? Certainly, your natural ability in these disciplines would make you a welcome guest in any mage society. You have the grit it takes to repeat an experiment as many times as it takes to get results, know how to be objective in all things related to your job and look at things without any biases, even subconscious ones, and live with the tenets of the scientific method in your mind. Most importantly of all, you have an intuitive and instinctive understanding of scientific principles. Even if you were a farm boy with no formal education to speak of, just a few years of schooling could get you to the point where you would make observations and discoveries that would impress even people with PhDs in those fields. This scales with your knowledge and expertise, so I have high expectations if you were already smart before getting this perk. You also won't get bogged down with false positives or negatives: in anything you do or try, you know whether it is possible at all, and if you get a result, whether it is truthful, and if it is not, what you can do to make it so. Yet another problem that many scientists face is the lacking relevancy and application of their research in real life. But no more. At any time, you have an instinctive knowledge of what you should prioritize in your research. Some madman is trying to conquer the galaxy in secret? You'll get a hunch that it might be time to work on that antimatter generator again. The aftereffects of a supernova will cook your planet with radiation in a few years? A spark of inspiration will cause you to create vastly improved radiation shields and implement them planetwide for a test run. From a certain perspective, it really does look like the hand of a God is guiding your scientific aspirations. Do you have blue skin, perchance?
301	Engineered to Scale	Resources - Fiat	200	Mousehunt	To date, the largest mouse that's been observed weighs in at a staggering 2400 lbs. To contrast this, in the same environment exists a mouse that barely weighs an ounce. Clearly a trap that works on the former would be ridiculously inefficient for the latter, but hunters will typically demand a single trap type, so they don't have to get used to different traps operating with different mechanics. You can address this problem during the production cycle by manipulating the size of your creation: making it twice as large or half as large, whichever is most appropriate. Creations made this way do not require extra resources or additional tuning to function, and they'll function just as well with the size taken into consideration.
302	Grathmeld Supplies	Resources - Magical	200	Ar Tonelico	You receive a 1m white ceramic cube, which contains 250 kilograms of randomised base components and Grathnode crystals. Stocks replenish every week, and ratios skew towards whatever ingredients you used the most of.
303	Songstone Composer	Resources - Magical	200	Ar Tonelico	Another 1m cube. This produces the essential elements of Song Science, in the form of 1 ton each week of Songstone rubble, a crystalline ore of Parameno, Grathnode and Ardel. By itself, Songstone converts sound into magic, storing it until a threshold is reached and it explodes in a burst of wild energy - making them effective improvised grenades. Extracted and refined, their true potential can be reached. Parameno absorbs sound as magic, Grathnode emits it as magic, and Ardel acts as a semiconductor.
304	Iron Rose	Resources - Magical	200	Circle of Magic	You gain a rose bush made of living iron. If placed in contact with a pure sample of any metal, it will generate buds and eventually roses of that metal. Such roses can be harvested, then planted to transform more and more of that metal into living metal slowly over time. They must be planted in soil rich in that metal, or in a pot full of clay and chunks of said metal to grow properly. Should you tend these roses long enough for them to bear seeds, the plants that grow from these seeds will transform base metals into whatever metal they grew from.
305	Ecto-Ranium	Resources - Magical	200	Danny Phantom 1.5	Ecto-ranium, the rare and mythical ore that is basically the kryptonite to ghosts. They can not touch it and start to lose their powers when near it. It can be turned into weapons or items. You get a ten pound supply that regenerates monthly. In future jumps this ore will work on incorporeal spirits as if they were solid beings. So you can line your house to keep ghosts out.
306	Sacks of Essence	Resources - Magical	200	Divinity - Original Sin	These five head sized burlap sacks are extremely light despite the fact they look to be filled to bursting and each emits a faint light from the seams, a different color coming from each. A fiery red, a gentle blue, a brilliant white, a somber brown, and... is that fifth one emitting shadows? Small balls of solidified elemental essences are not a rare commodity in Rivellon and have a huge variety of uses in everything from specialized grenades to magical arrow heads to even aiding in enchanting arms and armor. Each sack contains five balls of each element and the sacks refill themselves every week. What use you put these concentrated bits of elemental magic is limited only by your imagination and experimentation. Just don't get opposing elements too close to each other. The result is fairly explosive, doubly so if you are enchanting at the time.
307	Beauty Leads to Death	Resources - Magical	200	Duel Monsters - Duel Terminal Part 1	Ah, what a pure soul you are. Untainted, shining with a gentle light like morning snowflakes refracting the ephemeral rays of the rising sun. To corrupt it and bring you to the depths of vileness would be such a pleasure ahem. This pure soul of yours, besides looking rather pretty to anyone with the appropriate senses, makes you a rather fitting sacrifice. Even just a mouthful of blood taken from you as payment could have effects similar to an entire life's taking and that's assuming you don't have any special traits that might raise your value. Still, that type of thing could get you killed easily, so you've figured out how to hide or negate all of these traits as a necessity for survival.
308	Burgeoning Whirlflame	Resources - Magical	200	Duel Monsters - Duel Terminal Part 2	The flame in your heart gives you strength, but you are not the only one who can draw upon this potence. You are magical. Even a pound of your body would function as a reagent of reasonable quality, and that's assuming whoever was using pieces of you didn't bother playing to your strengths. As a Laval, you would be a source of high quality materials for any mages wishing to produces potions or equipment aspected to fire. Given the changes to your nature, and the powers you might wield, through acquisitions in other worlds well, you'd certainly be a prized catch. Who knows what someone willing to kill the golden goose by using you in your entirety could achieve? Ah, in case you're worried: you can freely control this new feature of yours, and decide who can benefit from it and how. Without your consent, none can even learn you hold this hidden power.
309	Crate of Adamantine	Resources - Magical	200	Dungeon Keeper Ami	Adamantine, the rare metal forged by the dwarves of the frozen north. This metal is the result of a dreadful battle between the gods of light and the gods of darkness, this metal is all that remains of a once mighty god of light that fell to earth while killing a dark god, after many years his flesh was changed and warped till it became the metal adamantine, nearly impossible to forge without the correct knowledge this metal is nearly indestructible and harms creatures of evil like fire while blocking dark magic completely. You now have a crate of this amazing metal and shall receive a new crate once a year. Though this may not seem like much especially with the requirements on forging it, you need not worry. This Adamantine will work as if it were normal steel up until its first forging.
310	Holy Stone	Resources - Magical	200	Everyone Else Is A Returnee	This is stone infused with large quantities of holy energy, meaning it is extremely full of mana as well as incredibly durable. It is in this way that the holy stone can then be used in any number of ways. Due to the holy properties, it is particularly good for use in the equipment of priests or paladins. Similarly, due to its natural strength it is good for the construction of buildings and structures. You receive several tons of high tier holy stone, enough to make a small house. Any used stone is refilled each month.
311	Onmyo Supplies	Resources - Magical	200	Fate/Legends - Land of the Rising Sun	A woven pack containing a large number of normally expensive supplies needed for proper Onmyouji craft. A seemingly unlimited amount of high quality paper, ink and scribing tools are within as a start, the basics needed for most spells in this field. Beyond these, are a large number of premade charms and shikigami that can be released from the pack on command. These can serve as emergency wards, alarms and shields when in a bind. Moderately powerful on their own, they can hold off a demon or band of men for a few minutes while you escape. The shikigami, numbering a few dozen in small paper forms, are able to act as capable spies and messengers over long ranges. When combined into one, they turn into a large animal such as a tiger or wyvern, a powerful combatant that can defend you against even a decently powerful hero for a few minutes before crumbling. The charms and shikigami replenish a week after being used.
312	Harmless Extraction	Resources - Magical	200	Final Fantasy XIV	With hempen yarn and animal skins in shorter supply since the catastrophe, you and other craftsmen have had to adapt your practices in order to keep the orders met. Practices to minimize the amount of animals killed, to make the most out of that which you have on hand are all crucial nowadays as resources grow scarcer. While the animals still aren't too comfortable with it, with this magic you can weave together a copy of their skin or wool, while only taking a small portion of what they have. It doesn't really feel right, but at least the animal is still alive! It'll take time, but what you've taken will slowly grow back.

#	Name	Category	CP	Jump	Description
313	Crystal Concepts	Resources - Magical	200	Kingdom Hearts	You possess the unusual ability to find tangible concepts, often used in this setting to create items through Synthesis. Nothingness, evil, darkness, light, sadness etc. You can now find distilled physical versions of normally abstract concepts left behind by defeated enemies, or hidden in obscure and hard to reach places. These concepts are typically related to the place or enemies you obtain the from, such as fiery enemies or locales holding Fire Shards, or a lightning dragon dropping a Lightning Crystal. The quality of the item depends on the difficulty of obtaining it, ranging from Shards from weak enemies, up to Stone, Gem, and finally Crystal for the progressively tougher enemies. What you do with them is up to you; they'd make nice jewellery, that's true, but I'm sure you can find a better use for crystallised fire or hope. In jump this means you find significantly more Synthesis ingredients you can either use, or sell.
314	Endless Bag of Nether Warts	Resources - Magical	200	Minecraft	You get a small bag which inexplicably contains a full stack of Nether Wart. It refills once a week. The crucial ingredient in all Minecraft potions, brew it with water and any of a vast array of ingredients to create a magical potion. Also comes with a Brewing Stand.
315	Arachne Silk	Resources - Magical	200	Monster Girl Encyclopedia	An endless strand of silk from an Arachne that can be used in making clothes. Clothes made with the silk are extra durable, so that even a wild beast couldn't leave even a tear on them. Stains on the cloth are easy to remove, but magical energies applied to the clothes have a trace of them absorbed and stored inside the clothes, giving off the scent of the energy.
316	Monster Killing Metals	Resources - Magical	200	Percy Jackson and the Olympians	About ten pounds of Celestial Bronze, Imperial Gold or Stygian Iron. All made to destroy godly and monstrous creatures (save the last, which also hurts mortals) weapons crafted from these materials are incredibly durable and able to hold enchantments of the like seen in ancient myth. Your supply restocks every two weeks, with the type of metal delivers being of your choice.
317	Resolute Thread	Resources - Magical	200	Skulduggery Pleasant	You have a spool of thread that's supposedly made from the stomach lining of an Emperor Dragon over 2000 years ago. The more pressure applied to it, the stronger it becomes. You could bind a superhuman or use it to hang hundreds of tons off of the ground. Spool refills and used thread once a month.
318	Reusable Resources	Resources - Mundane	200	Anno 2070	Recycling requires effort. There is always a loss - in terms of energy, in terms of time, in terms of effort, in terms of materials. Your faction's knowledge of materials science has minimized this loss to the utmost; When destroying buildings, recovering crashed vehicles, or decommissioning equipment, you always recover the same amount of material put into its construction, ripe for being re-applied to other tasks.
319	ADAM Slugs	Resources - Mundane	200	Bioshock 2	Ugly as they are, these deep sea slugs glow with the bright red of ADAM in their veins. They naturally produce the raw material, which can be harvested from them and easily refined into the necessary building blocks for Plasmids and Tonics. However, harvesting the slugs directly yields very little ADAM and would require dozens to generate a single new Plasmid. But it is what it is. It's not like you would implant them in little girls and then harvest their blood for larger amounts of ADAM. That would be monstrous. The slugs come in a small aquarium that won't need maintenance to keep them alive and will refill to contain six slugs every week. Just keep the lid on. They like to wander.
320	Fixer Upper	Resources - Mundane	200	Dark Cloud 2	When they put you through an apprenticeship, the first thing they did was to tell you to take apart a train. Then put it back together again. Then they repeated the process, removing parts bit by bit, and yet every time you still managed to put the train back together. Eventually you've come to realize that you can repair things - all while removing any extraneous parts to ensure that the efficiency of a machine is optimized. Machines that you've tinkered with don't seem to need as much to work as others might.
321	Mineral Rights	Resources - Mundane	200	Diabolical	You have, through some underhanded but fully legal means, acquired a metric ton of rights to various mines and harvesting operations the world over. In practical terms this means you will have a sufficient amount of raw metals, ores, minerals, and other physical resources to build or construct whatever you desire all without paying a dime for it. You can also sell the excess on the open or black market, or simply stockpile it all for yourself. This will follow you to other Jumps, providing a steady stream of physical resources and allowing you to live the life of a mining magnate, or always have sufficient resources for your industrial ambitions.
322	Cidhna Mine	Resources - Mundane	200	Elder Scrolls Skyrim - SB	Nobody escapes Cidhna Mine, that's how the saying goes anyways. Cidhna mine is an extensive set of tunnels snaking into Nirn which the Silver-Blood Family uses as a prison and as a source of much wealth. Yours isn't that same dreaded mine, though it's similar in many ways. Placed in a reasonable location of your choosing is a copy of the mine, and while the original was predominately used for silver mining, yours is much greater. Throughout the mines are extensive reserves of just about all of the ores found in Skyrim at the time, ranging from Ebony to Stalhrim and will produce an incredible amount. These reserves will replenish themselves once they begin to run dry and the mine will be manned by NPC guards and workers, though you could always appoint your own workers and guards if you wished. In future jumps it updates to include new material in the mine.
323	Spare Parts	Resources - Mundane	200	Generic Factory	You will get a large crate marked Spares that will spawn replacement parts whenever something you own or are responsible for maintaining needs replacement parts. The spares will always be of the same quality as the originals. If the crate is destroyed or stolen, it will re-appear whole in your cosmic warehouse the next day.
324	Vibranium Sample	Resources - Mundane	200	Marvel Cinematic Univers Vol. 1	Vibranium is an extremely rare element that possesses unique attributes. In a pure mass, vibranium forms a solid metal that is stronger than steel, but only a third of the weight, as well as being completely vibration absorbent. This means it can absorb the impacts of a great deal of attacks, but bear in mind high-energy attacks WILL do damage... especially if it is consistent. Purchasing this gets you a container a foot in length with some Wakandan Vibranium shards that will replenish itself every month.
325	Body Shop	Resources - Mundane	200	Smash Up	A good scientist pushing the bounds of human knowledge always has a use for raw materials. Here is a collection of preserved body parts from every species in the world, updating in future Jumps. Just never ask where it all comes from.
326	Bottomless Bucket	Resources - Mundane	200	Terraria - Journey's End	A fairly large metal bucket, which, when filled with a liquid, can pour out infinite amounts of said liquid unless deliberately completely emptied. It will resist cold, heat, corrosion, and other damaging properties of whatever liquid fills it, and when deliberately emptied, no traces or cross-contamination will happen when the bucket is refilled.
327	Woden's Blood	Resources - Mundane	200	Uber	An unrefined sample of the world shaking substance used to catalyse the transformation from normal human to superhuman weapon, containing eight portions. Each portion can, with proper knowledge and technology, be refined to be used as any one unit of catalyst of the basic activation sequences. Alternatively the entire eight portions can be refined for use in one of the Special Activations. Replenishes once per month. Acts as a highly lethal contact poison to any person without the potential to receive Activations. Using an unrefined portion of Woden's Blood on a person with the potential to receive further Activations grants half a Physical and Halo Activation each and has the chance to horribly deform the recipient.
328	The Green Box	Resources - Mundane	200	World of Darkness - Genius the Transgression	A verdant steamer trunk closed with a simple lock, that can only be opened with a key you'll find on your person, always. Filled with an assortment of random bits and doodads that would be considered rare crafting materials for your Aesthetic as well as dozens of other things that could be used to craft Wonders of other Aesthetics, in general it has a massive amount of parts that range from small computer chips to diesel truck engine parts. If you need more just close the box and open it again, it'll be full.
329	Adamantium	Resources - Mundane	200	X-Men Evolution	You receive a case of liquid adamantium which is the hardest material in this world. This nigh-indestructible metal once solidified in anything won't be melted and is practically impossible to destroy. You contain more than enough to do something like Weapon X and still have plenty left over. You'll of course receive more adamantium whenever you run out.
330	What's An Engineer?	Speed - Fiat	200	Brutal Legend	A guy who builds stuff, and now, so do you. Set up and tear down infrastructure in half the time, leaving you with time to rehearse your set, or whatever you'll do with that free time.
331	Short Development Time	Speed - Fiat	200	Generic Video Game Developer	Working at a smaller game company means that sometimes you get contracted out by a bigger corporation to make a game, and they want it ASAP. Well, at least now you can work fast enough to keep up with the deadlines. Usually, anyway. Either way, expect to do half again as much work as you would normally get done in the same span of time, all without losing any quality to your work!
332	Time Flies	Speed - Fiat	200	Lords of the Night - Zombies	There are many talented old wizards who have devoted decades of work to achieving immortality, and they didn't even start that search until they were already skilled and experienced in their magic. And many of them fall short. You have a single decade. Good thing you can make the most of your time. Any kind of extended work or project you're working on progresses unnaturally fast. Or at least, your contribution does. Specifically, it goes five times as fast. You can read a book five times as fast, set-up a ritual five times as fast, craft five times as fast, study or do research five times as fast, and so on. This never works on action or dynamic set pieces. You could do five days of ritual work in a single day, but the high point at the end of the ritual, the part that must not be interrupted least horrible consequences befall everyone? Normal time.
333	Fast Service	Speed - Fiat	200	Warhammer 40k: Squads	Some might wonder what place a mechanic has on the battlefield, but they clearly never saw a tank take a crippling hit. Fortunately, your skills are such that you can repair many vehicles and devices that would seem at first glance only good for parts, and in a fifth the normal time.
334	Time to Cook	Speed - Fiat	200	Wonderland No More	Wonderland's sense of time is kind of screwy, and it's perfectly reasonable for a chef to go out for a midnight quest to a mountain for an egg and get back before the pot boils over. This perk essentially slows down the progression of time from a narrative standpoint as long as you are focusing on making food that includes everything from acquiring ingredients to preparing the food to setting the table. This does not slow or freeze the movements of those around you, but it basically means that as long as you are focused on cooking, you'll finish everything on time and nothing will interrupt you. For instance, if you are cooking a special potion to boost your troops in time to stop an invasion, you'll get the potion ready on time even if the siege was just an hour away. When you stop doing food-related things, time returns to its normal pace; spell preparations technically count as cooking by Wonderland rules, though.
335	Machinist	Speed - Mundane	200	Gargoyles	You are an expert mechanic. You can rebuild and improve a helicopter in 12 hours or create a functional motorcycle from spare parts. If honed, this ability will let you make nearly anything from incredibly advanced robots to nanite swarms in only a few months time.
336	Schematics to Time	Speed - Mundane	200	Generic Video Game Developer	Wasted time is a serious problem for just about any company. And while most managers might think it's because John took an extra 5 minutes for lunch, the real time sink is the direction a project ends up going, as sometimes you go down a rabbit hole trying to fix a problem and take a while to get on the right track, such as looking for a bug in the wrong part of the code. But for you, it's different. For you, every time you settle down to work you get on the right track. From looking for bugs in the right section of code to researching the right function for a problem, your work is now more of a straight line, taking no detours and going down no rabbit holes. If you have a problem, you'll always start in the right place.
337	Techy	Knowledge - Known	250	Code Geass	From Knightmares to guns, you know how to build and improve Geass tech.
338	Artifice	Arcana - Innate	300	Avernum	You have a gift for the creation of powerful magical items. As True Artifacts their magic won't ever run out, or at the very least won't run out for a very long time. What you can make is limited to your knowledge, your imagination, and your resources.
339	Alchemy & Mixing Mixtures	Arcana - Innate	300	Banjo-Kazooie	You are incredibly capable at mixing together mundane ingredients to create effects that can only be described as magical. For a short time, these potions can create temporary copies of you, turn you invisible, or give you shielding. Your created potions can bestow multiple effects you know, however mixing too many might cause surprises. You can Reliably mix up to a dozen elixirs without them interfering with the effects of each other.
340	The Great Enchanter	Arcana - Innate	300	Bartimaeus Sequence	Staff of Gladstone, Amulet of Samarkand, Ring of Solomon, this world sure has a lot of artifacts, heh? Well, now you can make even more! You become unbelievably talented at binding Djinn into items to give them mystical powers. Summon a djinni and stitch it into a rug to make a flying carpet? Easypeasy. Detonation Sticks, Convulsion spheres and flux bombs, all a day's work. You still need the parts, but they seem almost eager to flow into the right shape under your expert hands.
341	Alchemy	Arcana - Innate	300	Castlevania	Through careful experimentation and research, you've gained understanding of the true nature of God's creation of the world. You may now utilize a lesser form of this art to create items of power, ranging from potions and charms to powerful weapons to drive back the forces of evil. You also understand the basics of a darker form of this art, enabling you to understand and counter evil rituals.
342	Shamanic Chemist	Arcana - Innate	300	Clive Barker's Jericho	As a little boy, your family made sure to pass down the ancient lessons of their family. Shamanism and Alchemy, two parts from each side now united into one student, yourself. You're an expert alchemist and an experienced shaman. Alchemy enables a wide range of potions and substance creation, from fluids that heal injuries and turn lead to gold or which assist with the creation of metals that can harm and bind spirits. A useful thing, given your Shamanism training is all about contacting, summoning, binding and then making use of all kinds of spirits, from the elementals of the earth to the ghosts of the beyond and even, if you want to walk a dangerous path, the demons of the Pyxis. Your training has incidentally given you a pretty in depth knowledge of chemistry, pharmacology and botany too.
343	Alchemy	Arcana - Innate	300	Gothic	You can identify local plants and their properties and create magical potions. Healing and mana potions are the most common on the market, but with some unusual ingredients you might be able to create potions that permanently improve the drinker's body. You also know how to brew or distill various alcoholic beverages.
344	Wandlore	Arcana - Innate	300	Harry Potter CYOA	You have a great knowledge of wandlore and practical skill at wand making. You can make decent wands out of imperfect woods and unconventional cores. You may use nearly any magical part of magical creatures as cores with varying success. Unconventional wands with powerfully magical cores are potentially powerful but erratic and extremely dangerous.
345	Blessing of Medicine	Arcana - Innate	300	Jobless in Another World	You possess an absolute, innate, and intuitive knowledge of all plants and other organic compounds and what they can be used for in terms of making medicines, poultices, potions, remedies, and so forth. Additionally you automatically qualify as being able to make those things regardless of whether or not you possess the normal class requirements for doing so, and further possess the skills needed to actually make them no matter how complex. Even beyond that you can make things that would otherwise be normally impossible, such as elixirs of immortality (of the agelessness variety) or things like the Limit Breaker potion which would allow you to expand the level limit of a class by up to ten times its normal amount. In future worlds you will easily be able to adapt any recipes you've already discovered to use local ingredients.
346	Rainbow Notes	Arcana - Innate	300	Mermaid Melody Pichi Pichi Pitch	While mermaids are superior singers, humans invented the art of song to begin with. You are now gifted in the art of music composition, and can creatively piece together the notes and lyrics for new songs effortlessly. In fact, your songs are good enough such that, when sung or played by a magical being such as a mermaid, or someone with magical music like a fantasy bard, they have magical powers of their own. And the greatest thing about music is that it is a treasure that can be shared with anyone. You can teach your songs, even magical ones, to companions and other pupils willing to learn. Please also note that the perk also applies to other musical forms outside of singing, such as the piano, as well as other things such as dancing, prayers, and spell chants.
347	Signum Liguistics	Arcana - Innate	300	Skulduggery Pleasant	Also called Symbol Magic. It's one of China Sorrows' specialties. Harnesses a magical language to produce a wide variety of effects. Fairly unique in that it can be learned by anyone, even if they've already chosen their discipline. As such, this magic can be purchased regardless of how many others you've bought already, even without Multidisciplinary Magic.
348	The Arcane Craft	Arcana - Innate	300	Sword and Sorcery	As much as you might look down upon brutes and barbarians who know only how to break bone and spill blood, you and the warriors of this land have one thing in common. You require the tools of your trade. You know all the methods and ways to bind arcane and mysterious forces into physical vessels. Rings, staves, talismans, warded stone towers, and even more. These items allow the channeling of such forces to work your will, capturing, bending, and shaping the world's invisible tides to enable works of sorcery and occult splendor. The strength of these items and their effects rely on your skill, knowledge, and power. Of course, should you yourself be a font of such forces from your varied lives then you would be surely capable of building the focuses and talismans to augment and amplify your power. The world rewards men for diligent labor. It would behoove you to refine this art to get everything you can out of it. This also includes the skill to use such items, even those not made by your hand should you have the ability to reveal their secrets.
349	That Undefinable Thing	Arcana - Innate	300	Tales of Symphonia	Even if you can't describe it, you can still manipulate it. You can now make physical tools and containers for souls, as well as gaining the knowledge of how to use the soul as a power source for magic, machinery, and living bodies. Given proper resources (raw souls), you can create Exspheres and Key Crests which can then power the things mentioned in your place. Anything powered by their user's soul is known intimately to them, inhabited by the soul the same way a body is inhabited by a soul. It becomes in all ways an extension of the self, for good or ill. While the soul is infinite, it can be diminished and grown. Take care.

#	Name	Category	CP	Jump	Description
350	The Rune Is Mightier Than The Sword & Ruinic Spell Inventor	Arcana - Innate	300	World Seed	The one thing throwing people off the runic language is its sheer volume. Considering that there are ninety-nine million, two hundred and thirty thousand, seven hundred and sixty nine of them, representing every single word and concept in all known languages, even things such as watering the grass every week, that's no surprise. Because of that, even learning the runic language can be a challenge, requiring either a brain implant or some other form of perfect memory. Anyone who doesn't have access to these things needs to spend time and effort to search for those runes they'll actually use and transcribe them into a book or save them to their computer. Luckily, you won't have to deal with such shortcuts: as of now, you are fluent in the entirety of the runic language, and will never forget it. Furthermore, as you will undoubtedly encounter words and concepts foreign to the people in this universe throughout your travels, it will update itself to include runes for anything you might encounter in the future. Considering that one simply needs to combine the runes for Blast and Fire to make a fireball, or use the do the same with the Reinforce and Mind runes to create a basic spell to protect against mind altering effects, one might think that runic magic is incredibly easy. Well, one would be wrong. Runes can be considered a programming language of sorts, affecting reality. They are used to program magical devices, and also for Runic Magic, an alternative to Arcane Magic that uses less mana and requires less control over your mana, but only does exactly what you program it to do. Now, as with regular programming, any schmuck can do the equivalent of writing hello world and throw a fireball or two, but anything more complex than that requires intelligence, creativity, ingenuity, and patience. Things that you now possess in spades. And with that and the knowledge of the runic language, infinite possibilities lie open to you: whether it's bashing someone's head in with the Force rune, setting up intricate spell diagrams and runic circles to automate even the most complex of processes, or creating spells of all magical disciplines for anything you can think of and more, someone who truly knows how to use Runic Magic is a sight to behold. And your true talent, the invention and creation of new runic spells and programs, applies to all of these avenues. If you keep at it, no magic will be beyond your reach.
351	Complete Research	Arcana - Study	300	Dungeon Keeper	This thick tome holds detailed mechanical and arcane notes that will teach you how to build and use all the keeper spells, rooms, traps and mechanisms within the Dungeon Keeper series. This also includes the personal spells used by individual units, from the lightning used by dark mistresses to the tricks imps use to dig, claim territory and reinforce walls.
352	Bio-Alchemical Theory Books	Arcana - Study	300	Fullmetal Alchemist	Crosses between Medicine, Alchemy, and Biology. Chimera's are extremely complex beings, requiring knowledge of all of these.
353	Grimoire of Demon Lord Raum	Arcana - Study	300	The Dark Wolf Shiro	Created by the now dead Demon Lord ancestor of Grayson Raum for his future descendents this grimoire is the result of thousands of years of research by one of the most powerful demon lords of Hell and is chock full of demonic spells, potion recipes and who knows what else. Now, you possess a copy of this grimoire whether created by the same demon lord or a copy of it, it doesn't matter it's yours now.
354	Wizard's Lab	Facilities - Arcane	300	Dresden Files	More of an add-on than your own separate living space, this can either be built into a Residence you own, or add a trapdoor to your Warehouse and store it underneath. It comes equipped with everything you need for magical experiments short of a stuffed crocodile hanging from the ceiling: A built-in summoning circle, shelf after shelf of weird reagents and knick-knacks, a small library of interesting books about magic and the supernatural, and an actual laboratory for making potions and enchanting objects. It's also been heavily reinforced, so any failures or spills will at worst blacken the floors.
355	Swordsmith's Hut	Facilities - Arcane	300	Fate/Legends - Land of the Rising Sun	A bounded field manifested by only the greatest smiths in the land. To make a blade, you no longer need some massive static forge or a complement of sturdy tools. Your workshop remains with you at all times, as much a part of your being as the hands with which you make your art. This magical field you possess allows you to integrate crafting tools and structures that you possess into a bounded field, letting you manifest them at will. This may appear as the structures appearing from nowhere or as overlaying the effects on the existing environment, turning a natural rock bench into a sturdy anvil or a running stream into a fully capable quenching bath for hot steel. Your field is already equipped with all the tools expected of a master swordsmith in this land, as well as potent magical enhancements that improve any crafting efforts made within the field. Creations will be sturdier, sharper, lighter and more adaptable to their wielders even without any skill on your part. You may freely combine new structures and tools into this field, likely mixing them with the existing additions, to continually build on your new everpresent workshop.
356	Ritual Room	Facilities - Arcane	300	Highschool DxD	It's a little difficult to practice complex magical formulas in public, so you came prepared. This is a room styled to your preferred magic system of choice, and all magic you personally perform within this room will enjoy both greater efficiency in mana and greater power. Also comes with spooky robes and basic ritual equipment and reagents for free.
357	Mystical Forge	Facilities - Arcane	300	Jade Empire	You have obtained a forge capable of creating gems, as well as upgrading any of your weapons to their fullest potential. The staff known as Golden Star can become Tien's Justice, the sword known as Fortune's Favorite can become the Demon Sword. Furthermore, this forge can upgrade your own weapons, increasing the skill it takes to use them, but enhancing their abilities by 50% ... provided you are willing to think of a cool name and backstory for them. The forge is a stickler for tradition.
358	Volcanic Forge	Facilities - Mundane	300	God of War	The Smith God's power is great, but it is not by his will alone that his works are forged. There is also his tools to consider, and with this you have one such tool. Attached to your Warehouse is a small volcano, a fiery beast that will never fade and never falter. Its power is great, reducing the time you need to break down metals and minerals, reworking them into new forms while increasing their quality and inherent strengths. Should you choose, you may also take a significant hit in forging time to experiment with different metals and minerals, melting and combining them to create a different, newer resource with one quality from the second object in question. Rise, craftsman. Rise and begin your work.
359	Advanced Laboratory	Facilities - Mundane	300	Green Lantern	One of the most advanced on Earth, at that. This is a state-of-the-art lab and workshop, filled with the finest equipment money can buy, uniquely set up to allow you to work on just about any branch of science you wish to. Be it building a car or examining an alien body, you won't find facilities better than the ones here, that's for sure.
360	Project Destroyer of Worlds	Facilities - Mundane	300	Marvel Cinematic Universe Vol. 1	What if a person could be made better? If they could possess the density of lead with the volatility of cesium? Think of the power one could have if infused with the properties of materials. Enter this particle infusion chamber. When a person goes in, programming in specifics of how a person should be effected when inserting one or more materials for the infusion process will see them come out with potentially new properties or powers based on the material. Whether they look like they have pieces replaced by these materials or simply possess the properties is up to you, but now there is an answer to Captain America. Become the Destroyer of Worlds.
361	Glove of the East	Gear - Arcane	300	Binbougami Ga!	This hand of mine glows with an awesome power! It's burning gri-... oh! Sorry, wrong show. This single glove comes in any color and style, and is actually quite useful! You can channel your spiritual energies through it to help you with mundane tasks; your cooking might turn out excellent, cleaning takes less work for better results, and massages work WONDERS when you hit those points. If you channel a LOT of spiritual energy, you might even imbue items and equipment to improve them and be more receptive to your spiritual/chi powers! Heart symbol optional.
362	Nine Elements Cauldron	Gear - Arcane	300	Desolate Era Part I - The Three Realms	A cauldron that is typically used to melt down treasures for their elemental essence, so that someone can then repurpose them into forging a new treasure that is even stronger than the many that were melted down. Unlike others, however, this one seems to be able to melt down items of any level, and can remember the traits of any treasures it melts down and apply them to other items.
363	Neural Plugs & VR Construction Hub	Gear - Mundane	300	The Matrix	Humans are no longer born outside of Zion. They are grown, and the plugs upon your body are a mark of shame... as well as a mark of pride, for turning the tools of the Machines against them. A plug on the base of your skull, along with plugs in various places on your body, will allow you to inject things into yourself and connect plugs much more efficiently than stabbing yourself, as well as giving you an 'in' to the Matrix. Sometimes all you need is just a way to get things in order... or visualize it, if need be. This machine system is a virtual workspace or "loading program" created to run simulations or upload virtual objects inside a computer-generated reality, allowing you to essentially world-build or train someone. Of course there's a limit to what you can do, with processing power and the energy required to maintain it... but I'm sure if you hooked it up to the right machines, you could say, have people controlling a city's defense grid inside a white room. Or generate places to hone one's skills. ...just don't do anything too bad with this? Please?
364	Climate Control Society	Knowledge - Archive	300	ARIA	A group of experienced Salamanders who, sticking to Aqua tradition, have maintained a large repository of knowledge for up and coming Salamanders to learn from the Climate Control Society cultivates new talent and expertise as they continue to perfect the art of weather manipulation vital to Aqua's sustenance. No one knows better just how important it is to continue making progress on the science of climate control. Should the Salamanders ever become too lax, all the efforts of their ancestors may well go to waste. As a member of the society, you gain skills in developing new weather control techniques down to the fine details of precipitation control and enhancement. Naturally, being a scientifically focused field as it is, the society has a wealth of information on anything climate related, and not strictly information from Aqua either.
365	RobCo Holotapes	Knowledge - Archive	300	Fallout 4	A series of Holotapes detailing the blueprints for numerous Robco projects, including Protectrons, Assaultrons, Securitrons, and the various models of Pip-Boys. There's even a group of Holotapes detailing Liberty Prime's systems and construction. These Holotapes seem to be more advanced than the standard kind, and therefore there are only a few rather than the hundreds this amount of information would normally take up.
366	Vaulable Memories	Knowledge - Known	300	Big O	You have knowledge related to any particular concept-the construction of Megadei, the nature of memories, Bigs, or the creation of chimeras.
367	Particle Physics	Knowledge - Known	300	Bioshock Infinite	You are an extremely well-educated physicist and have a fine working knowledge of Lutece particles. Use of such particles allows you to cause massive objects to float or hover, even whole buildings and cities.
368	Tower Maker	Knowledge - Known	300	Bloons	You can make Towers! Structures designed around amplifying the abilities of those standing on top of them, allowing them to project force across a wide-area. Someone in one of your towers will find their range of attack increased slightly, and one purpose-built for them will increase it even more, in addition to specific boosts related to their abilities.
369	Grease Monkey	Knowledge - Known	300	Bubblegum Crisis	What can you fix or build? What CAN'T you fix or build? Nothing, that's what. From hyper-cars to Buma, computers to Hardsuits, with the right tools and enough time and experiments, you can build it all, weaponry included.
370	Mechanical Genius	Knowledge - Known	300	Final Fantasy IV	Your ability to understand machinery is on a different level entirely. Working with a metal you've never touched to brace a machine? Cakewalk. New attachments on a precariously balanced airship? Might take a day, less with an assistant. You know machines, and exactly how to calibrate them to your exact specifications inherently without needing to actually run the numbers. It just works.
371	Make Me A Better Man!	Knowledge - Known	300	Franken Fran	Your skills of surgery do more than heal and correct. You can augment others with superhuman abilities and grant small portions of your power. If supernatural powers can be transferred through physical means, you can do so through surgery.
372	Builder Package Tier One & Builder Package Tier Two	Knowledge - Known	300	Generic Island Castaway	Wood and other plant life. You are an exceptional builder with these and know the characteristics of such materials at a glance, you can also form mental blueprints and interact with them as if you actually saw them in the real world to assist in construction, as well as making infallible mental checklists of materials with exact steps, materials, and dimensions needed for the build, you also have an easy time locating useful materials you need for building and you take less time to build than you should. Stone and crystals, you may now treat the builder package tier one as if it applies to these as well. You are also exceptionally good at locating and harvesting your needed materials while maximizing their yield and minimizing lost or damaged materials.
373	Foraker-Hemphill	Knowledge - Known	300	Honor Harrington	The brilliance of the officers and the planners does a lot to help, but in the end what wins wars is the equipment. The best equipment, a lot of it, and built really quickly and cheaply. That is where you come in. You are an innovator almost beyond peer, able to design and build technology literally decades ahead of your competition. Or if not that, you may build at the normal levels, but build it with an unbelievably tiny resource base or build it so quickly that the enemy simply can't believe their eyes. Your specialization depends upon your faction perk, but at the very least you gain vast knowledge and an in-depth understanding of this universe's tech, enough to be a Jack of All Trades.
374	"Alchemical" Herbs	Knowledge - Known	300	Krush Kill 'n' Destroy	You possess the knowledge to grow and use a variety of plants that relax the body and free the mind to wander. While under the influence of these herbs, complex puzzles such as deriving the laws of physics, and sudoku, take only half as much time. May or may not result in bloodshot eyes.
375	The Divine Machines	Knowledge - Known	300	Lord of Light	Many and varied are the wonders of the Gods. From the Vasty Hall of Death, Yama brings forth Thunder Chariot and Bright Spear, Trident of Destruction and Wand of Universal Fire. In Heaven, there is an elegant statue with eight arms that plays the lute when addressed, and endless machines that keep all in perfect stasis. The elementary forms of these great sciences and artefacts are laid bare to you, and you may service and understand the technology of this world. While great innovations and the wonders forged by Yama might escape you, you have a solid basis that escapes the vast majority of men and gods in the world -sufficient to greatly impress those who understand the value of such things. With this you also gain one artefact costing 200CP or less for free.
376	Superior Science	Knowledge - Known	300	Marvel Magic	Magic is undeniably useful and powerful but people have made great strides without relying on it as well. Humanity has used technology to conquer the earth while other races have forged great, universe-spanning empires without ever relying upon the mystic arts. You now gain a talent with the science of this world. Far from the smartest person on the planet, you are still capable of creating technological wonders far in advance of what your old world was capable of. From laser guns to armies of robots, if you have the materials then you can create technology that can stand up to mysticism.
377	Alloy Smith	Knowledge - Known	300	The Avengers - Earth's Mightiest Heroes	Advanced knowledge of chemistry and metallurgy has allowed you to create alloys out of various materials, including metals and chemicals. These new alloys retain all of the properties- including those that are supernatural in nature- of the materials used to make them, allowing you to create truly powerful substances.
378	Paved in Bone	Knowledge - Known	300	The Matrix	When one thinks about it, the human body is kind of like a Machine as well. It uses electricity, it requires fuel, it's complex, and it can break down. Why not study it and see what can be done? Whether you sifted through stolen data files or got hands-on with your work, you've figured out a great deal of things about the human body. Its mutations, its limits, its potential... how it all works is open to you, including how the Machines managed to grow their plugs inside the body. What you do with this knowledge is up to you.
379	Valkyrian Science	Knowledge - Known	300	Valkyria Chronicles	Somehow, you've gained some of the knowledge that the Valkyrur used to possess, giving you the skill and ability to graft Ragnite machinery on a level far above any modern human. At first, you'd only be able to create replicas of the Valkyrian weapons, but with many years of study it might be possible to recreate the Valkyrur themselves.
380	The Codex	Knowledge - Learning	300	Uber	The entirety of the mysterious work of unknown origin that enabled Project U in the first place. To this date only a minor portion has been deciphered. The first chapter does provide instructions to decoding the rest based on universal mathematical principles. After that it consists of three main sections. The first contains instructions to produce the catalyst, the second describes a possible way to locate people susceptible to the upgrade process and has as of yet been untranslated, the third details the separate ways of upgrading humans. Even with the instructions provided the confusing manner passages are structured, combined with the interwoven philosophical treatises and the fact that there seem to be thousands of ways to decode the passages to slightly different results it will take months to decipher a single passage of a relevant length. This item does not come with the already translated passages.
381	Puppeteer	Magitech - Study	300	Naruto	You're trained to use a puppet controlled by thin strings of your chakra in combat. With training you'll be able to use more complex puppets and perform more complex maneuvers with them, maybe eventually using multiple puppets at same time. Includes training to care for and repair your puppet, a battle puppet to use it on, and increased skill with designing and building mechanical things (such as ninja puppets). Puppets usually rely on mechanical weaponry, such as poisoned blades and napalm to dish out the hurt. Particularly sturdy puppets can be used as shields and front line fighters instead though. The chakra strings used to control the puppets are constructs made from concentrated chakra so they can be seen with a naked eye, though a skilled user can suppress the chakra so that the strings become hard to see, or even invisible. They essentially act as an extension of the user which allows the manipulation of whatever is attached to their strings, such as hidden weaponry in a puppet as they please. They can also be attached to other objects, allowing the user to control, or at the very least disrupt other things. Chakra can also be transferred via the strings, such as to activate techniques that the puppets can use.
382	Playing With Dolls	Magitech - Understanding	300	Fate/Legends - Land of the Rising Sun	Ever have the ninja pushed for more tricks and tools to keep them ahead of their foes. It's only logical that their desires for a greater advantage over the raw power of the samurai would lead to such advancements in technology. The Danzou puppet is the culmination of incredible science and magic coming together as one, creating an artificial lifeform filled with the experiences and skills of many great ninja, equipped with advanced technology and powerful magic. It's also something you have the knowledge to make and more besides. You have the training in various disciplines to create advanced puppet bodies like this, as well as the weaponry and technology that Danzou makes use of in that body, even things like missiles. This covers both ordinary scientific knowledge and occult magecraft focused towards artificial bodies like this. It's quite possible to turn an existing person into one of these puppets, albeit more difficult than making it from scratch. One of the more impressive parts of this field is the techniques that allow for the recording and uploading of knowledge or skills that people possess. With a willing or incapacitated subject, you know how to examine what they know and copy it over to another person. Your studies in this field have also helped you realize how to capably combine magic with technology, creating things where the two work together to support and enhance both sides' effects instead of interfering. While you can't alter the basic metaphysics behind things such as mystery, you do know how to work it to your advantage.
383	Crafting Genius	Magitech - Understanding	300	Final Fantasy XI	You are adept with using the synthesis system to create any items or consumables which adventurers use on a regular basis, such as armor and potions. To a lesser extent, this also makes you a jack of all trades when it comes to mundane means of crafting similar items. Your work tends to be of high quality relative to the rest of the setting.

#	Name	Category	CP	Jump	Description
384	Technosorcery	Magitech - Understanding	300	Gargoyles	Combining magic and technology is a no brainer for you. You can handily blend the two to create amazing effects like broadcasting spells over telephone lines or melding creatures together through sorcerous surgery. Very little in the field of technomagic is beyond your reach with this skill.
385	Craftsman	Magitech - Understanding	300	Renegade Immortal	Building and crafting things is an omnipresent facet of civilization. Utensils, furniture, homes and everything else, they all need people to build them. It's the same for cultivators, though the sheer length of time they live tends to mean that everyone picks up some skills here and there. When they actually devote time and effort towards mastering crafting though? The results are beyond belief. For 100CP, you have the talent and skill of a mortal master in an area of your choosing, such as smithing, carving, painting, sculpting or similar things. The things you can create with this skill are beautiful and functional enough to draw admiration from mortal emperors and kings. Mortals receive a free purchase of this perk. For 200CP, you have transcended the realm of mortal talent in all areas of craft and can sculpt statues so accurate to the real thing that they possess a shadow of the aura produced by the real thing and paintings so evocative that they can drive a man to tears or uplift him for the rest of his life. Beautiful weapons that never dull and do far more damage than they should and treasures that would be the envy of any lower realm cultivator. Mortals can buy this level for 100CP. For 300CP, you have the sheer level of talent and vision necessary to match, and eventually outclass Esteemed Tian Bao, the most famed craftsman of the collapsed Celestial Realm from ages gone by who was responsible for the God Slaying Chariot, an attempt to create a peerless weapon that was surprisingly successful in the end. While you're not there yet, with time, experimentation and the right materials, you could create similarly powerful treasures, artifacts or pieces of art, things that would attract the attention of Third Step cultivators. Mortals can buy this level for 200CP.
386	Stitch by Stich	Protection	300	Earth Girls	The clothes you make are gorgeous and suited to the person you make them for. They protect both the heart and the body of the person that wears them, sheltering them from physical sickness and 'spiritual' illnesses alike while making the most of their body.
387	Shaping Gloves	Protection	300	Geneforge	This pair of carefully crafted gloves allows one to work with powerful or specially modified essence without the typical risks of horrible mutilation, mutation, and death. Usually such gloves are crafted for a specific purpose, these aren't, they seem to work with anything, even Geneforges.
388	Gadget Master	Quality	300	007	You've been trained by Major Boothroyd at the skills of his job. You're excellent at creating and maintaining gadgets of all types. You can miniaturize nearly anything, and hide things in forms that... really shouldn't work. You can even make lasers! You're also good at coming up with ideas for unusual methods of assassination; beheading umbrellas, flamethrower bagpipes, and the like.
389	Do One Thing At A Time	Quality	300	Dinotopia	When you focus yourself on doing a single task, your skill and efficiency doubles. Material requirements are unaffected, but time taken is halved and quality is doubled
390	Master Craftsman	Quality	300	Forgotten Realms	You are exceptionally skilled at crafting things. At your worst, your results are masterwork.
391	Savant & Wonder Forging Genius	Quality	300	Generic Exalted	You're a Savant! This means you've got an incredible insight in crafting all sorts of things, from meals, to clothes, to armor, to weapons, to magical devices, and all sorts of other things besides. Even if you've never done something before so long as it's a skill remotely 'craft-like' in nature you'll be able to perform it at the level of a (mortal) master. This just represents innate talent, and if you actually focus on developing such skills the normal way you'll quickly outstrip even the best that a mortal craftsman could accomplish, able to make artwork that speaks to the soul (perhaps literally) or armor and weapons of surpassing quality that look like show-room pieces despite being suitable for combat and also being sturdy and reliable to a frankly unbelievable degree. Purchasing this will even make you substantially better than other Exalted craftsmen, assuming you put in the same amount of effort that they did. Your crafting abilities need to be seen to be believed. From your hands pour forth miracles given form, works of art of peerless and breathtaking magnificence, works of culinary delight that would leave Emperors sullen at the thought that no other foods could compare, weapons that could last hundreds of years of constant use that would leave men feeling honored to have been slain by them, all these and more take shape under the guidance of your hands. You would be welcomed in any land and by any court for the sheer quality of your work, and you will quickly gain national, if not worldwide, fame for your creations if you bother to advertise them at all. The least of your creations are superior to anything a mortal master might create, and even the simplest and least adorned of your works will be possessed of unmatched efficiency, resilience, and simple elegance. Purchased with the Savant perk this is taken to an even grander height, leaving even the crafts of other Exalted looking as pale and shameful imitations by comparison, assuming you put forth the same effort they did in learning your base crafting abilities.
392	Blacksmith	Quality	300	Generic Xianxia	Weapons and armour are not useless in this world. Indeed, one of sufficient talent may create arms and armour that can (and usually do) mean the difference between victory and defeat for those who use them. You are able to make equipment with special traits and great power to aid the one who wields and wears them. What the gear is able to do and how strong it is is dependent on your skill, the processes used, and the reagents that go into their creation - for example, if you wanted to make a flaming sword, you would need a source of magical or conceptual fire to infuse into the blade. With sufficient time and skill the stuff you make can decide the fate of nations, planets, and even entire dimensions. Furthermore the arms and armor you can create are nearly half-again as powerful as they would otherwise be, given similar materials, time, and effort in their creation.
393	Factorissimo	Quality	300	Satisfactory-Factorio Gauntlet	You can make buildings that are bigger on the inside. The larger the building, the greater the ratio of inside-space to outside-space. A small warehouse could be the size of a large warehouse internally (~5x isotropic linear scaling,) while an arcology the size of an island would be the size of the entire island chain inside (~1000x isotropic linear scaling.) The main problem with these is that they have limited slots for belts or pipes to go in or out. The expansion may be non-isotropic; that is it may be scaled by more in one direction than another. You may also do the reverse and create a building that is smaller inside than outside, or smaller in one direction and larger in another. The interior and exterior sizes of these buildings are set during the design process, and are fixed for all buildings of the same type. In addition, you can place these buildings inside each other, creating recursive expanded spaces. You can pick one up with your Builder without breaking them. If you do this, any machinery inside is frozen in time, and any living being is ejected from space where the entrance was.
394	Built to Last	Quality	300	Stargate Atlantis	You probably took the saying if it's worth doing, it's worth doing well a little too closely to heart. You could build a city to last tens of thousands of years at full functionality or a battery that keeps its unused charge indefinitely. Mere time and weather will not erode your monuments, and your devices may lie dormant for eons, ready to reawaken at any time. It's up to you whether this is due to glowy space crystals (ahem, advanced materials science knowledge) or something stranger.
395	The Enrichment Center Regrets to Inform You That This Next Test is Impossible	Research	300	Portal	Who says you need controls and logical experiments to get workable results? You have a gift for getting useful information out of testing scenarios that would never be allowed in a real lab. To be specific, you can get the same results a top scientific team would get from an expertly designed controlled experiment by running a somewhat dodgy if expensive natural experiment.
396	Automatic Looting & Waste Not, Want Not	Resources - Fiat	300	Mass Effect Andromeda	A Technician can be called in to fix things in the middle of a fight. But when your focus is on keeping your head on your shoulders, who has time to pick up those supplies you ran past 3 hours ago? You, that's who! You now have two things: First, you have some sort of pocket-universe/bag-of-holding/bigger-on-the-inside backpack/whatever that allows you to carry a large amount of loot. The loot will be unsorted, and while you can carry a lot and not notice, you also cannot immediately use what's in your loot bag. You'll first have to have your mineral wealth in the right place to build something with it, and equipment needs to actually be equipped before it can be used. Second, you gain a sort of aura or field that will automatically put anything (that hasn't been claimed by another being) nearby you into your loot bag. Stumble across a dead Kett, you get all the loot a thorough check would have found you if you'd taken your time. A farmer's vegetable field wouldn't work, unless you are knowingly stealing from the owner. The size of the looting-aura grows with how quickly you can move and what areas you can actually access. And the loot you get is determined by your skills. For example, if you have butchery skills, you can auto-loot meat, bones, and/or skin, while skills with electronics would let you get intact pieces of robots. The size of a single item would go up to and include a shuttle or the Nomad. If you run into something bigger than that, you'd need to have the skills to break it down to fit it. Sometimes a Technician just doesn't have the resources they need to get the job done. That's when you have to get creative with what you consider a resource. You have the ability to break down objects that you can personally move into their component parts and/or resources, whichever you wish. If you need a bit of Eezo, an Initiative gun should have some. Don't want to murder some harmless Eirochs? Kett gear usually has some Eiroch Fluid Sacs incorporated into it. In addition to breaking down objects, you also have an accompanying pocket dimension for just resources and/or component parts. It doesn't weigh on you, and you can easily carry around enough resources for any job. If you have the Automatic Looting perk, you can choose to have any raw resources you pick up to go straight into your Resources Bag. And any crafting you do can pull straight from your Resources Bag.
397	No Monsters Were Harmed in the Making of This Product	Resources - Fiat	300	Monster Girl Encyclopedia	The bodies of monsters are useful resources for all sorts of things (Dragon scales make nifty armor, Slime substances can be used for various potions/elixirs, Demon Realm Boar meat is incredibly healthy and invigorating, etc.), so now that monsters are friendly (sometimes too friendly), it's become easier to obtain these once-rare ingredients. However, this leads to a dilemma: how to extract the items without hurting the innocent Mamono. At the lowest level, this perk helps you sense what parts of a creature's body could be useful/profitable (it won't help you exactly identify their use, but it will at least let you know if they're worth taking a look at). But more than that, the perk enables you to easily extract things from a subject's body without actually harming the individual, even if doing so would normally hurt or even kill the person. The subject will generally heal any scars without trouble afterwards, and any removed parts that are irreplaceable will regenerate. Plus, you gain increased skill at preserving the extracted materials for extended durations until you can find a good use for them or hawk them off to buyers.
398	Taydenite & Gift Shop: Material Supply	Resources - Magical	300	Ben 10 0.1	You have found yourself in possession of a large taydenite crystal. Both the rarest and hardest gem in the galaxy, it could be sold for a small fortune. The only thing known to be able to cut taydenite is taydenite. Taydenite is also used to power spaceships, so with some work you could use it as a power source. Purchasing this grants you a replenishing supply of one material that you have accquired a sample of. For 100cp, this is the same amount as your sample and it is replenished monthly.
399	An Artificer's Dream (x6)	Resources - Magical	300	Generic Exalted	Pick a magical material from the following of Jade, Orichalum, Starmetal, Soulsteel, Moonsilver, and Adamant. You now have a source of it provided for you in your warehouse every week, roughly 50lbs worth. If you pick Jade you get 50lbs of each of the five types of Jade. None of this stuff is actually made into anything yet but if you've got the crafting skills you could easily change that. If you pick Starmetal note that you'll probably have the largest (and only regenerating) source of Starmetal in all of Creation. Don't let your enemies find out. In fact, don't let anyone find out you have a regenerating source of any of these materials, whole nations have been put to the torch for less. Magical Materials are incredibly useful, and critical, in the construction of artifacts.
400	Arcane Resources	Resources - Magical	300	Ravenwood	A supply of high quality, magically-active materials. Such materials are useful in the process of casting spells of various sorts, able to act as foci for various spells, or can be used in the creation of potions or artefacts (as described in the Natural Magic perk). Comes with several schematics for potions and artefacts that can be made with these materials. Additionally, this comes with a travel case that can contain up to 16 potions. Potions contained within this imprint to the slot they are placed in for the next 24 hours, at which point the potions respawn the day after they are used. Placing a different potion in the slot allows it to imprint the new potion.
401	Super Sea Snails	Resources - Magical	300	Splatoon	You have a small breeding population of around 10 Super Sea Snails, large snails with crystalline, conical shells. The snails are hermaphroditic and they live for around 15 years. They're more than they seem, they provide an invaluable service- Their shells can be used to imbue hats, shirts, and pairs of shoes with extra Ability Slots, or reroll the abilities of a clothing item with 3 full slots. This kills the Sea Snail, but if you're careful to keep up the population then eventually you might have an entire wardrobe of 3-slot clothing. Also, they're delicious when cooked right.
402	Magic MetaMaterials & Gift Shop: Material Supply	Resources - Magical	300	With This Ring	We hear about swords and armor made of Orihalcum, Mithril, and Jovium, but there are far better uses for these wondrous materials. Jovium is a perfect conductor of heat and electricity, Orihalcum and Mithril hold a magical charge and enchantment far more effectively than ordinary materials, and both are far stronger than their weight would suggest for metals. You receive a metric ton of these three metals for use in any military or industrial project you like, and instructions for producing more. The process, however, of synthesizing common alloys into magical metamaterials requires either a familiarity with metal typically found in journeyman level craftsmen who shape metal such as blacksmiths, welders, and jewelers, or familiarity with arcane practices found in journeyman level enchanters or artificers. Purchasing this grants you a replenishing supply of one material that you have acquired a sample of. For 100cp, this is the same amount as your sample and it is replenished monthly.
403	Mana Gems	Resources - Magical	300	World Seed	One rather important power source used in many energy-hungry magitech devices, and also popular with mages and enchanters, are mana gems. But due to their nature, they cannot be artificially created, only forming after several years of mana condensing and purifying in a single location. This commonly happens only on asteroids, where they can be left undisturbed for long periods of time, and truly vast mana veins can form. But even as mining them can be a hassle, their value makes it worth anyone's while, as they are capable of holding and regenerating massive amounts of mana, with the exact volumes depending on the gem's size and quality. And it seems like you've hit the jackpot, as with this you'll be able to gain a steady supply of mana gems each week. You may decide on a case by case basis whether you want several dozen small and low-quality mana gems, or two to three big and high-quality ones.
404	Programmable Metal	Resources - Mundane	300	Batman the Animated Series	A special metal that can be programmed with only a few slight touches, creating impressive geometric shapes, weapons, or nigh-unbreakable bindings and changing flexibility and rigidity in a moment's notice. In addition to a small supply of the metal that you have, you also have the know how to make more.
405	Store of Omni-Metals	Resources - Mundane	300	DC - Larfleeze	A cargo ship carrying 40 million cubic feet of omnimetal, enough to build several buildings' worth. They predate the current multiverse by a large margin, and are especially attuned to the nature of spatial dimensions. Because of this they're extremely useful in technology involving warping space and bridging between dimensions, making building such creations far easier than they would be otherwise. Your supply is restocked at the beginning of each jump or 10 years.
406	Foraker-Hemphill	Resources - Mundane	300	Honor Harrington	The brilliance of the officers and the planners does a lot to help, but in the end what wins wars is the equipment. The best equipment, a lot of it, and built really quickly and cheaply. That is where you come in. You are an innovator almost beyond peer, able to design and build technology literally decades ahead of your competition. Or if not that, you may build at the normal levels, but build it with an unbelievably tiny resource base or build it so quickly that the enemy simply can't believe their eyes. Your specialization depends upon your faction perk, but at the very least you gain vast knowledge and an in-depth understanding of this universe's tech, enough to be a Jack of All Trades.
407	Nth Metal Ingots & Gift Shop: Material Supply	Resources - Mundane	300	Injustice	Now this is valuable indeed some of the most valuable material on earth, in fact. This set of ingots, when cast into a proper form and utilized in machinery, can negate gravity, allowing for its user to fly if worn as a belt. Furthermore, it possesses extreme strength and power, making it highly suitable for use in weaponry or armor. You gain about ~1 ton of the material, which replenishes weekly if lost or destroyed (and under no other circumstances). Purchasing this grants you a replenishing supply of one material that you have acquired a sample of. For 100cp, this is the same amount as your sample and it is replenished monthly.
408	The Holy Grail	Resources - Mundane	300	Iron Sky	Well now. This is a cup weighing 84 ounces, an endless source of the wonder chemical known as Vril. Vril is a chemical that is behind all of the Vrilian technology in this world, providing unlimited energy, immortality, regeneration and incredibly heightened physical abilities. With a direct drink from this vessel you would be instantly cured of all ailments, and your physical strength is raised to such heights that you can kill a T-Rex with one hit. Plugged in as a power source, which is as simple as dipping wires in it, the grail provides an unlimited amount of any and all energies you might care to ask of it. Even chocolates made of it are enough to reverse decades of aging and fix any diseases plaguing the body. You also get an unlimited supply of these chocolates.
409	Field of Heart-Shaped Herbs	Resources - Mundane	300	Marvel Cinematic Universe Vol. 2	Out of all the Wakandan secrets that lie within the borders of the reclusive city, this one is the most potent secret of them all. It is also the most dangerous. It is a small but potent field, its soil infused with radiation from the ancient Vibranium meteor when it fell to such an extent that it would affect any plant life growing within it, like these herbs. The herbs are taken and ground up so that it may be imbibed, and when the imbiber is buried under a light covering they will find themselves on a spiritual journey to talk with their ancestors... and then rise a greater warrior. Strength and speed that reaches the lower levels of superhuman, durability to survive explosions with minor injuries. Perfect coordination and balance with agility that far outstrips Olympic athletes. It would not be too farfetched to say that the results of this herb match even the ones derived from the Super Soldier formula that made Captain America... and now you have a small field of these plants. Be very careful. After you leave, this can either be a property or a Warehouse Attachment.
410	Waste Not	Resources - Mundane	300	Monster Hunter	You have found out a great secret in the blacksmithing trade – the reason that most blacksmiths usually ask for so many materials to make a certain weapon or armor isn't because its material intensive, but because they can make one for half of the materials and either sell the rest or make another to sell at a profit. The bastards! You have figured out how to use less materials to gain the same result when it comes to crafting your own weapon and armor. At first, it may just be an ore or two less, but with enough practice, you can reduce the amount of materials needed for a project by half[rounded down]. As an added bonus, with enough practice, you have a fifty percent chance to not require high grade or legendary materials [Rubies, Plates, etc] to make an item, provided you can supplement the build with excess materials.

#	Name	Category	CP	Jump	Description
411	Eufiber Tumor	Resources - Mundane	300	Trinity: Aberrant	Don't show this to anyone unless you want to deal with some very awkward questions. Somehow you've acquired a small piece of Anibal Buendia's tissue floating in a nutrient bath, or something very much like it, that secretes strands of living Eufiber. You can use the Eufiber to make Quantum-Attuning suits. Living Eufiber also interacts with other powers in strange ways it is known that cyberkinetic powers are boosted when working with computers linked by a Living Eufiber network they are Attuned to. Finding other uses for this material will require experimentation on your part.
412	Olaminium Stock	Resources - Mundane	300	Trinity: Aeon	A stable isotope of element 114, this recently created material has replaced depleted uranium as the military's ultra-dense material of choice. Being still light enough that it can be used for construction or armor plating, Olaminium is even better than lead at blocking radiation. The sheer demand for this material makes it extremely expensive to acquire, even for the Aeon Trinity, and it is the preferred material for cutting-edge military-grade equipment. You receive about a shoebox's worth of ingots, which replenishes monthly, and the instructions on how to make more.
413	More With Less	Resources - Mundane	300	XCOM	Through careful construction, you can remove unnecessary components and get maximum efficiency into your products. What this means, is that you can create the same quality item while using less resources. Items with which you have a limited supply, such as alien materials, can be stretched farther.
414	Do One Thing At A Time	Speed - Fiat	300	Dinotopia	When you focus yourself on doing a single task, your skill and efficiency doubles. Material requirements are unaffected, but time taken is halved and quality is doubled
415	Workaholic	Speed - Fiat	300	Sonic the Hedgehog	Sometimes you wonder how some geniuses are able to build entire armadas within days or weeks of their last defeat. You become a walking factory of production. Building in masse is something that comes without issue to you. That one bot that took a week to build? Now that one bot is now 5. Or roughly 3x the size it was before. How do you even have the resources to build so much you say? The hell if I know.
416	Foraker-Hemphill	Speed - Mundane	300	Honor Harrington	The brilliance of the officers and the planners does a lot to help, but in the end what wins wars is the equipment. The best equipment, a lot of it, and built really quickly and cheaply. That is where you come in. You are an innovator almost beyond peer, able to design and build technology literally decades ahead of your competition. Or if not that, you may build at the normal levels, but build it with an unbelievably tiny resource base or build it so quickly that the enemy simply can't believe their eyes. Your specialization depends upon your faction perk, but at the very least you gain vast knowledge and an in-depth understanding of this universe's tech, enough to be a Jack of All Trades.
417	Developing Power Lines	Arcana - Innate	400	Ah My Goddess	Earth Lines are the very core of a Earth Spirits power; also known as Dragon Streams, Earth Power Veins, Leylines, and Life Streams. These are the natural flows of the world's core energy, called Earth energy but it's nearly indistinguishable with magical and spiritual energy, the very source of an Earth Spirits power and the connection they have with the world. Whilst it is true that most Earth Lines are immobile and new ones don't appear, without the intervention of a powerful Earth Spirit, God, or Demon you thankfully are a strong enough spirit to do so. You're roughly equal to a God(dess) of the Second Class in raw power and able to move existing lines around to be more in tune with urbane developments or even produce new lines, though such an act would be hugely draining upon the you, on the level of spiritually and magically draining yourself completely in one go to be exact. These Earth Lines can be tapped into by Earth Spirits like yourself, or maybe if your nice and grant permission a few others could gain some benefits of these mystic lines of power, but only an Earth Spirit could use the power found in the Earth Lines to its full potential and non Earth Spirits will find the power on par with a diminished Third Class Earth Spirit.
418	Ambient Magic: Cooking	Arcana - Innate	400	Circle of Magic	A form of Fire Magic, Chef Magic draws power from all aspects of cooking and the manipulation of fire. A Chef Mage's senses of taste and smell are incredibly precise, able to accurately judge both contents and quantities of ingredients. A Chef mage can, in defiance of that age old adage, pull some or all of an ingredient out of a dish with enough concentration. They can enhance flavors, healthiness, or even how much sustenance someone gains. They are also extremely skilled with knives. It is practiced by Jorality Bancanor, Olennika Potcracker, and Gorse.
419	Ambient Magic: Glass	Arcana - Innate	400	Circle of Magic	A form of Fire Magic, in which the user creates unique glass objects with magical abilities (eg. scrying orbs or tracker / warning pellets), as well as identification of glass works without sight through the piece's own knowledge of its form. It is practiced by Kethlun Warder. Glassmages can make lenses and mirrors that grant extrasensory abilities, such as the ability to see magic or track footprints. They can also make warded or incredibly strong windows.
420	Ambient Magic: Smith	Arcana - Innate	400	Circle of Magic	A form of Fire Magic, it allows the sensing and manipulation of metals, ores, and other materials used in Smithing (like coal), resistance to fire and burning metal, resistance to smoke damage to lungs, and varying levels of fire manipulation. It is practiced by Daja and Dedicate Frostpine. Not only are Smithmages immune to normal fire and being pierced by nonmagical metal, they can craft supernaturally sharp blades, future scrying mirrors, and any number of charms from engraved metal or twisted wire.
421	Ambient Magic: Thread	Arcana - Innate	400	Circle of Magic	Ambient magic takes different forms depending on the mage and the craft he or she performs. Each Ambient Magic is considered linked to a specific one of the four elements. There are a multitude of different forms of ambient magic, each linked to ages old traditions such as (but not limited to) cooking, dancing, smithing, weaving, animal tending, sailing, building, gardening, farming, and scribing; or to powerful natural forces, such as fire, wind, weather, and so on. Thread: A form of Earth Magic, it allows the manipulation and enhancement of thread, cloth, and other tools of the weaver or sewer's trade. It is practiced by Sandry and Dedicate Lark. Stitch Witches can enchant bandages to heal wounds, broider veils to hide identities, make clothes that protect like armor or ward away fire, and sew good luck or love charms.
422	The Ancient Music	Arcana - Innate	400	Dishonored 2	Underlying all of reality and even the Void is a musical phenomenon, and study of this underpinning force is something you have devoted your life so far to. As a result, you can design and build devices to take advantage of a 17-note scale derived from this music - the orgels the Overseers hold in such high regard being the most obvious application. If you are able to reproduce the notes correctly, they will disrupt the effect of foul magicks around you - actually, any magics at all, foul or fair. Singing bone charms will become silent, witches will no longer be able to draw on their supernatural oddities, and creatures made with magic - partially or whole - will be unable to approach you while the notes play. With the right device, you can even use the scale to project blasts of sound to knock back and disorient witches who keep their distance. While the effect is a blanket one, disrupting all magic, friend's or foe's, with significant research you could discover harmonies or sub-scales in order to affect only certain types of magic.
423	Ahzidal's Apprentice	Arcana - Innate	400	Elder Scrolls: Skyrim - SB	The art of spellcasting has more to it than just flinging fireballs and screaming about UNLIMITED POWER as one electrocutes their enemies. The arts of Enchantment and Alteration stand as testaments to this fact, enchantment in particular stands as a powerful, yet indirect system of magic and when it comes to this branch and the operation of it only the Dragon Priest Ahzidal is your equal. Like him you've collected vast knowledge pertaining to the various magical bases of the Mer, whether it be the ancient runes of the Ayleids or the process of harmonizing the seven natures of metal. This craft extends far and wide and with it even a mere band of 500 warriors could be given equipment powerful enough to fell a powerful race of spellcasters like the Falmer, or in other, more simple words your enchantments are legendary. You could perhaps go even further, runes are simply another language, and if understanding them allows you to use them, then perhaps even others like that of the Dovah might be as well.
424	Artisan of Moonsilver	Arcana - Innate	400	Exalted: The Lunars	While their tattoos are perhaps the most important artifacts any Lunar will ever bear, they are not the only artifacts in use by the Lunar Exalted. Not by a long shot. Many wonders have been forged of the protean metal that is Moonsilver, exploiting the full potential of this mutable metal. These items are invaluable for the Children of the Moon, for they can change shape along with their owners. Indeed, many older Chosen of the Moon regard the use of moonsilver as the exclusive right of their kind. These elders tend to take a dim view of anyone else possessing moonsilver artifacts and may seize such items for themselves or to pass on to young Lunars. Still, many young Lunars find they will have to create their own panoplies, for their elders often hoard these artifacts to themselves. It is a good thing then, that you are an exceptionally talented artisan, a master in all the mundane crafts and even further genius at working the mercurial Moonsilver that responds best to you. You have been granted the secrets of creating artifacts from that changeable metal, as well as how to make mundane armor into the Moon-Faced Mail that likewise shifts to fit whatever form you are currently wearing. Even the most important technique of the No Moons is known to you, the Form-Fixing Method that binds the moonsilver tattoos to the body of newly reincarnated Lunars
425	Crystal Metallurgy	Arcana - Innate	400	Final Fantasy XIV	You figure that it would only be a matter of time until somebody attempted to forge a suit of armor out of crystal. Frankly, with the materials available and the tools there, it's more of a surprise that it hasn't happened already. Of course when you actually try it, you'll realize why -the magic surrounding the crystals is simply too strong to be forged using traditional means. But if traditional means won't work, that just tells you that you need to employ more esoteric means of forging. Forging not with traditional fire, but with the concentrated essence of Aether and fire crystals, you can bring to life a suit of armor with crystal alone -retaining its Aether collecting properties, and magnifying the effects of spells all around it. Perhaps with time, you might be able to make golems with this
426	Downsized & Upsized	Arcana - Innate	400	Gemcraft - Frostborn Wrath	While gems the size of a room are the most efficient and stable, this perk will give you the skills necessary to create gems that are smaller than that. The strength of a gem relative to its cost scales with its volume, so small gems might seem useless at first glance, but gems effectively do not have an upper bound for how high they can scale. Feel free to make an Orb of Presence fit for a backpack, and carry around a staff with a gem on the top for blasting foes, or launch gem bombs the size of grenades and leave behind gem-wasps the size of flies to distract your foes. While making gems the size of entire buildings is possible for normal wizards, they usually don't bother, since they have a tendency to cause widespread devastation when they break, and that can endanger the wizard that cast the spells. If you don't mind working around the potentially deadly consequences of summoning huge gems, this perk will give you the skills necessary to scale your gems as large as you want, so long as the entire thing can fit within your spellcasting range. Of course, you will draw a lot of attention doing this.
427	Mystic Eyes of Permanence	Arcana - Innate	400	Generic Isekai	Your unusual blood has manifested in the form of a unique set of eyes. These eyes give you the ability to see the structure of magical effects, and spend your own mana to optimize those effects, extending their duration indefinitely. You can create magical flames that burn without fuel, force walls that endure for years, enchantments that never fade, perpetual constructs, and more. Magic you create or modify with the Eyes can still be broken or dispelled, but will remain forever if left undisturbed.
428	Yajnatek Mysteries	Arcana - Innate	400	Grant Morrison's 18 Days	In ancient fires, and with flesh screaming, a blood price can be paid to merge body with arcane songs and hammer blows. You know the ancient rituals and mantras involved in making the very greatest works possible, things like the Astras, Celestial Armors or Weapons, or other miraculous crafts. From the sutras needed to get gods to bless things to the exact schematics for the greatest and most terrible weapons, your knowledge could save the world... or cause it to die screaming. Nor are the Astras the limit of your power. It's a little known secret that the Superwarriors, the perfect Demigods that stride the world, were engineered in the Second Age, enhanced through genetics, psionic and magical technology, blessed with divine powers and magic, and countless other measures besides. All of these secrets lie within your knowledge now, just waiting to be made reality. One thing to note, oh Great One. Even the least of the things you know will take tremendous, utterly horrific quantities of time, energy, and personal effort to make, such that even the greatest kingdoms of this era would struggle to put together, barring surprises on your end. And while your knowledge does mean you can make these things, it does not necessarily let you branch out or apply the same principles to other things, being essentially only knowledge.
429	All Magic Affinity	Arcana - Innate	400	In Another World With My Smartphone	Like what it implies, you have an Affinity with all types of magic, including all types of Null magic. This means that you have the (possibly unique) ability to use all types of magic in the world, needing only to know the chant needed to activate it and a general idea of what the magic is supposed to do. For example by knowing that the Gate spell requires the chant of gate and that it is a spell that opens a portal to a place you have already been you would be capable of casting that spell. You carry this ability to quickly learn and master all forms of magic to future worlds and systems. Leaving that aside your magic is tremendously potent and you have a monstrous amount of magical energy, enough that you could chain cast extremely powerful spells affecting incredible numbers of people without even noticing fatigue, much less actually suffering from such. In fact unless and until someone tells you that magical fatigue is supposed to be a thing after casting a lot of magic you probably won't even realize there's supposed to be a limit on how much magic a person can use.
430	Milkshake!	Arcana - Innate	400	Make a Wish	You are a prodigy at making potions, capable of preparing any type of exotic ingredients and making potions that give nightmares to even experienced masters, you have knowledge of many potions made in this world and change them to taste like strawberry milkshake or any other flavour you like, you have a knack for learning new recipes, modifying old recipes to work with new ingredients and creating new potions wholesale with creatures out of this world. You also have the less regarded ability to mix cooking talent and knowledge of chemistry with your potion making, which makes your potion making linked with cooking knowledge and chemistry.
431	Natural Magic	Arcana - Innate	400	Ravenwood	People are not the only things afflicted with the corruptive influence of the Demiplane, the trees, the stone, the metal, everything possesses some degree of taint from this cursed plane of existence. And now you can use that to your advantage. You possess an innate understanding towards the mystical properties of nearly all materials within (and outside) the Demiplane, and how to shape them. By cutting gems, forming metal, grinding stone, and putting all the disparate pieces together, you can create artificial spell matrices that naturally generate and collect magical energies and can shape them into spell effects. While not often the prettiest things around, these artifacts are capable of granting magic to even the uninitiated. However, it takes precise craftsmanship and extensive design periods to make even basic items. This perk also extends to the creation of potions. These are much simpler to create compared to artifacts, requiring only the right herbs, water, and a catalyst of magical energy, which can be provided by even the most basic of spell matrices. Additionally, any similar skills in future jumps, can be replicated with study using this perk.
432	A Price For Everything	Arcana - Innate	400	Rick and Morty	Curses! You can curse objects. The curse affects anyone in possession of the object and can only be dispelled by unnaturally advanced science or magic. The more ironic the object/curse combination the more powerful it is. Pairs of running shoes that cause people to run till they die, fox boas that skin the user, etc.
433	Enchantment	Arcana - Innate	400	Silmarillion	The Elves are capable of great works of Enchantment, able to infuse their spirits into things they create and tie into the natural forces of Arda. Rings of power, magical orbs that can see far distance, runes of power crafted alongside the Dwarves. You are an expert on the path of enchantment. Non-weapon enchanted items are your expertise and with enough time and training you could potentially create a ring of power to rival even that of Sauron or craft something in the like of the mighty Silmarils.
434	Spiritual Array Master & Cultivation	Arcana - Innate	400	The Great Ruler	Making a Spiritual Array is simply a special method of resonating Spiritual Energy. It will activate the Spiritual Aura within the world, creating both offensive and defensive measures. Spiritual Arrays are made up of Spiritual Seals. The more powerful and talented someone is, the more seals they can make. The more complex the array, the more seals are needed. Seal masters are divided into 9 ranks, 1 to 9, each much harder to reach than the last, though the actual ranks are slightly more complicated after the 5th rank. Few people will even be able to reach the 5th rank. Despite it sounding simple, once you get to the threshold of a rank making the next seal becomes much harder, similar to making a breakthrough in cultivation. You have been trained up to 3rd rank, able to create more than 100 seals. Nothing groundbreaking but impressive nonetheless. But you also have an advantage that would make many envious; you have the potential to enter the Heart Array State at will, allowing you to improve your array skills extremely quickly, as well as increasing your ability in its use while in the state. Keep training and you can eventually enter the higher forms of it like the Heart Eye State which greatly increases your array capability. You gain the ability to cultivate, starting off at the Spiritual Movement Stage. The cultivation of the Great Thousand Worlds is Spiritual Power. If you happen to have already cultivated Dou Qi from Battle Through The Heavens, you will find that the Dou Qi has the unique ability to convert itself into the purer Spiritual Power. This means that you can essentially choose to integrate your two cultivations together and boost your Spiritual Power to high levels immediately, or keep them separate. The cultivation of the Thousand Worlds goes several realms higher than that of Dou Qi, so it can become much stronger. There are 12 stages of the cultivation of Spiritual Power, with each stage being split into a variety of levels. In the more backwater places, you would be lucky to find someone who has reached the level of Heavenly Fusion, while in the more populated areas it is not uncommon to find Sovereign class cultivators. In the Spirit Stage of the Spiritual Energy cultivation path, one has the ability to ingest the Soul Essence of a Spiritual Beast. However, there is a limit to the Soul Essence. As you get stronger, the Soul Essence that you have refined before will gradually lose its effect. This means that most essences will lose their effect before the Heavenly Completion Stage. However, if the Soul Essence that you have refined is powerful enough, the power will still remain even in the later level, giving those that have them an edge. Reaching the Sovereign Stage marks a major change in your cultivation. One must pass through 3 'disasters' where your body, energy, and soul are refined to a higher grade, yet failure is easy and can carry fatal consequences. Once you reach pass these trials and reach the Sovereign stage you will gain the Sovereign Sea, which is a much more powerful container for your Spiritual Power. The spiritual energy itself of Sovereign Masters possesses unique attributes. Some people's spiritual energies are cold in nature, and some are blazing hot. This is because their spiritual energies have their own sagacities depending on what kind of energies they take in and have attuned it to. Sovereigns also gain the ability to cultivate a Sovereigns Body which, depending on the rank, can give them great physical power. There are certain Celestial Body techniques one can cultivate to gain a more powerful Sovereigns Body, though they are often closely guarded secrets of clans. By pouring your Spiritual Power into someone else, you can awaken their ability to cultivate, not that that will do them much good without further guidance.

#	Name	Category	CP	Jump	Description
435	Enchanting	Arcana - Innate	400	World Seed	Enchanting is a skill probably best described as the enhancement of an object's Aura. At first, one would need to find out which enhancement fits an object best, though skilled enchanters obviously do not need to care about that, and then lay down a basic enchantment that increases a stat, like wisdom and strength, or attack and defence. Like normal magic, there are two forms of enchanting, arcane and runic, though enchanting is by no means a magic, but rather a skill like sewing or tailoring. The former requires you to know the right school of magic related to your enchantments, like a magic that increases toughness for a durability enchantment, but is more powerful because of that, while the latter simply requires you to know the right runes and how to use them. Although normally people would specialize in one of these forms of enchanting, you're skilled in both of them, enough that you'll soon be able to easily start using more advanced form of enchanting, such as giving objects elemental enchantments or even very specific abilities, though for the latter you need to be at least somewhat familiar with them yourself. With some experimentation, you'll also be able to learn techniques that will increase the power of your enchantments by dozens of times, like material enchanting, where you enchant an object at every stage of its creation, such as enchanting the steel a sword will be forged from, the fire that will be used to melt it, and the water used to cool it, after which you enchant the finished sword one last time after its completion. Another trick to enchanting is that natural objects like wood or animal parts can fit up to two or three times more enchantments like man made ones in them. After a creature dies, and its soul dissipates, the aura is left withered, a shadow of its former self. But because of that hollowness, that emptiness, those items have far more room for improvement of their aura, allowing for the creation of a staff that can match up to any plasma weapon, or a bow that will never miss its mark. You excel at finding similar loopholes and techniques to advance your skills whether they are enchanting or not, and even if you were ever stuck, with seemingly no way to advance your skills to the next level, as long as you continue to research and experiment, you'll also be able to either innovate or learn something that will allow them to continue on growing. This works even when it absolutely shouldn't. Rest assured, there will be no barriers to bar you from growing ever more competent. Work at it for a few years, and even something on the level of the Seeds would not be beyond you. And considering your skill at enchanting, that will become useful far sooner than you might've thought, starting at a level others would need years to reach. You can probe the Aura of anything with a mere glance, knowing at a moment's notice what enchantments would fit best, and the speed at which you work your magic might make other people think you're doing it with just a wave of your hand. And you'll continue to be able to work at that speed no matter how complex the work you're attempting. Who knows, you might even become the first combat enchanter with that kind of skill.
436	Roman Manuals and Gaelic Recipes	Arcana - Study	400	Asterix the Gaul	These are a collection of every potion seen in the series, and also every single artefact, such as the collapsing chariots for one, ever used by a roman. Thrown in are all the mundane materials such as Gallic food and medicine recipes, wine-making tricks...if it counts as a recipe used by the Gallic people at this point of time or any time previously, it's in this collections, just as every single item that could be considered a Roman manual, including the details for their roads, their galleys, their military doctrine, all are collated into the manuals.
437	Grand Library	Arcana - Study	400	Dishonored 2	Built of dark grey stone and the rich wood of Serkonos's mountain forests, the grand library seems embedded with a chasm, crossed with catwalks and bridges. It contains thousands of books, painstakingly hand-written on occult and metaphysical topics, and hundreds of years of research on the astronomy and metaphysics of the world can be found in their leather covers. While rare diamonds of practical knowledge are scattered between the books, the more academic literature is likely to help you in developing your own magics or rituals. The Grand Library updates for each new jump, adding further shelves of books along grey stone escarpments, and providing a comprehensive academic knowledge base of the metaphysics, magic and dimensions of your local setting, though it will not contain books which already exist. The Grand Library attaches to your Cosmic Warehouse or other pocket dimension.
438	Do It Yourself Dungeon Heart	Arcana - Study	400	Dungeon Keeper Ami	Not exactly a dungeon heart, this is actually a book explaining how to make the gold powered dungeon hearts found on the avatar islands, though it relies less on the power of the dark gods for mana it also has a much lower output than the older model organic dungeon hearts. While a person can be made a keeper using this kind of heart and existing keepers can use them as well it has many flaws such as the inability to create living imps, having a much much lower mana output than normal keeper hearts, requiring large amounts of gold in order for it to create mana as a normal heart would. On the plus side you can change its looks to some extent, generally it will keep the glowing orb in the center in some fashion but the other parts can be changed into quite a few different designs from plant statues, to bones, even a small crystal pyramid.
439	Uchiha Jutsu Archive	Arcana - Study	400	Generic Naruto Fanfiction	The Uchiha really were quite shameless in their day, always going around copying everybody else's lifetimes of hard work just by using their special eyes. Well, at least you get to benefit from that. Somehow you've obtained a copy of the complete Uchiha Jutsu Archive, everything that several generations of dedicated intellectual property thieves could copy from every other ninja village, clan and small ninja child in the Elemental Nations. Pretty much any and every technique, seal, chemical formula, pill/cookie recipe or random dance routine that that one Uchiha liked can be found in here. Any knowledge that wasn't limited to literally just one person, family, or bloodline or was based purely on sealless chakra manipulation (such as the Rasengan) and thus uncopyable by the Sharingan is in the archive, all of them laid out in such a clear and concise format that any half-competent ninja could teach himself just by reading the scroll. This archive will update with a complete set of spells, fighting styles, etc, etc. from any setting that you have visited and will visit in the future. Provided it could be generously called public, or even semi-private, knowledge it will be in here. Only the most super-secret, utterly private techniques are missing; after all, even the best copyright pirates can't get everything. This place is comprehensively warded against thievery, somewhat ironically, and it would take a team of top-tier infiltration specialists to even attempt to breach it. Of course its best defense is that, at least at jump start, no one knows you have it. Post jump you can have this become a warehouse attachment.
440	Notes of Thoth	Arcana - Study	400	Kane Chronicles	When Thoth, the god of writing, knowledge, and magic was young, he traveled to the far reaches of the Duat, researching the natures and mechanics of those regions, as well as the spirits and gods that called those places home. His field notes - and the many powers and dangerous spells that resulted from them, later became known as the Book of Thoth. By purchasing this, you gain a collection of his notes about the nature of gods, spirits, and other dimensions and planes of existence in this setting, which could be used to invent many of the spells the Book contained for yourself. Post-jump, these notes will update to include the local versions of such things in new settings.
441	Library	Arcana - Study	400	Touhou Luna Nights	You have a copy of the Scarlet Devil Mansion's library. It's very extensively furnished with grimoires and other books containing extensive information on magical arts and the world around you. You could easily teach yourself or someone else any magic in this series with the contents of the library, if you had the patience to study the vast trove of wisdom.
442	Wizard's Domain	Facilities - Arcane	400	Ben 10 0.1	Having seen the writing on the wall or having stolen from someone who did, you have managed to isolate a small pocket of Ledgerdomain and constructed a defensible lair within it. This is a comfortable mansion with plenty of amenities, books on simple and advanced spells from this world, and conveniently generates any spell components you happen to need for your many spells and rituals. In addition, being in an isolated dimension made of magic greatly empowers your own spellcasting and makes it both easier to cast and just a bit more powerful. You may enter and leave this little pocket plane simply by thinking about it, a portal entering or leaving it appearing nearby.
443	Alchemical Foundry & Mythic Forge & Dust Refinery & Arcane Smelter	Facilities - Arcane	400	Endless Legend	You gain the equipment needed to extract, process, and refine Titanium and Glassteel. It exacts about one ingot a week. You possess the tools to gather, refine, and process Mithrite and Hyperium. Good luck finding it, much less finding some that others haven't already claimed. Able to infuse Dust with new life, the Refinery is the staple of Dust Enchantment. While Dust infused iron is common, it pales compared to the Dust enchantments this refinery allows. Allows for the crafting of Foci and magic rings, talismans, insignias, and tomes. A self-contained device used to extract, process, and refine Palladium and Adamantium. A must have for the smith on the go.
444	The Hall of the Perfect Circle	Facilities - Arcane	400	Exalted: The Solars	The Solar Exaltation is an engine of near perfection, split up into five parts. The castes serve to diversify the bearers of the exaltation and is brought into harmony within a perfect circle, a gathering of a single member of each of the five castes. And in honor of this most sacred harmony, this manse has been constructed. A great manor built in the style of the early first age, where perfect geometry and design met with principles of practicality and efficiency; a far cry from the ostentatious grandeur of the later years. But within the main hall rests five doors in perfect symmetry, each bearing the mark of a different caste emblazoned upon their face. Behind each door lies a room constructed to push the abilities of the Lawgivers to their very limits, to awaken further understanding through adversity. For the Bronze Tigers an ever shifting battlefield, complete with highly skilled automatons and simulated environments to push even the most skilled warriors to their very limits. For the Golden Bulls therein lies a temple to the Highest of Holies, a place where they can focus and realign themselves to their cause. As an additional provision this temple also contains tools and features to help train resistance, such as meditations on a bed of spikes or walking across molten orichalcum. For the Copper Spiders, a most wondrous forge to be theirs. Complete with all the tools required to construct some truly awe inspiring works of artifice should they possess the talent and the patience. For the Iron Wolves, their room contains an ever shifting puzzle building. Fixed only when the door is opened this place is designed to push stealth and infiltration techniques to the highest possible level. However one other benefit is the owner can submit the plans to a compound, real or not, and find it simulated here as a way to test their skills through places of their own devising. And finally for the Quicksilver Falcons, within their portal lies the ballroom of a magnificent manor. Within here simulacrums vie and jockey for social standing, ever perceptive to the slightest misstep and always eager for the slightest loophole in an agreement. After learning to survive and thrive in this merciless atmosphere, navigating most other social events is almost no effort at all.
445	Prismatic Laboratory	Facilities - Arcane	400	Fallen London	The principle of acute observation is light! And to that end, you have fashioned a workspace of lenses, liquids, critters and crystals to focus upon recreating a spectrum of lights fantastic. Ah, the impossible palette: those colors only seen in the Neath! You may not always produce something like it, but you will produce their inks and lenses in time.
446	Working Unlimited Guns	Facilities - Arcane	400	Fate/Grand Order - Part One	A complete gun smithing set made out of a strange black metal. There are tools here for every process of creation, from shaping the metal to the fine details of the gun itself. What makes this set special is several qualities. Firstly, any gun it creates will count as a magical creation and the user is able to copy spells or magic that they can use into the gun to transfer those effects onto the weapon itself, though how they manifest may change depending on the gun type. The forge is also able to easily convert other weapons or objects into guns of similar size, retaining all their normal properties but in firearm form.
447	Temple of Solomon	Facilities - Arcane	400	Fate/Legends - Oasis of Fantasy	A place that has long been abandoned or, at least, a replica of the one currently in use. The Temple of Solomon is perhaps the grandest magical workshop ever to be created, one so great that it does not even exist in the mundane world. Sealed away in imaginary number space, it is only accessible to others through highly complex and difficult magical workings, though you can enter your hidden base with nothing but a thought provided you are not blocked by some means. The temple itself is quite large, with the small dimension covering several city blocks of area and the building being the size of a large mansion. Within is almost every one of Solomon's personal notes and research on magecraft and magic, along with a great deal of lore from other famous magicians of his time and from later on as well. The small dimension has been connected to a replica of Solomon's created magical circuits which empower the framework the workshop sits on, serving to provide a immense magical fuel source for any project you might wish to run within this space as you can freely draw on the amount of energy the King of Magic had while alive when you are in here. Finally, death in this realm is not permanent and it is far easier to bring back those who die when it is within this place. For your purposes, this means that dying in this temple will not count as an end to your chain. You may import an existing structure into this role.
448	Progressive Estate	Facilities - Arcane	400	Fate/Legends - Strange New World	No man of science is complete without his laboratory of choice and neither can a proper magus be found without a workshop to house his life's work. It's much more rare that both are found in the same place however. This rather luxurious, lush and expansive estate you now own, with a few hundred acres of land and very sizeable manor house, is really just the window dressing. Attached to that fancy house up there is a combined laboratory/mansion the size of the very mansion it is attached to. Filled with technology and academic research at the very cutting edge of the 20th century, and somehow a few steps further in some cases, on three different fields of technology as well as a wide range of magecraft tools, research and notes on three magical topics of choice that would be well regarded even in the upper echelons of the Mages' Association. While each side is already quite impressive, it is the small library regarding the efforts of the previous owner of the home to find applications towards mixing each side that is the hidden gold here. Notes on how to truly bring out the potential of technology with magecraft and vice versa are here. As well as all this, the entire estate, manor and laboratory are surrounded with multiple layers of defense and obfuscation of both technological and magical means. A small army could not break in, even if they could find the place. You may import a property into this.
449	Workshop	Facilities - Arcane	400	Generic Naruto Fanfiction	Going out and beating people up is not all there is to being a ninja, certainly not in the myriad worlds of Naruto fanfiction. There's a lot of space for less outdoorsy activities, such as seal-creation, weapons-forging, and so on. That's where this beautiful place comes in! It's the ultimate workshop, perfect for just about anything you may care to work at. It has a huge supply of papers and inks for your fuuinjutsu needs, herbs and plants for preparing poisons or medicines, a forge and metal supplies for smithing, timber for woodwork, and so on, for anything else you may care to work on. The quantities of the materials generated depend on their rarity and value. Something like ordinary paper and ink, or plain steel and wood, would never run out no matter how much you use, while things like paper from special, chakra-enriched trees would be in far shorter supply. But no matter how rare something might be, so long as it's not absolutely unique, you can expect to find it here, and in sufficient quantities to work with. At the absolute slowest, for materials of priceless rarity like high quality chakra-storing gemstones or metals, you could expect a supply to regenerate bi-yearly, and proportionately lesser times for less rare substances. In future worlds this workshop updates with materials and ingredients of the respective settings, with the same replenishment rules remaining in effect.
450	Greenhouse Three	Facilities - Arcane	400	Harry Potter and the Methods of Rationality	Or any other number you like, really. This greenhouse, either inserted into new worlds in a location of your choosing or attached to your Warehouse, is perfect for growing all manner of magical plants. So perfect, in fact, that it can grow new ones! In addition to several rows of plots and potted plants of all kinds, it contains four larger plots; one at each corner, suitable for one large tree apiece. Planting any kind of magical raw material, such as Re'em blood or unicorn hair, makes a tree that grows that material. Liquid materials are stored in hard, coconut-like fruits on the tree, easily broken with concerted effort but highly unlikely to spill, split, or otherwise damage the surrounding plant life no matter how volatile your reagent is. Since it's a magically expanded greenhouse with literally every species of plant life in it, it also has a bit of magic so that all you need to do is think of what you need and start walking down a row, and you'll reach it within seven paces. All plants within this greenhouse are automatically cared for and reach maturity within a maximum of one week. Plants are kept docile by the greenhouse's magic, so don't worry about the Venomous Tentacula eating one of your ears while you're not looking. Doesn't automatically update in future jumps, but you can bring new plants into it manually and incorporate them into the greenhouse by planting them in the provided pots. A must-have for aspiring Potions masters.
451	Altar of Spellmaking	Facilities - Arcane	400	Morroblivion	Your own personal altar of spellmaking. Allows you to make spells. With Spellmaker increases efficiency of the process and quality of spells made.
452	The Alchemy Machine	Facilities - Arcane	400	Shivers	Created by the legendary alchemist Louis Garcon, this mysterious machine combines modern science with principles passed down from ancient Egyptian times. Should you have any alchemic ability or knowledge, using this machine will not only drastically enhance the potency of anything you create, but also significantly boost the output. Careful experimentation may even let you learn to automate the alchemic process, allowing the machine to produce indefinitely if provided with supplies. Without such knowledge, though, expect significantly more experimentation before you achieve anything of note.
453	Gromwood	Facilities - Arcane	400	Skulduggery Pleasant V1.05	This house on a hill, large enough to be considered a manor, has come into your possession, perhaps after the death of a relative. While it has many rather ominous pictures on its walls and no small amount of unused sports equipment, the houses true appeal is what lies underneath it. Thought a secret passageway, you may access an extensive labyrinth hidden below the property. This labyrinth, called the Caves of the Void, is home to a variety of monsters capable of smelling magic, which they use to hunt intruders. You of course, won't be hunted by these beasts (unless you want to be, for whatever reason). Within this maze are veins of a special black crystal, which has been a key component used to create weapons like the Sceptre of the Ancients, capable of killing gods. And in the deepest part of the caves is the Source Fountain, a pool that turns whatever you place within it magical. The house is completely paid off, and has free running water, electricity, AC and secure internet.
454	Miskatonic University	Facilities - Arcane	400	Smash Up - Obligatory Cthulhu Supplement	Home of the Fighting Cephalopods, this college campus has an unusually soothing atmosphere, a well-stocked library, and most curiously, everyone studying here benefits from any memory, training/learning booster or uncapper perks you personally possess.
455	Mini-Hakkero	Facilities - Arcane	400	Touhou Forbidden Hermit	You have a mystical, magical furnace shaped like an octagon and made of hihi'irokane. Each corner is emblazoned with a different trigram with different powers, such as generating a lot of heat, producing a cool breeze for hot days, and the ability to amplify magic through it to blast a Master Spark – enough to reduce a mountain to ashes. As such a potent magical item, it's very handy for magical research too.
456	Suzunaan	Facilities - Arcane	400	Touhou Forbidden Hermit	You have a kasha-hon, a kind of traditional Japanese library, containing a wide variety of mostly-mundane books. On its own it will turn a mild profit, sufficient to live off and have minor hobbies on your own, but in addition it contains the materials for a traditional Japanese woodblock printing press. Books, scrolls and the like copied with the press will retain all the supernatural abilities of the original copy, enabling you to mass-produce enchanted papercrafts, though depending on the size of the book you are unlikely to be able to produce more than a few hundred every day of work, and producing the woodblocks to print will take some time on its own.
457	The Factory	Facilities - Mundane	400	9 Jumpchain	Your very own version of The Machine's factory, an immense industrial complex designed to be operated by the Machine. The Factory is primarily designed to produce and supply the Steel Behemoths that The Machine was originally assigned to create, and which it used to eventually wipe out all life on Earth. This item contains all the machinery needed to create the parts needed to create the Behemoths, as well as all the fuel and ammunition. It also generates all of these, allowing for the creation of 1 Behemoth per day while generating enough parts, ammunition, and fuel to supply up to 100 constantly active Behemoths. With the right expertise, you can even reconfigure The Factory to create and support some other construct of a similar scale. If you supply it with the right materials, you can easily upscale the production capacity of The Factory. Much like The Machine's factory, this includes a harness for an AI core complete with arms that end in all manner of manipulators and tools.

#	Name	Category	CP	Jump	Description
458	Chop Shop	Facilities - Mundane	400	Ben 10 0.1	Alright, you got the car. Now you need someplace to put it and fix it up when somebody inevitably wrecks it. You've got your own little garage full of everything you need to fix and maintain vehicles you own, as well as stuff like weapons and little gizmos. Even if you've got some advanced alien technology nobody else has, the tools you need to fix it up can be found here as long as it's nothing super rare or unique. Car? Easy. Laser rifle? Pick up that welder and get on it. No matter what it is, you can bring in just about anything to this chop shop and find the tools needed to fix it. Only downside is that it's not really great for things like big battleships or stuff the size of a building...it's just the size of a normal garage, after all.
459	Candyland	Facilities - Mundane	400	Fantastic Four	What is a scientist without a worthy lab? Yours is, thankfully. Indeed, few laboratories in the world could be found that would be able to beat this place. You have a huge lab setup, probably spanning multiple floors of a huge building or a truly ridiculously sized compound on the ground, and when it comes to Science of any and all kinds, this place is as close to nirvana as it gets. It doesn't even matter what kind of science you pursue, as the facilities here cover every single one of them. From biology to advanced astrophysics to psychology, this place has the very, absolute finest facilities possible to get, millions, potentially billions of dollars worth of equipment. The quantities you have here of things depends on their rarity in the outside world, but you have an unlimited supply of everything 'common', including live bodies of generic non-people and animals, all up to specifications. From there the rarer something is the fewer samples you have of it, but no matter if it's rare samples of bacteria, radioactive metals or anything in between, this place is bound to have some of it, enough to make something good. Everything restocks, again depending on rarity, but even the rarest samples are back in a couple months. In future worlds too, everything here, including the databanks in the computers, updates to equal levels in the local world.
460	Augmentation Suite	Facilities - Mundane	400	Generic Cyberpunk	Not everybody can build a better future, but the advance of technology has made it more than possible to build a better man. These tools include those required to both maintain, service, construct, and even design or install nearly any cybernetic implant or device imaginable. Of special note is the high end fabrication capabilities that can let you throw together such devices within minutes to hours, allowing you to respond to your needs on the fly. An installation suite includes the medically sterile space necessary to perform even the most complicated or delicate operation involved, and all the requisite tools. Whether you're setting up shop in a professional manner or servicing the more shady types out of the back of an expanded bus for dirty money, you have everything you need or could want. You may choose to have all of this connected to or fused with your warehouse. Everything replenishes and is restored in a day if destroyed, and you have a limitless supply of materials barring anything truly extraordinary which will require you to provide yourself.
461	Shipyard	Facilities - Mundane	400	Honor Harrington	Well, look who struck big! This is a full-fledged Orbital shipyard, capable of making any and all ships you have the knowhow of making. It is automated to the absolutely maximum degree, and what remains is taken care of by an NPC crew of expert technicians who are not and may never become companions. It creates the resources to build both ships and space stations ex nihilo, generating enough to build one Manticoran Superdreadnought every three months. It updates automatically, creating new docks of whatever sizes are needed as you acquire or design new schematics and technology, along with generating any materials required. Except, that is, for any super-rare materials, which are generated at a much more reduced pace, enough to create a single ship using them in about an year. In future worlds, too, it automatically updates with whatever parts and materials are required to build any starships or other space constructions that you know how to build. In case building a starship absolutely requires sapient people, it generates NPCs with the requisite capabilities.
462	Auto Shop	Facilities - Mundane	400	My Life As A Teenage Robot	This item is some kind of repair shop owned or otherwise freely accessible by you. The facilities here are able to repair any Mechanical device within 8 hours, including yourself, and can easily and quickly install any upgrades or technologies. And more so this shop is able to 'reformat' any mechanical or technological device, altering its aesthetics in any possible way and changing its basic form. When reformatting you can also have Mechanical capabilities adjusted, altering them in a give and take fashion. The shop can be staffed by anyone/thing you want or fully automated so long as this nature doesn't provide noticeable advantage beyond the item's function.
463	Recyclotron & Fabricator	Facilities - Mundane	400	Personal Reality Supplement	This option adds a matter recycler to your Personal Reality, which will break down any biological waste into compost, clean all water run through it, and transform any non-organics back into their basic compounds or elements. The Recyclotron can handle the waste output of a major city like Paris or Mumbai. If you have Maintenance Systems, they will dump garbage into it for you. The Recyclotron can also be set to jettison into the void any recycled matter over a certain amount so that you won't have to deal with sixty gigatons of compost or plastic filament. Each 50 WP spent on this after the initial investment quadruples the handling capacity and material storage. Can't dispose of McGuffins in their native reality... or might, but also might explode. This Recyclotron Upgrade turns any raw materials harvested by the Recyclotron into anything you have a blueprint for. Adding a blueprint is as simple as tossing a sample of any item you know how to make into the Recyclotron. Anything made by the fabricator will be a perfect physical copy of what was dumped into it. This does not include any metaphysical properties and you'll have to supply all required materials.
464	Industrial Fabber	Facilities - Mundane	400	Schlock Mercenary Rebuild	A massive fabber that is used for industrial applications like building starships. It can't be hosted in a spaceship, but could help you to build your own if fed raw material from space-rocks and such. It is capable of building annie plants if given sufficient time. It comes with a full tech database of all publicly available technologies, and will update to add any new publicly available technologies in future Jumps.
465	Factory 436-1337	Facilities - Mundane	400	Smash Up	Robots building robots? How perverse. This repurposed Boeing plant can operate at all hours of the night and day, churning out robots of any size, function or design you may wish. Automatically updates with local technology in new settings.
466	Advanced Lab	Facilities - Mundane	400	Timespinner	A high-tech laboratory, kitted out with everything needed for high-end scientific exploration. It has an assembly line that can be set-up to transform raw materials into machinery via set blueprints or break down trash into raw materials, vats for cloning and developing living tissue, and offices and workspaces for general development. It is controlled and powered by a central energy core, which also doubles as a supercomputer. It can be accessed via a door in your warehouse, and can be physically inserted into a Jump and accessed directly. Finally, special spacio-temporal support buffers allow it to survive in the event of the universe ceasing to exist, and it will emergency teleport you within itself in such an event, until it is safe to emerge.
467	Sewing Room	Facilities - Mundane	400	Twokinds	Just as a cook needs a kitchen and a mage needs a laboratory, a seamstress needs a sewing room! This cozy space contains every tool you'll need to craft beautiful garments and functional clothing. This workshop also comes with a wide variety of fabrics, fasteners, and other supplies you'll need to complete your crafts. Even rare and exotic materials, like drake leather and wyvernsilk, are included in your stockpile.
468	Fringe Institute Fab-Unit 20,000	Facilities - Mundane	400	World of Darkness - Genius the Transgression	A marvel of technological wonder, and an outright Wonder at that. This device can take mundane objects and combine them together whilst maintaining the best of the two items. When used the items merge together so that it keeps the chosen properties of each, though without stacking redundant attributes. Ex. A computer chip and a brand new superconductor would produce a new computer chip designed with the superconductor already in place. However, two nearly identical computer chips wouldn't make a computer chip twice as good as the originals.
469	Armsfusion Crafter	Gear - Arcane	400	Aion	This magical machine will merge any two weapons or pieces of armor placed into it into a single weapon or piece of armor. The two items need not be weapons or armor, but they must be similar. The machine is roughly the size of a coffin. When used the items merge so that it keeps the superior properties of each without stacking old properties. For example sword A has +5 str. Sword B has +3 str as well as deals lightning damage. The resulting sword would have +5 str and lightning dmg.
470	Stravhs' Whetstone	Gear - Arcane	400	Banner Saga	In the stories, The God Stravhs sold silver weapons to the other Gods so they might kill each other. This whetstone hones any weapon to perfect sharpness or functionality and makes it incredibly potent in slaying enemies supernatural or divine.
471	Unique Uniques	Gear - Arcane	400	Modded Skyrim	You know, is there really a point to making haxcalibur if it looks the same as any other broadsword? That's just a waste. Thats where this thing comes in! It's a small ring with a black stone embedded. Wearing it will allow you to visually reskin any customized, special, unique, or otherwise non ordinary weapon, armor, or item you can get your hands on. Your choice if said change is retroactive.
472	Twin Corns	Gear - Arcane	400	Monster Girl Encyclopedia	Two hollowed out Bicorn horns that make for good drinking cups. Whenever different liquids are poured into one of the cups, they are instantly mixed together. Similarly, any energies applied to the cup are converted to a liquid form and mixed together; also, the energy of each individual person has its own unique flavor. Each cup can hold up to three liquids together, but if you lock the two horns together and shake them, the liquids of both horns will merge, and you can use a small opening at the tip of either horn to drink the full cocktail – thus receiving the unique blend of different liquids/energy types fused together.
473	Resupply Ship/Fog Warships	Gear - Mundane	400	Arpeggio of Blue Steel	An autonomous resupply ship that gathers materials to re-arm Fog vessels. It has no ability to fight on its own, but is capable of filtering nanomaterials from sea water (on an industrial scale) and mining heavier elements from the sea floor or beaches. Using these materials, it can manufacture missiles, gun rounds, and other expendable weaponry, as well as provide some ability to refit Fog ships (so long as the repairs don't require a dry dock). It has a non-sentient Union Core. With some modification, it could resupply and repair other types of ships besides Fog Vessels. Fog warships are advanced, more like starships than seafaring vessels. Built of nanomaterials, they can change their shape and structure when needed, though they seem to prefer the shapes of WWII-era ships. For example, their turrets instead of holding normal cannons instead house photon cannons, or their hulls open to fire their super graviton cannons. Ships comprised of nanomaterials must be controlled by a Union Core, or similarly advanced computer system. If purchased by a human, or as a second ship by Mental Models, these vessels are run by a Union Core (free) which does not currently have a Mental Model.
474	Magic IDE	Gear - Mundane	400	Generic Video Game Developer	IDE that can use any programming language and can offer improvements as well as picking out error, can make duplicate code that is compatible with different OS, and has the ability to slowly finish a program predefined by Jumper with time scaling with complexity, although its limited by hardware capability and writes the code as well as user would normally, except taking longer.
475	Orbital Refinery	Gear - Mundane	400	Hive Queen Quest	This ship is roughly a mile wide and comes stock with all the tools required to mine and refine raw ore into all manner of useable machines though its capacity is rather low, only able to produce two ships a month at most, should refined materials be fed into it the speed would likely increase somewhat while it could also be used to refine ore into ingots at an even faster rate if building machines is not required. Should you wish you could feed any scrap metal you may come across to refine it into useable materials. The refineries major downfall is that it has no ftl capability and must be towed into place, becoming largely stationary.
476	Dimensional Warship	Gear - Mundane	400	Lyrical Nanoha	Ohohoho, what do we have here? It's a fully functional warship fresh from the docks of the Bureau, and it's ready for its maiden voyage. It can be any model of TSAB ship that isn't a MacGuffin or an experimental prototype, and has the ability to cross dimensions on its own, along with basic FTL travel. The downsides being that you can only cross dimensions in this particular world, or what passes for a 'local multiverse' in future jumps - which it may not always be able to do if one doesn't exist. Post-Spark, this ship can visit past jumps and entirely new worlds as well. This requires a crew to fly - you'll have to gather one or find a way to fly it on your own. I recommend picking a smaller vessel class if this is a problem.
477	Chrysalis	Gear - Mundane	400	Starcraft - The Zerg	A human sized, pulsating Chrysalis that.... Looks oddly familiar. Wait, you know why now. This was the same kind of pod that was formed around the one known as Sarah Kerrigan, where abathur remade the Ghost into the Queen of Blades, now it seems you can do the same, any organic subject around the size of an average human will go into a deep sleep when fastened into the Chrysalis, during which you can modify them to a level of detail only seen in individuals like Alexi Stukov. Although you will need the knowledge to properly utilize it, the Chrysalis gives all the benefits of a professional, well-funded surgery room in it's compact organic form.
478	Nanite Fabrication Table	Gear - Mundane	400	Stargate Atlantis	This table has an indented, flat surface roughly the size of a coffin. It is specifically designed to assemble and program/reprogram nanite-based technology without needing clean-room conditions; if you have the right designs it could easily produce something like a nanite plague or medical nanites, and eventually produce self-replicating nanites which became the Asuran-form Replicators. However, the knowledge you will need to design and program any of these constructs must be sought elsewhere: this is merely the tool, not the craftsman.
479	Canoptek Spyder	Gear - Mundane	400	Warhammer 40k: Necrons	Not all troops in the Necron arsenal were once Necrontyr. The Canoptek constructs bear the distinction of being entirely robotic in nature. One of the most important of these constructs is the Canoptek Spyder, meant to oversee Necron tombs while its inhabitants sleep. To aid in this purpose, the Canoptek Spyders are able to manufacture swarms of Canoptek Scarabs and direct them towards intruders, ripping them to shreds before they even have a chance to scream. Additionally, they are capable of repairing Necrons who are damaged beyond even Necrodermis' ability to repair.
480	Perfect Body	Knowledge - Archive	400	Andromeda	You are in possession of a fully functioning and programmed to your specifications android body with an appearance to your liking. This is more Sturdy than a standard avatar, it has been built with the best Vedran technology. Built to survive the horrors of the post Commonwealth society, and with blueprints to make more. This body can be upgraded if you know how and keeps upgrades in-between jumps. You can choose for this to be used as a free android companion.
481	The Art and Science	Knowledge - Archive	400	Draka Series	You now have a complete technical database of every scientific and technological development that has been produced by either the Alliance or the Domination, all the way up to the interstellar era of 'Drakon'. This database will update in future jumps to add in a complete archive of all local technology or magic, up to the latest time period available for the Jumper to insertinton. As a convenience feature, the database has an intuitive search engine that makes finding anything you're looking for a snap.
482	Factorio Database	Knowledge - Archive	400	Factorio	A bulky data storage device containing the blueprints and software needed to construct and run all of Factorio's machines, weapons, buildings, and vehicles.
483	Computation Technologies	Knowledge - Archive	400	Generic Cyberpunk	An Artificial Intelligence isn't constrained by the need for food or water, but by the need for power and processors. You have in your possession the designs and documentation for computing technologies that are the peak of what a world like this can offer. Easily scale-able to whatever your needs or desires are, produced for either general or specialized uses, these are easily adapted to handle whatever you require and will remain applicable and top of the line for decades to the envy of others who might want technology like this. Why be limited to what the market can provide for you when you can have the best.
484	Time Circuitry	Knowledge - Archive	400	Marvel Magic	There are those with the power to turn even the currents of time itself against you. But you have methods of defending yourself. These schematics show you what is required to integrate time circuitry into other technology, perhaps as cybernetics or for your armor. While worn or otherwise integrated with your body, you will be protected from temporal manipulations, be it attempts to freeze you in time, cast you adrift in its flows, or even to kill your past self. You need never again fear such attacks so long as you wear this armor.
485	Stark's Blueprints	Knowledge - Archive	400	The Avengers - Earth's Mightiest Heroes	Perhaps thanks to a bit of corporate espionage, you now have blueprints for pretty much everything that Tony Stark has ever built (with the exception of things built off world or with the help of others, such as the Uru armor or the Magic Nullifier). Includes his suits, his Arc Reactor technology, and the Quinjets.
486	Recipe Codex	Knowledge - Archive	400	Unmodded Minecraft	Summoned to hand or dismissed with a thought, this book records every Minecraft recipe that exists within the game. Post-jump, the book will update with every blueprint, chemical process or recipe you create or learn. Whenever you lay hands on a new type of material, the book will update itself with a detailed analysis of its mechanical properties. While the book only records what you know and cannot create new designs, it can extrapolate from existing knowledge and make suggestions when you need to make modifications or substitutions to existing blueprints.
487	Biotransference Protocols	Knowledge - Archive	400	Warhammer 40k: Necrons - SB	Behold, the designs that were meant to secure the salvation of the Necrontyr, and instead cost them their souls. These schematics contain two things of note: the first is the Necrodermis shells of the Necrons and their constructs, from the lowliest Warriors and Scarabs to the greatest Tomb Sentinels. Secondly, they teach the method of biotransference itself, transitioning an organic mind into a body of metal. Will you use these designs to create a robotic army to put the Men of Iron to shame? Or will you use them to secure immortality?
488	Sentinel Plans	Knowledge - Archive	400	X-Men Evolution	How on earth did you get these? The prototype isn't meant to be finished until almost a year passes. Regardless these are Bolivar Task's plans to even out the mutant playing field with a mass producible robot. The sentinel as it is called is capable of many things ranging from firing lasers, flight to the atmosphere, and has a gel substance which will trap most mutants. It seems like there are even plans for something called a Super Sentinel but with current technology it's almost impossible to complete. Maybe you'll be the first to bring it in then.
489	Professor T.O. Morrow's Notes	Knowledge - Archive	400	Young Justice	These notes detail the creation of the Red series of androids, including Red Torpedo, Red Inferno, Red Tornado, and Red Volcano, as well as designs for androids that resemble actual people.
490	Technical Certainties	Knowledge - Known	400	Ace Combat	Some engineers are always second guessing themselves, sticking to maintenance of machines that others use. You're so sure of your skills that you're capable of altering fighter planes to great effect, making them noticeably better than they were fresh out of the factory. Upgrades will be easy provided you have resources, and your technical prowess will ensure your plane can serve whatever role you wish for it. You could even slave the controls of ground weapons to your computers, becoming a conductor of war from the skies. You might even be knowledgeable enough to build the next superweapon...
491	Engineer	Knowledge - Known	400	Batman Beyond	You possess the knowledge and skill to build power armor, flying cars, complex weaponry, robotic drones, and other devices. Additionally anything you make is now slightly safer to use than the average consumer product and none of your inventions can cause fatal injuries through sabotage. Currently your technical skills are on par with Bruce Wayne but you can learn how to improve your talents by studying.
492	Higgs Knowledge	Knowledge - Known	400	Battle Action Harem Highschool Side Character Quest	Higgs particles allow humanity to help build the wonders of the modern age, such as modern archaeologies, thanks to their ability to produce free energy. With this perk, you gain an understanding of Higgs particles and their potential uses and in no time, you'll be able to build Higgs engines just as good if not better than the ones used by Antagonists. With time and effort you will even discover new uses for Higgs particles.

#	Name	Category	CP	Jump	Description
493	Post-Modern Frankenstein	Knowledge - Known	400	Blade Runner 2049	Men like you come once every generation at most, so it must be a miracle that two of you are in the world at the same time. You were already a scientific genius but now you've become a creator who could equal Wallace himself in the arts of the body and Stelline in the arts of the mind. You could quite easily create Replicants at the current level of advancement from the ground up and fill their minds with memories near impossible to tell apart from reality, so long as you had the proper equipment. Unlike those two brilliant minds, you'll find yourself always able to improve your knowledge of the body and mind. As long as you put in the time, you'll continue to make advancements no matter the roadblocks of progress you encounter.
494	Lathe of Heaven	Knowledge - Known	400	Chrono Trigger	We're always going to need weapons, so the way I see it, you might as well get good at making them. Now? You'll be able to give old man Melchior a run for his money. Swords, guns, armor, even sunglasses - if it's worn or wielded, you can make it a masterpiece. You'll also learn how to make use of any material, bringing out its best qualities and minimizing its weaknesses. You could make bone sharper than steel, gold sturdier than titanium, and take a legendary material nobody's ever seen before, and figure out how to forge it, what to alloy it with, and how to craft that alloy into an impossibly sharp sword or some amazing shades.
495	Capsule Calamity	Knowledge - Known	400	Dragon Ball	This is a patented prize of the Capsule Corporation, able to store incredibly large and unwieldy objects in light, easy-to-use capsules. You now know how to make such capsules and store things up to the size of a small house in a single one. You can even 're-equip' things to said capsules once you're done using them. How handy is that?
496	Schizo Genius	Knowledge - Known	400	Draka Series	You are now one of the most brilliant scientists and engineers around, capable of inventing and building things such as nanotechnology, reactionless drives, or quantum parallel-world portals with enough work. You might not be able to do so instantly, at least not with this perk alone, but with sufficient time and resources even the most outrageous examples of technology from this setting can be reproduced, or at least close equivalents. What's more, you're no longer bound by standard 'tech trees' of development; you can find work arounds that let you do things like build warp-drive ships without needing to have microcircuit technology for the control systems, or high-performance aircraft without modern materials for the airframe. 'Schizo tech' like this might be a bit kludgey or idiosyncratic in some respects, and might not have all the bells and whistles, but it will still work.
497	Vylon Genesis	Knowledge - Known	400	Duel Monsters - Duel Terminal Part 2	The Constellar may fight with supernatural power, but that does not mean neglecting one's studies. You've learned the ancient arts that were originally used to create the Vylons, allowing you to forge, construct, and program divine fighting robots. Creating weak ones like the Vanguards and Ohms is easy and requires relatively little resources, but the truly impressive warriors such as Alpha and Epsilon would require much work on your part. Of course, while you have all the knowledge needed to theoretically create any known Vylon, there's no reason not to innovate yourself.
498	4th Imperium Cybernetics	Knowledge - Known	400	Empire From the Ashes	You are a master of the technology that the fourth Imperium used to design its processing systems and AIs, not to mention other civilian systems. You have a complete, total grasp of the techniques used to design everything from fold-space communicators to energy state processors for AIs. You could design the finest computers the 5th Imperium ever found or made from a 21st century resource base.
499	Deuyivan Construction	Knowledge - Known	400	Endless Space	Gravity is a drag. Good thing you've learned quite a lot about anti-gravity. With this knowledge, you are capable of building ships, structures, even colonies capable of ignoring the pull of gravity. Want to set up a proper colony, not a bunch of orbital platforms, around a gas giant? No problem. Want to dip your toes into an event horizon? Now you can, for a little bit. Ignoring the majority of issues brought about by gravity is very, very important when it comes to space faring. If you don't believe me, well, you don't know shit about space travel.
500	Most Holy Order of the Socket Wrench	Knowledge - Known	400	Fast and Furious	You are a master mechanic. Repair and upkeep is nice, but you can go beyond the impossible and improve any vehicle. Take a van and make it beat a supercar? Put NOS injectors on a bicycle (and make it work)? How about something challenging? And anything you can build up you can tear down, too. You're a one-man chop shop and wiring a car to explode takes but a few moments and some chicken wire.
501	Field Meister	Knowledge - Known	400	Five Star Stories	Ordinary Meisters have sponsors and workshops lined with tools and mortar headd scraps. After all, that's their job to build and tune the mortar he adds which form the backbone of literally every single army in the Joker Cluster. Naturally they're highly demanded, especially the ones who have made a name for themselves. You're not quite there yet, but whereas others have fame, you have talent. While no one will say it to you outright, in reality a lot of people are rather envious of your abilities as a Meister. Perhaps your lack of obfuscating memories made it earlier for you to adapt to the necessary qualities to become one but your potential as a Meister is so strong that you could tune and repair a MH even in the middle of a battlefield with nothing other than a plasma torch and some scrap metal. Frankly, you could probably rig up a temporary workshop just with stray tools lying about but it's probably best not to tempt fate by setting up permanent shop in the middle of the battlefield!
502	Hand of the Matrix	Knowledge - Known	400	Generic Cyberpunk	The vids are full of stories of plucky hackers who are able to work magic with the seas of code that society drowns in. You're not one of them though, you're one of the ones that give megacorps reason to be nervous. Your understanding and mastery of code is enough to design programs that would turn heads, crack systems that those in power spend mountains of cash trying to keep secure, and to make short work of nearly any opposition. If your skills are known by anyone it's either as a digital boogeyman or as a name people are willing to make all kinds of effort to get on their side. The software you could make and the hacks you could pull off are nearly unmatched. It'd take either an equal or a megacorp to give you a challenge. Only something like an advanced AI could claim to be your greater where code is concerned.
503	Man and Machine	Knowledge - Known	400	Generic Cyberpunk	The line between the two can be blurry in this world, but an engineer of your skills can make it vanish. You're a whiz with cybernetics of all kinds, able to design, build, repair, and even implant them with expert skill. Beyond just making the body embrace these additions as if they were natural if new parts of the whole your expertise allows you to work with and design implants and devices capable of all kinds of things. From in-built cloaking systems, dermal armor able to deflect and ignore military grade arms fire, dash systems, defensive fields, weapons, and much more. You could turn anybody from just another person into a walking example of posthumanity if you had the resources. Your talent in this field ensures you'll be able to adapt any of your technology into some form of useful cybernetic. Who knows where you'll take the field as time goes on.
504	Modularity	Knowledge - Known	400	Generic Video Game Developer	Hardware incompatibilities are a pain to deal with. Thankfully, you design your stuff to connect together like Lego pieces. You know just how to design and create hardware that is capable of being put together piece by piece rather easily, allowing you to create consoles that can have internal parts replaced like a PC. You can also design your stuff so that it can hold a host of attachments, like a VR headset that connects to your controller or a console with a built-in charging station. If you want to keep adding more and more, that's just what you can do now.
505	Fitting Into a Mould: Scientist	Knowledge - Known	400	Gravity Rush	In a world where magic is essentially limited to a few, science is the only tool that can be used as an equalizer. So your job here in researching and developing new technology may be essentially what's needed in order to keep humanity going. Well, that's the motivation that sounds noble anyways. In practice, much of what you're going to do here might be of more use to you than the common folk in Hekseville. For one thing you'll be very well versed in Nevi adaptation technology by the end of your time here, as well as constructing technology necessary for the control and manipulation of gravity. Can't say that won't come in handy...considering both the Nevi and the Shifters are quite possibly the biggest threats to the city in the eyes of some.
506	Megaproject Master	Knowledge - Known	400	Iron Sky	There are few things Nazis are known for quite as much as their Wunderwaffe and their megaprojects, and you are the kind of man who could single handedly achieve both. You're a scientific genius, an unparalleled mind with a tight grasp on all kinds of sciences, and especially talented at turning all of that into real projects, especially epic Megaprojects. Given the resources, you could make a functioning, fully operational Moon Base and a surprisingly effective warfleet of spaceships, all without anyone on the planet finding out.
507	Super Science	Knowledge - Known	400	Justice League Unlimited	Technology is something a lot of people take for granted, unlike you hardly anyone ever stops to think exactly how a pyrokinetic super villain might be safely contained, or what you could use to reverse the mutation that transformed someone into a giant slime monster, or even what type of defenses a group of superheroes would need to protect their headquarters from killer alien robots. Fortunately your wealth of knowledge on both emerging and modern day technology is such that you can easily come up with scientific solutions to deal with supernatural dangers, such as building power suppressing super prisons, creating chemical concoctions that can rewrite DNA, and constructing powerful energy weapons that can blast alien threats into dust. Your genius mind will also allow you to build weapons, equipment, and biological compounds for yourself in case you decide you want to become a hero or villain. Right now you're basically as intelligent and ingenuous as Lex Luthor or Gorilla Grodd but there's nothing stopping you from learning more or increasing your intelligence using technology or genetic engineering. Keep in mind however that while you may be able to upgrade yourself or others using science, there's nothing preventing your augmentations from failing or causing more harm than good.
508	Chip and Dale's Protoge	Knowledge - Known	400	Kingdom Hearts	If you're going to sell your wares to the people of different worlds you'll need a way to reach them and that way is the Gummi Ship. Composed of special Gummi blocks with unusual properties, a Gummi Ship is able to navigate the corridors between worlds and now you know how to build and maintain them. You can design and balance Gummi ships for your preferred mix of offense, defence, manoeuvrability, and even appearance with ease, and the ships you make tend to work a fair bit better than they otherwise might have. You can also identify components that would work well with Gummi ships, such as weapons or engines and how to integrate them.
509	Life Underground	Knowledge - Known	400	Krush Kill 'n' Destroy	Living exclusively underground possesses a host of challenges and complications to overcome. The Survivors managed to do it anyway, and you know how. For any life-support problem, you know how best to handle it with the resources available to you, as well as how to improve those solutions should better resources become accessible.
510	I Am Ironman	Knowledge - Known	400	Marvel Cinematic Universe Vol. 1	You're not the ACTUAL Iron Man, but you could make a fairly decent knock-off. Power armors, sonic cannons, holographic interface, laser weapons, repulsor technology, you have the knowledge to build these things and more. Furthermore, you can think of different upgrades and modifications to adapt to different situations much easier than normal when presented with a problem that's hampered your technological progress.
511	Chimerical Genius	Knowledge - Known	400	Revelation Space	The science of cybernetic augmentation is quite mature in this day and age, and you are at the forefront of combining flesh with machine. The cybernetics you design and install are not only top-of-the-line in terms of their function and performance, but are also very aesthetically pleasing, either matching the contours of the body or in startling contrast. The parts you could build are so durable that they are quite likely to survive long past the person they are attached to: even under such an assault where the flesh is unrecognizable, the chimeric parts you installed would still likely be useable to the degree of being able to install them into another person. You may not be quite at the notorious level of Dr Tritingent, but if you've been a doctor for long, it's likely you have a small following of fans of your work among the chimeric demographic.
512	Modular Interplay	Knowledge - Known	400	Satisfactory-Factorio Gauntlet	Anyone can just shove some snail slime in a tube and shove it into a machine to make it faster, but you can do so much more. You can create modules that can be installed into a machine to make it faster, more energy-efficient, more material-efficient, or some other such improvements. While these benefits do come with trade-offs, years of working with and designing and these modules will let you minimize and, much later, eliminate these downsides. If you don't take this perk, you will not get Factorio-style machine enhancement modules as part of your Satisfactorio Crafting perk.
513	Building IN SPACE	Knowledge - Known	400	Starbound	Without a homeland, humanity has to get by with settlements and space stations, and you know how to build the latter. From the orbital mechanics needed to keep it in orbit, to the process of hiring people to help run it, you know everything you need to know to build and keep your space station running efficiently.
514	Arateus Genetics	Knowledge - Known	400	Stargate Atlantis	You have extensive knowledge of the Arateus bug and its unusual genes, which can be incorporated into human DNA. The sciences of Human/Wraith hybridisation, the retroviruses that can cause or reverse the hybridisation process, and a novice's understanding of their feeding process are yours. This allows you - with the right materials, samples, test subjects and a lab - to create genetic chimeras and bug monsters from Arateus DNA, or cure those who have been transformed thus. Post-jump, you can learn to do the same with other similar biological abominations.
515	Everybody Knows Kung Fu	Knowledge - Known	400	The Matrix	Whenever you've needed a quick boost in skills or maybe you need to know how to drive that motorbike, your Operator has managed to get through to you. It's awfully handy to download such skills in a short time... that's probably where you got the idea. Through careful sifting and experimentation, you've learned how to copy your skills onto data files and store them for giving it to others later. You'll need some kind of neural connection to make use, but even a data file should be handy, right?
516	Master Builder	Knowledge - Known	400	Transformers	You've been programmed with mastery of Cybertronian science allowing you to jury-rig any tech you see, as well allowing you to quickly build even the most complex Cybertronian tech within a reasonable time period. Smaller devices are almost instant, larger devices take some time and more components. However with enough material you can build a temporary space bridge. Despite your mastery of Cybertonian science, creation of a Spark and therefore intelligent life, organic or inorganic is beyond you.
517	Redstone Certification	Knowledge - Known	400	Unmodded Minecraft	You fully understand the ins and outs of Redstone and how it can be used to power and control the machinery of this world. You're also an architect and engineer that's very good at making complex devices out of simple materials. You could probably control a small town from a single room with enough levers, or make a working calculator with only water, floodgates, and pressure plates.
518	Orokin Tech	Knowledge - Known	400	Warframe	Few have ever reached the innovation and technological prowess of the Orokin Empire... their gold and ivory exteriors hiding minds as sharp as steel. Likewise, the golden trim of their technology hid an advancement that continues to elude the majority of the System to this day. It eludes you no longer, the secrets of Orokin technology present in your mind. You'll be capable of augmenting technology significantly, increasing its capabilities at the same time and granting a durability that will last millennia. Perhaps in time, the secrets of the Warframe creation process will be yours to covet and yours alone, basked in the light of science and superior intellect.
519	Way of the Void Dragon	Knowledge - Known	400	Warhammer 40k: Necrons - SB	Technology is but one facet of the Materium, but you are its master. The Void Dragon's grasp of technology was the very inspiration of the Adeptus Mechanicus, and you retain a similar level of skill. Imperial Guardsmen will flee in terror as their tanks turn against them, the once loyal drones of the Tau will gun down their owners without hesitation, and you will laugh all the while.
520	A Prized Aesthetic & Leonardo da Vinci's Journal	Knowledge - Known	400	World of Darkness - Genius the Transgression	Chose a method of building technology, even a fantastic one like post-atomic cyberpunk or dieselpunk, and now you can easily craft Wonder with this aesthetic with little to no effort. This doesn't make them any better intrinsically, but some aesthetics do certain things better than others. Post-atomic is more rugged and has good energy weapons usually, cyberpunk usually has excellent software and technology compression, dieselpunk usually had a hard line to being the toughest type of technology on the block bar very few, things like that. An artifact from the time now known as the Renaissance, these works of a man who was part of one of the great movements of humanity's Mania can be seen evidenced in everything around the modern era, however the most well known by far are those artifacts crafted, drawn, drafted, and painted by one Leonardo da Vinci. He was not the greatest of his age in anything singular but his ideas are the stuff of modern legend and looking at the devices he worked on one could see the raw, unrefined principles he was working with. This journal is a work akin to that great man's works which explains all the internally consistent ideas of your Aesthetic, written in a way that the journal contains the element of Leonardo's genius that allowed him to translate his ideas to others so well. By reading this journal anyone, even a Mere Mortal, would treat the Aesthetic in question as if it were normal science, 'getting around' the worst Havok. If you somehow have (Not so) Consistent Technology you instead have a single Journal per Aesthetic you've used, in a trunk that always seems to have enough room inside it for just one more Journal, no matter the number already within, however the person affected by this item must read it through, not memorize it but at least once cover to cover, in order for the benefits to kick.
521	Genetic Engineering	Knowledge - Known	400	World Seed	While robots and machines are interesting enough, it would be foolish to think that technology is limited to steel and metal. You have knowledge of a field of technology that goes beyond the conventional. Rather than mechanical engineering, you do genetic engineering. You can grow any technology you could normally create organically instead, and give life to terrors of plants and beasts. Instead of cars you could make reptilian mounts, and instead of hammering together a spaceship you could grow it in orbit. I can't imagine it would be fun to fight against a ship that had a giant row of teeth. But further than that, you could combine the best of these two fields of technology. Machines that heal like organic beings, but a thousand times faster, flesh and scales with the toughness of titanium, and muscles with strength on par with any machine. Robots able to reproduce and propagate like natural lifeforms, and organic brains with the power of the best Artificial Intelligence. I'm sure you can see the potential this offers.
522	Programming and Computer Science	Knowledge - Known	400	Worm	Supercomputers are your bread and butter, and Artificial Intelligence is your idea of a PDA. Data, programs, and digital devices are your playthings, not to mention that your understanding of such systems means you can hack anything that could possibly be hacked. There isn't really any limit on the extent you could push computing hardware, and any kind of software you can imagine is within your grasp. Please do note that flaunting this is likely to attract some attention from a few major players in particular. Then again that might not be a bad thing depending on your disposition and plans.
523	New Age	Knowledge - Known	400	X-Men Evolution	There's autonomous fighting robots, energy weapons, and gene enhancement in this world with only a few of the brightest minds capable of creating such tech. All this and more are now at your grasp as you can not only build these technological marvels but can vastly improve upon them and others at your leisure. You can create any piece of tech from this world from everything mentioned above and so much more. Creating hydra clones that are completely loyal to you, manipulating the x-gene to create mutants and form your own brotherhood, and much more are the tip of the iceberg for you. You are a fountain of ever growing knowledge in all technological fields and have the skills to usher in a revolution.
524	Archive	Knowledge - Learning	400	Artemis Fowl	Whoa, access to the Council's black archives! Well, not exactly, but close. This is a digital archive in your possession, and what it holds is technology. That is, all of it. Every single piece of technology, from the wheel onwards to the most advanced stuff under the earth, has it's schematics, developer's notes and blueprints stored here, explained clearly and obviously enough that simply following the instructions would let someone build it all up. There is everything here, from the People's works to Humanity's designs. Every program ever written, every microchip ever designed, the whole sum total of human and fairy technical knowledge. In future worlds too, it updates to hold the same level of detail on the local technology, everything ever crafted in the world.
525	Archives	Knowledge - Learning	400	Doctor Who	Man, if word of this got out... anyway, this is a small technological database holding some... knowledge. Massive, impossible amounts of knowledge, all stored in a tiny little thing like this... Okay, so the way this works is, for 200 CP, you can get the whole techbase of one of the 'less' advanced species. Sontarans, Silurians, and their like. This would be a complete database, with complete and full information on every piece of technology they have. Cloning, spaceships, hibernation, the works. The 400 CP version lets you get tech from the more advanced species, instead, like 'future humanity' with Time Travel and Galaxy Cracker bombs, or data on similar levels from other species like the Time Lords or so.

#	Name	Category	CP	Jump	Description
526	Full Storage	Knowledge - Learning	400	Modded Fallout	This old, half-broken Pip-Boy seems to be incapable of even starting its operating system, the diagnostics indicating that the entirety of its vast 64k RAM is already in use. Most people might simply discard it or strip it for spare parts, but a closer look will reveal the exact reason for its fault: its internal database has been crammed full of Fallout design specs, schematics, scientific principles and so on. How full, you ask? Well, it's got just about every semi-common piece of Fallout tech in there somewhere, from Laser Rifle schematics to Assaultron software and Berry Mentat formulations to Power Armor designs. Though mainly limited to the kind of technologies one could have found in the Pre-War world of old, a number of designs that were only finalized in the two centuries following the apocalypse can also be found here (such as the Hydra drug, the Enclave's X-01 and Hellfire armor designs, and the Radium Rifle). Though you'll still need a way to actually build all of these things, this database is nonetheless one of the most spectacular treasures scavvers could find.
527	Training Packets	Knowledge - Learning	400	Satisfactory-Factorio Gauntlet	The form of this depends on the world you're in. It could be a chest full of books, or a briefcase full of manila folders, or a flash drive full of documents. Whatever it is, it contains documents for training anyone in how to use any of your technology or systems. These documents take no more than six hours to read, switch to the best-understood language of whoever is reading them, and give perfect understanding to the reader. They will be able to implement and perform the tasks described in the manuals perfectly. Respawns in a week.
528	Wraith Data Drive	Knowledge - Learning	400	Stargate Atlantis	A Wraith data storage device, with an adaptor for human computers. It contains everything you ever wanted to know about Wraith technology but were too afraid to ask. The sheer volume of data deals more with theory rather than engineering practice (eg: you might find the technical explanation on how the Wraith beaming tech works, but not the schematics to build one straight away)
529	OrgoTek Bioware Database	Knowledge - Learning	400	Trinity	A large and comprehensive store of both theory and blueprints, this contains detailed notes on everything made by OrgoTek and its subsidiaries. This includes everything from commercial hardtech products to military-grade VARGs and BioVARGs, biotech space fighters, and lots of bioware commonly used by Psions. This doesn't contain every bit of tech in the Trinity universe, and does not hold schematics for the most advanced computers and the Tesser drives that are integral to Leviathan construction. But it's still a major technological resource.
530	Machine Madness	Magitech - Study	400	Dragon Ball GT	So much of the universe relies on Ki to grant them power or natural biological abilities. Why pursue scientific perfection when you're already able to claim to be perfect? Why NOT pursue scientific perfection? Despite the lack of need, you buried yourself into science and found ways to use technology to match mysticism. So long as you have a good understanding of how a supernatural effect or technique or ability works, you are able to replicate it through technology, creating a device or being capable of performing that effect or technique or ability. The method, resources, cost and so on may change to fit the new medium but the ultimate result will be as if you had used that magical spell yourself...just through the lens of beautiful, beautiful science.
531	Craftsman	Magitech - Study	400	Hercules	Greek myth sure does love it's weapons and armors, doesn't it? You're great at making both, now. Not only do you have a preternatural skill at putting together weapons, armor and other artefacts of the very highest quality, being able to work legendary items from common tools and materials, but you're also a whiz at enchanting them. Simply put, you can imbue just about any and all magic and power you have into items, and have it work as you desire. It also helps you figure out existing examples of craft, and replicating the effects on your own.
532	Artisan	Magitech - Study	400	Silmarillion	You are considered a skilled craftsman even among the Dwarves. Weapons and armor that can stand the test of time and come out looking newly crafted centuries later. Mithril and other mystical metals are no harder than working with Iron and Steel for you. With much time and energy you may also enchant the items as you craft them, like the Dragon-helm which struck an unnatural fear into the enemies of its wearer. While you are skilled in the crafting of many things it is your mastery of the construction of weapons and armor that is truly awe inspiring. Perhaps with practice and time you might even be considered the equal of Telchar.
533	Celestial Technology	Magitech - Understanding	400	Darksiders	Though they are not makers, the angels are a force of creation. This perk grants you their knowledge in supernatural technology they use. Holy armor, lances that shoot beams of light and all manner of technology that repels darkness and creatures of evil. You also become more skilled in the use of holy weapons.
534	Forged of Gods	Magitech - Understanding	400	Dungeon Keeper Ami	The powers of the light have their own strengths of course, among those is the ability to create hero gates through which no evil may pass, you also can now create these portals, with enough preparation it is possible to create hero gates strong enough to pass a small army through. This also grants you the knowledge of how to craft weapons and items out of adamantine, a metal that is made of the remains of a dead god, and even allows you to forge otherwise unbreakable metals as if they were steel.
535	Swordsmith	Magitech - Understanding	400	Fate/Legends - Land of the Rising Sun	What else shows the spirit of the Japanese but the famed katana blade? Such a central part of their mythos as to have the most famous craftsmen become like heroes themselves. No matter how great, they do not remember the makers of armor or shields like they do artisans of the blade. On the level of legends like Masamune and Muramasa, you are one of these legendary swordsmiths. Even in an ordinary forge with ordinary metals, you can smith katana of a supernatural quality. Edges that split magical steel and blades that don't shatter after a thousand strikes on rock. Often, these even have magical effects if you intend them, such as sharpening as they drink more blood or cutting at a much greater distance than just the physical blade. Should you have access to tools, materials and even magic of a greater level, you will be able to create far greater weapons. Weapons that bring ruin to armies, that cut castles in two with a single slash, fiery tools that send billowing tides of flame to swallow whole forests. When truly inspired, you can even create things on a divine level, the stuff of legends that only a divinity could normally craft. A sword that splits the fabric of reality itself in two, perhaps. With time, your talents may be able to be applied to any form of blade, not just Japanese swords. Should you gain magic of your own, you will see that imbuing those effects into your weapons is effortless, even magnifying the potency of your spells greatly beyond what you would normally be able to cast if you place them into the form of a sword.
536	Mind in the Machine	Magitech - Understanding	400	Generic Creepypasta	Folklore is filled with stories of spirits, but it's only in recent years where they seem to haunt more technological homes. You know a few methods of binding spirits to technological devices to create things like haunted video games or video tapes. These spirits, in addition to the abilities you might expect from their kind, will also have a large amount of control over the contents of their home, altering footage or programming to sow terror.
537	Arcane Interface	Magitech - Understanding	400	Storm Hawks	While many places and inanimate items are magical, magic itself normally requires a living thing to evoke it. Not so with this perk. You gain insight into creating a technological interface for magical items so that people not versed in magic can pick up and use them. Send a golem instructions through a PDA, or activate a portal with a TV remote. For those capable of magic, this Perk also gives insight into designing spells that manipulate technology, such as conjuring complex machines or altering computer data.
538	Artificer	Magitech - Understanding	400	Twokinds	Of course, plenty of people will pay serious coin for self-contained magic. You now have the skill to build magical artifacts and constructs. These items can replicate any spell you are capable of casting, so long as they are supplied with sufficient mana. More powerful artifacts will require more expensive materials and longer construction times, but the demand for reliable, consistent spellworks exists in every community on Mekkan. Whether you make these devices for yourself or for others, your devices are only limited by your access to materials and arcane knowledge. If you have the Natural Remedies perk, you may now brew potions that confer spell effects. Whether you bottle an Invisibility spell or cook up a cauldron of Cat's Grace, your spells now come in a convenient liquid package.
539	There's An App For That	Magitech - Understanding	400	UQ Holder	Magic Apps are a recent invention, made to bring power to the people. They turn a magical spell into an electronic format that can be inserted into a Manaphone, a device to power the spells with electricity, and then freely use that magic without doing the training or energy normally needed. Amazing stuff and you're at the forefront of that new science. You're quite effortlessly able to translate any magical spell or Ki technique that you know into a Magic App, provided you have the proper facilities, regardless of how strange or powerful the magic may be. You do still need to power the spell with something once you turn it into an App but you're well versed in the creation of Manaphones and like devices too, so you can convert almost any kind of phone or computer to be able to cast apps too.
540	A World is a Living Thing	Magitech - Understanding	400	Warhammer 40k: Craftworld Eldar	Among the Exodites, the Infinity Circuit is known as the World Spirit, and upon the death of an Exodite, this network absorbs their soul, thus keeping them from the clutches of Slaanesh and allowing those still living to commune with them. Now you too bear the knowledge by which one might forge this great and intricate grid of stone circles, obelisks, and menhirs. It will take some time, of course, to cover an entire world - likely more time you will have in a given journey at any rate - but it is entirely possible to produce a smaller version over say, the course of three years, protecting the souls of those within an area about the size of a small township. May the dead know peace at last.
541	Bonesinger	Magitech - Understanding	400	Warhammer 40k: Craftworld Eldar	Dear child, the Eldar do not simply build their wondrous technology. Instead, they rely on the power of song to shape their creations into being. This is a very demanding process, which requires a unique mix of artistic and scientific knowledge. Most importantly of all, a strong mind is necessary for this process. Bonesingers sing a psychic song, and its melodies form a psychoactive material from the warp itself, called Wraithbone. This lightweight material is stronger than titanium but is far more flexible and weighs less. Additionally you can psychically grow crystals that are the basis of their laser & lance technology. You have the knowledge and ability to sing any Eldar technology and any technology you know into being and more than that, eons of experience in doing so. Even so, the more complex an item is, the more time it takes to create said item. A whole choir of Bonesingers is required to create large and complex items such as starships and Eldar Titans unless you are willing to sing alone for years. With enough time, perhaps, you could even sing forth a brand-new Craftworld but how and where would you acquire that much time? Even an Eldar is not immortal.
542	Aura Surgeon	Magitech - Understanding	400	World Seed	One thing that all beings and objects in Neolife possess, and soon those in the real world as well, considering that exposure to mana leads to its manifestation, is an Aura. You could consider it a magical blueprint of how something works. And it truly shows everything: skills, abilities, physical makeup, personality, memory, and much more. Animals and plants have flowing auras, full of twists and turns, whereas processed items like machines have jagged auras, full of hard lines like a 3D circuit diagram. One peculiarity of Aura is that any of its changes are reflected in the being or object possessing the Aura. Xeno-shifters, an advanced Druid class, make use of that to mimic the aura of lifeforms they have studied in order to gain both their forms and abilities, for example. It is also how Technomancers are able to replicate the effects of implants within themselves, by simply copying their Auras into their bodies. But for all of its potential advantages, tampering with your own Aura can also go incredibly wrong if you mess it up, especially when it involves your brain, such as causing brain damage, death of personality, or just the normal kind of death. It's good, then, that with your skill at manipulating and changing Auras, yours and those of others, mistakes like that won't ever happen. It wouldn't be wrong to call you an Aura Artisan. So long as you have an example to study, you'll be able to safely and successfully apply any of its abilities or peculiarities either to yourself or somebody else, and even combine parts of the Auras of many beings to create truly powerful forms. After studying a massive amount of different Auras to get a feel for how they work, you'll even be able to go so far as to create original Auras and beings, or change parts of your Aura to give yourself entirely new abilities.
543	Exotic Compatibility	Misc.	400	Gundam - After Colony	You have a way of working with quirky and strange materials-in your hands and machinery, it assumes the forging and abilities of plain Iron until you begin building with it. You also can integrate exotic materials into your constructions a lot easier, and if you don't know what a material is or what it can do, you're very good at researching applications and properties of said materials. This research could also go into things such as improving production numbers and similar.
544	Master Builder	Misc.	400	LEGO Dimensions	You have been awakened to the true power of the Brick. By envisioning an object that you want to create, you can look at your environment and see how to deconstruct it to craft the item you want to build, and then you can tear apart the environment to create it. In addition, you can also look at objects and visualize how they could be altered and integrated into new creations.
545	Iterative Improvement	Misc.	400	Worm	Each day you gain a certain amount of charge, which you can spend to effectively enchant objects with superpowers. The more charge you invest in a particular object, the more you can improve and expand its abilities. A single day's charge would give an object a minor power, but over time you can increase it with no upper limit beyond your investment. These objects only work for you unless you make it otherwise. As you use your power, experiment with it, and it matures from conflict and experience, the amount of charge you gain per day will increase. You can hold about a month's worth of charge at any one time, any more will be wasted.
546	The Flock's Fleece	Protection	400	Actraiser	Men and women have not wandered the wilds naked since the long-gone days of the Garden. Whether they knew it or not, the act of clothing oneself is one that at once protects and isolates. A shirt or a robe is a metaphorical armor against the elements, against shame and against the prying eyes of others. You are such a skilled craftsman that you can take the 'metaphorical' part out of the equation. You're a one-person clothing creator and tailor, able to take the raw materials of silk, cotton, wool and hide...and then with almost no tools produce wondrous clothing, fitted just right for anyone who dares try the garments on. They're protective vestments against the harsh elements, able to keep people in comfortable condition be they in the deserts of Kasandora or the icy plains of Northwall. Not only that, but people who wear them find that they'll be kept safer from the claws of beasts or the swords of their enemies, acting as a light chain-mail mesh despite being soft and maneuverable fabric.
547	Deep-Layer Protocols	Protection	400	Crysis	Technology in your possession is unique in the manner that it is incapable of deviation from your stated goals. Normally, nanomachines detached from the collective whole would run the risk of having their original goals corrupted or subverted without the greater collective to issue orders, but technology held by you can be proofed so such errors are self-correcting. The only way to remove your tech from play is to destroy or disable it. Hacking or other 'tricks' short of a full rewrite by someone who knows what they're doing will not work.
548	Harmony	Protection	400	Generic First Jump	Sometimes, the things you are collecting will clash with each other or are difficult to use together. That is no longer the case. You could safely use both the Dark and Light sides of the Force, channel both divine and demonic energies, wield conflicting forms of magic or energy, mix radically different technologies or biologies, even keep your entire harem in one place, and they will all get along with each other. They will get along with you as well. None of your abilities, possessions, Companions or anything else that belongs to you in some way will be able to harm, corrupt, or alter you against your will.
549	I Like 'Em Big & Could Stand to Lose A Few Pounds	Protection	400	Gundam - Advanced Generation	Your pace continues into your preferences in MS design-along with some basic knowledge of 'Right, so I take this bolt out and everything falls to pieces without it. Don't touch it.' In your head, you can make upgrades to Mobile Suits that revolve around extra armoring and utility- making replacement parts cheaper and easier to install, reinforcing plates and glass, and generally making a unit tankier and sturdier. When it's out in the cold expanses of space (away from that damn plotradiation), nothing counts more to you than having a well-toned machine. With some basic knowledge of 'Alright, I can't make this any thinner or it snaps like stressed knockoff plastic', you can make upgrades to Mobile Suits that shed crucial weight, making them faster, sleeker and more humanlike in motion- cutting what you can and generally making things more able to dodge, bob and weave.
550	Overclocked Neurology	Protection	400	PREY	Professor William James of Harvard used to say that the average man develops only ten percent of his latent mental ability. What if you could flip a switch and develop the rest of it in a moment? It's not as simple as a switch, but with the neural reprogramming ability of Neuromods it will feel like it. With this modification you can instead go days without sleep, operating at your peak, which is now far above your baseline. Better still, with this your Psi threshold is increased, meaning that special abilities can be maintained for longer and used more often before you need an injection.
551	Failsafe	Protection	400	Supergod	It might be worth just taking a step back from this all. This superhuman arms race, is it really all a good idea? I guess not. You may not have the power to stop your country from foolishly creating a weapon of mass destruction but with this, you'll at least be able to stop that weapon from being the thing to destroy you all straight away. Your experiments and efforts at crafting or creating something never backfire on you. When they fail, be it a self-destruction or turning against you, they will instead shudder to a stop and deactivate harmlessly. You won't automatically know what caused them to go wrong, though you can probably find out with some effort, but with this no process or invention you make and are in the control of will end in your harm or death. Others can still be harmed a plenty though, so long as it wouldn't harm or endanger you as well.
552	Enhancement Mastery	Quality	400	Battle Action Harem Highschool Side Character Quest	Just by looking at a piece of technology you are able to consider different ways on how it might be improved. Whether its increasing damage for weapons or decreasing power draw for components there is always some way to improve an item. This also improves your Valkyrie's Core innate ability to enhance items.
553	Seamless Construction	Quality	400	Endless Space	You might not be able to design the perfect ship, but you certainly could build one that is good enough. Given enough resources and the proper blueprints, you can build ships that would rival that of the Endless, cast as a single, cohesive whole. Even if you build it with mundane methods, it still ends up being nearly perfect, not a single design flaw or construction error in sight. This also applies to things you build that aren't spaceships.
554	Merge	Quality	400	Gemcraft - Frostborn Wrath	Want a bigger, better, badder copy of something you already have? Look no further. This allows you to permanently merge items together, even CP items, but the more dissimilar they are, the more potential power is lost in the merge. Two magic swords would usually stack their power, but a magic sword and a magic bow combining would be reduced to one form and reduce the power of the final item a fair amount, though it would still be more powerful than either original. You can't do more than double the power of the strongest original item merged in this way, but you could add lots of bells and whistles that don't directly make it more powerful such as additional elemental affinities. Items that are designed to be merged (like gems) do not have the limitation of doubling their starting power, so if you merge 64 level one gems, you will end up with a level 6 gem.
555	Ultra-High Settings	Quality	400	Generic Video Game Developer	While many may wish they had the beastly computers needed to run games on max settings, many don't. But why should we limit the beauty of your art for such a mundane reason? Your art and animations are such that no matter how hi-res the models or complex the animation it will have a minimal, if any, impact on how well your game runs. This also applies to other items and products you help create, meaning even the shittiest of computers or consoles can run your game at the highest resolution without suffering too much, while products like swords can have designs might seem to hinder a user's ability to swing it when in fact it's just as usable as a normal one.
556	Secrets of Steel	Quality	400	History's Strongest Disciple Kenichi	An illustrated guide created by the greatest master of weapons the world has ever known. It keenly details the techniques, methods and setup required to create weapons using traditional Japanese techniques. This text goes beyond that however, and if the directions are followed perfectly it can be used to forge weapons, armor, and tools that are far better than anything that could possibly be made even with the most advanced metallurgic technology. Objects created while still composed of steel will be significantly stronger than steel and can withstand blows from a Martial Arts Master. Blades made using these techniques will be preternaturally sharp, able to cut through stone, steel and perhaps even more with proper strength and training. Such bladed weapons will almost never lose their edge and require virtually no maintenance. Armor made using these techniques is nearly indestructible and will never rust or corrode. Normal tools will work with such efficiency that even primitive tools can accomplish feats of scale equivalent to highly advanced modern technology. For example, a scythe made with these techniques could harvest an entire field in the same amount of time as a combine harvester or a simple hoe could do the work of a tractor towed plough.

#	Name	Category	CP	Jump	Description
557	Mythic	Quality	400	Irish Mythology	Whether you call them gods or fairies, the Children of Danu are just so much more, in many ways. They drink more, eat more, laugh more, love more. This perk brings a similar sense of epicness to your life, improving to at least some degree all other perks as you fight harder, sing better, see deeper and craft better items. More, it adds some more... abstract qualities. An ordinary warrior cannot batter a howling storm into submission, or punch someone so hard cows give virgin birth hundreds of miles away. But with this perk, you can. A humble smith cannot make a bow from the rainbow or catch a maiden's sigh and sharpen it to literally cut to a man's heart. With this, you can. It's a new and altogether more legendary way of seeing and interacting with the world.
558	Infusion	Quality	400	JoJo	Besides infusing your body with Ripple, you can now direct the flow of energy at will. This will lead to a variety of effects, such as using Ripple to mend an ally's wounds. As well, you can infuse Ripple into objects. This improves existing qualities and makes them deadly to the undead and living alike.
559	Behold, Haxcalibur	Quality	400	Modded Skyrim	Congrats, you broke the crafting system. Anything and everything you make, build, enchant, or otherwise create is now ten times better than it really ought to be. Make an ordinary dagger that does 12 damage? Now it does 120. Pick up an endgame weapon and enhance it for its supposed max of 200 damage? 2000. Guns that hold more bullets and do more damage, magic staffs that massively amplify your magic, armor that shrugs off OHKO's, potions that let you ignore 110% of fire damage, weapons with ten or twenty enchantments. And if that wasn't enough, you'll learn anything crafting related ten times as fast, just to blow the competition out of the water even more.
560	Elemental Mastery	Quality	400	Monster Hunter	Any elemental properties your weapon carries are significantly amplified by up to 50% depending on the quality of the weapon.
561	Built to Last	Quality	400	Nexus 2.0	The things you create are much more resilient than they otherwise would be, requiring far less maintenance to keep in good condition and functional. This even applies to larger projects, such as buildings and farms, or more esoteric creations, such as Seeds for Seed Sorcery. On top of this, anything you build is simply built better, a sword will hold a sharper edge, armor will resist more damage, a cart will have a smoother ride, and much more.
562	Mark Whatever	Quality	400	Satisfactory-Factorio Gauntlet	You want to make a Mark 7 belt? Sure thing. You can create improved versions of your technology just by adding rarer and/or more processed materials to the recipe. These will not be as materially efficient as more of the lower-mark technology, but will be more efficient in other ways, including space or energy-per-effect.
563	Engineering Iteration	Quality	400	Sunrider	The highly analytical mind of a prototype can always see a way to improve something. Even with existing materials and techniques, there is always a slightly better way for you to manufacture a certain part or lubricate a joint. The improvements you make to your devices are noticeable and potentially endless, but you quickly find yourself at the mercy of diminishing returns. You can expect the first 50% worth of improvements to be reasonably attainable and up to 75% expensive, but beyond that it becomes prohibitively expensive.
564	Reforge	Quality	400	Terraria - Journey's End	The Goblin Tinkerer has a special process by which he can enhance various items, improving them in a wide variety of ways, a process which he charges dearly for. Now you know the secrets of that process as well, and can use it to reforge your various items, granting them a wide variety of properties. You can either sacrifice things of material value (I.E. money) or can dump mana into improving the object. The cost in either case depends on how well-made and powerful the item in question is, with better objects costing more to improve. However, one benefit is that your process is refined enough that you can push the reforging to either make the item better or worse, rather than relying on random chance. That said, it is possible for a highly improved object to simply eat the cost and then not change at all, so there is still a risk.
565	Blessing of Dundr	Quality	400	The Banner Saga	You received the blessing of Dundr as he left the world, and received the boon of the god of smithing and knowledge. You gain godly talent in learning how to smith and can weave stories that capture and entertain people on equal footing of the greatest bards.
566	A Matter of Scale	Quality	400	Warhammer 40k: Squats	Let others joke about compensating, you know the engineering it takes to make war-machines function. Most devices work best in a narrow range of sizes, too big and they become unwieldy, too small and insufficiently powerful for the job. Either way efficiency drops off sharpy. Not for you. You can scale up weapons to level cities and slay Titans, or miniaturize them almost to the point of digi-weapons with no loss of functionality, and can do this for virtually any technology.
567	Miniaturization/Efficiency	Quality	400	Worm	You can miniaturize anything down to levels that any sane man would consider impossible. A fusion reactor the size of a watch battery would be the absolute minimum of what you are capable of, and you'd be able to make it far smaller than that. Your power also makes you a master of technological efficiency, anything you make needing barely any energy to run compared to what it should and continues to do so for a very long time. These specialties also make you a master of nanotechnology and similar pursuits. Of course you aren't barred from building something big like a giant robot, just that it'll be impossibly efficient and crammed full of more weapons and subsystems then should be possible
568	Hybridization Theory	Quality	400	Zoids Legacy	So one day you had a bit of spare time after your daily Zoid admiration hour. After taking a close look at your favorite Gojulas and your favorite Mad Thunder, you decided that if the Gojulas could wield the Mad Thunder's Magnesser Drills like an arm weapon, you could probably reenact that scene from the show you watched two days back on the professor's hi-def television. Those mechanics can slap on parts and scavenge however they like. You can literally merge two machines together into one, with twice the processing power as before. Mind you, Zoids typically won't respond well to suddenly sharing a body with another core and another mind, but you'll have ethical uses for this...right? For most mundane machinery, you don't need any power source besides your own, but be careful that should you make your machine too big, the internal power supply might not be enough to feed it.
569	Researcher	Research	400	Age of Mythology	You are far faster at designing and discovering new technologies. Inspiration and breakthroughs hit you far more often.
570	Jack of All Trades	Research	400	Andromeda	Like Hohne you are a prodigy at learning all fields of science and engineering. Learning what would take geniuses years in weeks. You can push the limits of science and engineering to new heights, but it will still take time to learn everything that is out there.
571	Quick Study	Research	400	Factorio	So much to learn, so little time. You absorb new information at a ridiculous rate, retain it perfectly, and can recall anything on a moment's notice. Your optimized mental processing vastly increases your intelligence, and offers protection against drugs, damage, or other things that would impair your mind or tamper with your memories.
572	Genius	Research	400	Fantastic Four	What can I say? You are one. You have a brain that leaves supercomputers, all the supercomputers looking like an early 1900s adding machine. The speed at which your brain processes information is legendary as is your sheer intelligence and inventiveness. You could pioneer entire branches of science in your basement, or build equipment capable of affecting and manipulating the building blocks of the universe with nothing but what you could find in an ordinary 21st century lab. Any and all designs and items, be they technological or otherwise, leap for the chance to unveil their secrets to you, allowing you to understand every detail with just a glance. And more than understanding them, you have an instinctive gift for breaking such things down, improving them and copying stuff from one to the other. Just... don't become useless, Jumper.
573	Into The Future	Research	400	Galactic Civilisations II	Know where you're going - or you'll just get lost. Science has a vast spectrum of possibilities open to a society, from advanced construction methods and ecological engineering to weapons technologies and faster FTL drives. It's enough to make one's head spin - but your people know how to stay grounded, possessing a nearly prescient ability to determine how useful any particular scientific effort is going to be, how long it might take before it starts to offer tangible results, and even what further options it might lead to. This doesn't eliminate the need to figure out what the options are to begin with, and you might still have to choose between developing a better Hyperwarp or pursuing Discovery Spheres instead - but you'll at least be able to make an informed decision on which path to pursue.
574	Improbable Crafting Skills	Research	400	Generic Isekai - 4Chan	You're an expert at recreating modern technologies with atypical resources. Even if you don't know the full mechanics or manufacturing process for a particular item, you'll be able to craft it with local materials or supernatural abilities through experimentation or sheer magical power. Post-jump, you'll also have a much easier time interchanging materials and processes for technologies not native to your original world.
575	Evolve Each Day	Research	400	Green Worldz	Every time your weapons are deployed in the field, you gain data. Data on what worked and what didn't, data you can use to make your weapons better. Even if you don't actually get a report from the user or recover the weapon from the field at all, you will still learn how and why the weapon failed, and how you can improve it to ensure such a thing never happens again. At least, not for the same reasons as last time.
576	Bolthole Protocol	Research	400	Honor Harrington	While coming up with unbelievably advanced new designs may not be exactly your forte, what is, is the reverse engineering of the same. You need only spend a few moments working at something to get a basic idea of how it works, and only get faster from there. No matter how advanced or obscure the technology, you can eventually work it out, with a thousandth the time and effort it would take anyone else.
577	Incredibly Talented	Research	400	In Another World With My Smartphone	There is one area in which you truly shine. Pick a single skill or talent such as hand to hand, swordsmanship, magical innovation, alchemy, or similar focus. You are now, hands down, one of the best people in the world in that subject. An alchemist could come up with all sorts of new alchemical concoctions and potions that would astound and amaze your peers, a swordsman could cut down a hundred men on his own nearly effortlessly, a magical innovator could create new spells or rituals or magical items with unsurpassed vision and creativity, and similar such potency applies to any other skill or focus you take with this perk. Beyond that however you will always be able to refine your focus, allowing you to push yourself to greater and greater heights no matter how skilled you become. You may purchase this perk more than one, but it must apply to a new skill or focus each time it is taken.
578	Like A Robot	Research	400	Invincible	Your mind is a masterpiece. You think faster than a normal human being; you can process in a second what would have before taken you a minute. You have the ability to split your mind in twain to concentrate on more than one thing at a time. In the beginning you would be limited to dividing your mind into 10 different streams of thought, each of which has the full processing power of your entire mind. Given time however, something on the scale of decades, you will be able to split your mind exponentially more, giving you enough subdivisions to run the world, control an army, and a police force of millions of separate robot suits all the while manipulating global politics. Given even more time, who knows how far you could take this.
579	The Only One Who Bothered To Learn	Research	400	Iron Sky	Yeah, it might very well occur in this world that people would refuse to learn how to fix things while living in a place where day-to-day survival depends on them and others fixing things in time. You have no such problems, thankfully. You're a genius at figuring out, reverse engineering and patching together any and all kinds of technology. You can patch in new power sources on the fly, or work out how to jury-rig devices to perform functions they aren't even designed to, at times.
580	Enemy Tech Progression	Research	400	Orion's Arm: The Amalgamation	Any technological device that you have subverted will reveal its inner workings to you. The blueprints, knowledge and methods that go into the creation and operation of the technology you subvert are automatically uploaded to your mind. If you cannot subvert a technological device, you can still learn its secrets, but at a far reduced rate. You are also able to more quickly grasp the inner workings of those subverted devices to improve on, and upgrade them.
581	Upgrades! Upgrades!! UPGRADES!!!	Research	400	Red Faction	You can make it all better. By studying a piece of technology for a short while, you can come up with ways to improve its functions or fix design flaws, though you'll still need the related technical skills to figure out details. In addition, you can use salvaged materials in lieu of fresh parts for this task.
582	Core Competence	Research	400	Spiral Knights	The Cradle is a dangerous place for the Spiral Order, and not only due to it's indigenous wildlife. There are too many unknowns, too many variables to be comfortable with. That is why it falls to people like you, One of the most naturally gifted researchers within the Order, to increase the odds of safety. Your attention to detail has increased dramatically, letting you pick out and recognize patterns in the construction and design of machinery much more quickly than others. Understanding these patterns has given you incredible insights into technology found in the Cradle and in the Gremlin bases, along with how it can compare and blend with technology of the Order you are so familiar with... and your own, which you are even more familiar with. When the Order finally reaches The Core, perhaps you will be one of the most likely members of it to unlock the secrets held within.
583	Info Processing	Research	400	Starcraft II - Nova Covert Ops	You are not always stuck in a lab, you are useful in more areas than just that. You can process information, sensor readouts, intercepted communications, and more importantly, you can apply such knowledge. While others would use such data for tactics, you see opportunity for scientific advancement. The more information you have access to, the better opportunities you see for salvageable materials, technologies, or data. And you can use those to relatively quickly implement a usable and useful technology.
584	At What Cost	Research	400	The Death Mage Who Doesn't Want a Fourth Time	Science. Magic. Both require innovation, the branching of new ideas forming a tree of knowledge that grows ever more. The greatest issue facing you is what cost is too great for innovation. By ignoring the morals of the modern world you may make great breakthroughs in magic and scientific research, learning far more from testing on unwilling subjects than would otherwise be expected, with prolonged excruciating torture of many subjects vastly increasing the likelihood of discovering something world changing over the standard procedures. Should you wish to retain your moral compass, however, you may instead receive a boost to your research and discoveries when adhering strictly to a moral code, with said boost increasing the more you go out of your way to adhere to it, altogether being just as effective, if not better, than any immoral alternatives that you might think.
585	Fuck Physics	Research	400	The Death Mage Who Doesn't Want a Fourth Time	In case you have forgotten, these worlds, Lambda and Origin, do not have the same physics as the Earth you are so used to. In fact, much of what can be done in Origin and Earth, such as guns and the like, cannot be done in Lambda due to these differences, nor do certain metals exist. A terrible thing for those who wish to make use of their knowledge. There are alternatives, however. Alternatives that you have a knack for discovering. With time and study you are capable of finding alternatives for any material or effect that is impossible in one location so long as it is possible in another. Whether it be shooting a gun on Lambda, using spells in a magic cancelling room, or containing antimatter without it exploding, so long as the desired effect or material can exist/occur in another space, you will eventually be able to duplicate it.
586	Reverse Engineering	Research	400	Worm	While you still possess an amount of scientific knowledge beyond the curve of modern society, your base technical knowledge is far less than other Tinkers. This is however because your power lets you reverse engineer the principles and workings of anything you can get your hands on, and then apply that knowledge and understanding to your own work. Just seeing a device and watching it function gives you a vague idea as to how it works, and examining something means you can derive the hows and whys as to its functions. This requires time and effort on your part, in addition to the time and resources it'll take to actually implement this new knowledge, but as long as you put in the necessary investment you can always understand virtually any new technology. Your Tinker abilities will continue to expand as you gain access to new technology and knowledge, with potentially no upper limit as long as you can keep gaining samples to work with.
587	Shipping the Product	Resources - Fiat	400	F.E.A.R.	Prototypes are one thing, but what about actually getting the damn thing distributed? An item or weapon doesn't help anyone if it's the only one of its kind. You will find your ability to create has increased dramatically in efficiency, letting you use the materials for three of the same items to actually make five while streamlining production lines rather quickly. As a bonus, logistics have increased enough where your shipped supplies are harder to intercept, keeping any allies you have fresh with resources!
588	Resource Efficiency	Resources - Fiat	400	Mass Effect Andromeda	It's nice being efficient. It lets you make more with less, stretching out vital supplies even further. With this perk, any time you are crafting something, you can make it for half the materials. Just don't ask how you got a full cake from half the amount of ingredients. However, anytime you break down an item, you only get the amount of resources that went into it. So, breaking down a gun you made for 50% resources would give you those 50% resources, compared to a gun made by someone else who used the full amount in the construction, and thus giving you the total amount.
589	Monster Harvesting	Resources - Fiat	400	Warhammer Fantasy - Amazons	Without the power of industry or technology that civilisations like the empire have access to, the Amazons have learnt to be resourceful in other ways. They and now you have become masters of taking the bodies of fallen foes and turning them into weapons, tools and armour. Not only are these removed parts of enemies just as effective as when the enemy was alive, they even retain any special powers or magical qualities they had at the time, even if the being would normally need to be alive to supply those powers. Poisonous fangs will continue to bleed venom even after being torn from a giant snake's mouth and turned into a sword, whilst a monster that naturally produced magical wards would continue to do so even when it's hide had been stripped and turned to armour. Along with this skill for harvesting comes notable talent for creating weapons, armour and tools.
590	Aethertapping	Resources - Magical	400	Aion	You have been taught how to extract Aether from vortices, which can then be used by daeva to catalyze their crafting. Post-Jump, you will be able to find the occasional vortice-like anomaly spread across the setting seemingly at random, which you will be able to draw aether out of. They'll be invisible and undetectable to anyone who doesn't have this perk, however. You have mastery in this art, and make post-jump vortice-anomalies considerably more common.
591	Crystal Garden	Resources - Magical	400	Azeroth	You now possess the very same crystals used by the Draenei in many of their creations. This single man sized crystal, when planted, can create a massive mine filled with even more crystals of varying shapes, sizes, and colors. The mine may be temporarily depleted if you harvest too much too quickly, but it will regenerate more crystals for you to harvest if given a month to rest. The crystals you mine from this can be planted into other areas to create new mines. However, these new mines will not regenerate after use and once empties the land will need time to replenish the necessary nutrients before you can plant more crystals. If you purchase The Mine then you will have an entire floor dedicated to these crystals within your mine.
592	Echos of the Time War	Resources - Magical	400	Ben 10 0.1	Where did you get these? Or when did you get them? This is a trio of Time Beast eggs. They are a substantial power source for time machines, able to charge them up with enough power to go as far as the creation of the universe, someplace most time travelers couldn't hope to reach on their own. Should you instead decide to hatch them, the Time Beasts that emerge will be loyal to you and see you as their parent, being a ferocious pack that can travel up and down the timestream freely. Let's see how smug your enemies are when you send these angry dogs after them years in the past!
593	Arcane Emulation	Resources - Magical	400	D&D Eberron	To enchant is to create the greatest of items. To enchant without magic is pure bullshit, but is doable with certain tricks shared only amongst the most secretive of crafters. Thanks either to learning from them or to discovering these abilities yourself, you can craft magical items without the need for related spellcasting. Further, you know all the little tricks to minimise the resource costs of your items, which whilst minimal by themselves add up to maybe halving the total time and resource expenditure per item.

#	Name	Category	CP	Jump	Description
594	Ritual Pigments	Resources - Magical	400	Dishonored 2	A selection of paint pigments in more than a dozen colours, each colour conveniently prepared from precise ingredients and according to very specific methods needed to use paintings as a ritual for conducting sympathetic magic no need to wait for certain phases of the moon, nor collect certain weeds in a container made of a human skull. Put simply, what you paint in the painting can be imposed onto reality, or what is in reality can be transferred into the painting. There are enough pigments here to do one painting which affects a room-sized area, allowing goods to be conjured, things within the area to be altered or removed, or to turn the painting itself into a room-sized pocket dimension. You could paint a painting of an empty room and add in a pile of silver to the painting, to sympathetically conjure a pile of silver into the real room, or you could paint a picture of the room without its door, which will magically remove the door from the wall of the real room, preventing all access. Unfortunately painting ephemeral things souls, magic, auras, power still does not make them appear in reality. You could also use these paints to move something out of reality and into the painting, such as valuables or a prisoner, concealing or trapping them inside it. If you should possess Voidheart and Endless Black, you will find the scale of this power magnified you could create an entire world of phantasy within the painting to enter, or call forth from your canvas a change to affect an entire city.
595	Potted Stardust	Resources - Magical	400	Divinity - Original Sin	The Stardust plant is a hardy, quick growing flower with peachy-red colored petals standing up on spindly stalks with large, wide fern-like leaves growing from the base. It is highly sought after by women who use the golden dust that clings to its flower petals to enhance their beauty, but that is only the least of its uses. The golden dust is highly magical and can be easily used for crafting a variety of magical items. Everything from magical swords to voodoo dolls can be created with a pouch full of this stuff. The flower in this pot will generate one small pouch of dust every few days and will never need tending to. Should it be killed, a fresh pot will appear in your proximity within a week.
596	Gemavic	Resources - Magical	400	Gemcraft - Frostborn Wrath	This perk allows you to summon gems made of different materials using gemcraft, including materials from other jumps. This only works if the material is a transparent or translucent crystal, unfortunately. Most materials are much worse for conducting magic than crystalized mana, but perhaps you can find a use for a diamond the size of a living room? Non-Magical gems are exceptionally cheap to create you know, since they're essentially sparkly paperweights. Feel free to be creative with shapes.
597	Forbidden Treasure	Resources - Magical	400	Generic Exalted	You looking for some weird stuff? Maybe the bottled laughter of a newborn infant, or the dream of a maddened artist? How about the color of the sunset as seen from a specific mountain peak found only in The South? Well if you buy this option you'll have those things. 200cp gets you a regular source every week in your warehouse of relatively hard to find exotic resources and reagents which can be used to dramatically aid in the speed and efficiency of artifact creation. For 400cp you get a larger amount every week of far more exotic things. Trapped Essence of Yozi, a fragment of the twisted dreams of the Neverborn, and a thousand and one things never before seen or imagined spawned from the twisting madness found only in the absolute heart of the Wyld. You may direct what specific kind of resource you get each week if you have some specific need or desire in mind, and may freely choose something different the next week.
598	Pale Ore	Resources - Magical	400	Hollow Knight Voidheart	A highly sought after material, filled with pale energy. Pale Ore was often used in the creation of mastercrafted armor and weaponry, for the edges it can produce are ever keen and never require sharpening or maintenance, and their durability is said to outstrip that of many rare alloy metals. In addition, their cold bite can often quickly inflict frostbite on unprotected foes. You've managed to arrange shipments of this ore, granting you several chunks of it every week, more than enough to make a handful of weapons of a suit of armor.
599	Qian Yuan's Treasure Vault	Resources - Magical	400	Talisman Emperor - Mortal Dimension	Chen Xi encountered a treasure vault much like this one in the Oceanic Desert. While he had to fight several cultivators to get away with the treasure, you'll have an easier time, as this vault attaches to your Warehouse or inserts into jumps in a location only known to you (you may make this choice for each jump). The Vault contains 4,096 doors, and behind each door is a space containing a particular item: medicinal pills suitable to aid in cultivation or to recharge Essence during battle, piles of rare materials like White Refined Gold, Water Netherstone, Six-Yang Crimson Iron, Azure Heart Wood, suitable for equipment refinement and alchemy, gardens filled with varieties of spirit herbs and flowers in effect, if it's a material used to craft something, it can probably be found here. The materials slowly replenish themselves so long as they aren't completely used up (and there is no material which is singular - you cannot completely use up a material unless you are in a hurry to craft something big), and you can add materials from future jumps to the vault to have them gain the same benefit.
600	Metal of the Gods	Resources - Magical	400	The Death Mage Who Doesn't Want a Fourth Time	Adamantite. Mythril. Orichalcum. Magical metals of incredible power. Adamantite and Mythril are opposites, in a way. The first, incredibly sturdy, the perfect material to defend against the physical world. Mythril, on the other hand, has anti-magic effects, defending against spells as effectively as Adamantite does against physical blows, while also being capable of damaging spirits. Finally, there is Orichalcum, the metal of the Gods, having resistance against both physical and magical blows even greater than the other two. The metals of Gods, which are now at your hands. You have a replenishing supply of each material, enough to forge from their raw forms an entire suit of plate armor, a shield, a spear, and a sword. This supply, should it be used or sold, will replenish once every year, though it should be noted that those with the ability to forge from these great metals are far and few between. Post jump, you will also receive an equal supply of any other metals considered divine alongside the ones provided here from any setting's visited, including those created by you or others.
601	Dust	Resources - Magical	400	The Games We Play	Ah yes. Where would we be without this? This is a supply of Dust of all types, presented to you weekly for whatever purposes you may have for it. Dust being a crystallised form of elemental energy, color changing depending on what it's elemental affinity is. It can be used for a variety of things, be it adding some Aura to make them explode into a burst of their native energy or sewing it into clothing to make empowered wear, putting it in bullets to create specialty ammunition of great strength or just to power technology. Types seen thus far are water, air, lightning, fire, gravity, time and Light, but there are many other kinds. For 100 CP it's a fairly small supply. More than enough for a family, even the most wasteful or extravagant one or businessmen or Hunters or any other. Let's say several kilograms of each type. For 200 CP it's a larger supply, many tons upon tons of it, enough to keep a small city functioning pretty easily, or keep a small army supplied. Emphasis on the 'small', mind you. Of course, you could pay 400CP instead and forget all these constraints. You now own a whole deposit of dust, one with nigh-endless supplies of all types. But of course, once again, the keyword is 'nigh'. Or you could have a set of literally bottomless containers, but where's the fun in that?
602	Oni Treasures	Resources - Magical	400	Touhou Forbidden Hermit	You have in your possession the four treasures of the Oni. The first is the Ibuki Gourd, a stylish large purple gourd with a stopper that has been soaked in the extract of a Sake Bug. Even a little bit of water in here somehow multiplies into a vast quantity of sake, though it never produces more than the gourd can hold at a time. With this treasure, you could easily ensure you never spend another moment of your life sober. The second is Douju's Jar, a large waist-high pot full of an endless amount of edible oil with no unusual properties beyond tasting smooth and nice. Perhaps you might want to establish a deep-frying business? The third is the Hoshiguma Dish, a simple red sake dish that has the miraculous ability to raise the quality of any sake poured into it, making it taste much better and be far easier to drink. Note that the sake does not need to remain in the dish to benefit from the increased quality; pouring it into the dish and then pouring it out into another container is a perfectly valid way to amass a lot of high-quality sake. However, sake can only benefit from its blessing once. The fourth, and most potent, is the Ibaraki Box of a Hundred Medicines, a decorated sake box that can hold two litres of liquid at a time. Should a healthy person drink alcohol from the sake box, it temporarily grants them the strength of an Oni for a day at the price of shifting their personality to be like an Oni's (read: crude, brash, coarse, loud and belligerent) until it wears off. If a sick, injured or otherwise unhealthy person drinks from it, however, it cures all of their ailments barring incurable mutilation from powerful magical relics at the small cost of permanently transforming their body into that of an Oni – though some might say this is simply another bonus. If a lot of people were to drink from this box, you can be assured it would cause incredible amounts of chaos.
603	Worldsinger	Resources - Magical	400	Warhammer 40k: Craftworld Eldar	The craft of the Bonesinger is mighty indeed, yes but as there are many notes in a song, so are there more uses for music than Wraithbone alone. In the way the Bonesinger shapes Wraithbone with psychic energy and their voice, so do you shape the green and growing things. Vegetation springs from the earth, seemingly from nothing, at the sound of your voice, molding itself to fit your needs. Should you grow hungry, bring forth fruit. Should you grow hot, bring forth shade. Should you grow weary, bring forth a bed of leaves. All these shall heed your song.
604	Tithe of Souls	Resources - Magical	400	Warhammer 40k: The Warp	Hungry, are we? Within this glass vial rests thousands of high quality (psyker grade), non-sentient souls for either your consumption or as currency and fuel/reagents for other purposes. This vial restores itself once every week after being emptied or damaged/destroyed in your Warehouse.
605	Need More	Resources - Mundane	400	Blade Runner 2049	Replicants aren't exactly made from clay. The biological materials that go into them take facilities to produce and can get rather expensive to make each and every one individually. You won't have that supply issue however as you've got a seemingly endless supply of the raw biological materials needed to make a Replicant. Or a human. Not too different in the end, you know? You'll receive enough to make at least a dozen Replicants each day and it'll always refill the next day over.
606	Arsenal of Destruction	Resources - Mundane	400	Galactic Civilisations II	To build a fleet capable of defending your empire (or conquering a rival's) is not a trivial task. Parts and resources need to be brought in from dozens of industrial sectors, crews and soldiers need to be trained, and there's always the dilemma of what exactly you'll go for - larger numbers of small combat craft, or a few, powerful warships to dominate one sector at a time. Or at least it used to be. Streamlining your industrial capacity is not easy, but when it comes to military-industrial power your people are nothing short of savants. You'll be able to build more ships, faster and cheaper than before and most amazingly, this effect becomes more pronounced the greater your production target's overall size, complexity, and cost are. Heavy Fighters' small size means they don't have that many ways to optimize production, but Frigates are already substantially easier, and Dreadnaughts? Well, by the time you're building those behemoths you shouldn't be surprised if you start getting almost twice as much bang for your buck. Possibly literally, if you like using missile weapons.
607	Sample Collection	Resources - Mundane	400	Generic Naruto Fanfiction	Oh, what's this now? Doing some experiments, are we? Well, if you are, these would be priceless. This is a comprehensive collection of DNA samples, with blood, hair, nails and even bone samples from... well, just about everyone who's anyone! That's right. This is a collection of neatly labeled samples that have materials from very nearly every powerful ninja, samurai, random guy, demon, sage... pretty much anyone who can be considered A-class or above in the Bingo Book. The exact nature and quantity of the samples depends on the people in question and their histories. That is, someone who keeps getting injured would likely have extensive blood samples here, but for someone for whom it's a rarity you would likely see only stuff like hair and skin, and quantities dependant on how easy it tends to ordinarily be to get those things from them. The exception is for dead people, in which case you get significant quantities of everything from blood, bone, skin... well, everything. Each and every sample is perfectly preserved, and experiments performed on them have significantly higher chances of success than normal. In future jumps too, you get samples from all major figures in the setting, whether in terms of fighting strength, intellect or the rest.
608	Lack of Materials	Resources - Mundane	400	God of War	Times are tough in this land. Forces beyond knowing, monsters that roam the lands, and gods who are as petty as they are powerful. With chaos such as this, there are times you may not be able to get everything that you need. But you've learned to make do. You can get the most out of your materials, using two bars of metal where you might need four, or three hides when you need six. Of course, if you DO have all the materials required you can use them to make your creations more effective in quality and capability as well. So maybe it doesn't hurt to put the extra mile in.
609	Junkyard	Resources - Mundane	400	Mass Effect Andromeda	Junk to some is treasure to others. You get a doorway that leads to a small pocket universe that is filled with the local area's lost, broken and/or discarded items. You might find broken gear, ruined vehicles, or maybe a pristine limited edition item that someone just forgot about. Everything in here will be somewhat useful to you, but you get to decide if it's use is as a source of resources, or if something is worth fixing.The doorway takes the appearance of an expandable hula hoop that opens a portal to the pocket universe. The pocket universe will refill with junk as you travel, or as the local area around you generates junk that will be siphoned off. In addition, if you haven't cleared out the junk universe in one jump, then you can still pick it up in another, while the junk from the new jump will slowly filter in as space is opened up.
610	Saturn Spray	Resources - Mundane	400	Modded Fallout	Based on the futuristic space-program alloy 'Saturnite', this spray can contains a liquid compound that rapidly hardens into a transparent, protective yet flexible film that bonds onto whatever item it is used on. As in, it turns the item it's used on effectively invulnerable to any damaging or corroding influence, from bullets to plasma and even radiation and rusting. You could spray a Light Machine Gun, and the barrel and firing chamber would never warp or distort from overheating, for example, nor would the paint job flake off or burn up despite the fact the barrel glows red-hot from continued use. Whatever it's used on simply will not degrade or wear out so long as the spray remains in place. Its flexibility means it doesn't actually provide any increase in protection (you'll still suffer internal trauma even if your armor bounces back right after, for example), but you'll never have to worry about your equipment no longer looking the way it should - or working at less than its original effectiveness, for that matter. Should you want to make some modifications (like changing the paint job to something different), you'll also receive a spray can with the releasing agent, which will cause the Saturn Spray to harmlessly peel off and degrade into everyday chemical waste. Both cans are effectively 'bottomless' and will never run out.
611	Done Dirt Cheap	Resources - Mundane	400	Pokemon Sword and Shield	What's a researcher to do? Good assistants and proper materials are so hard to come by these days. Well, no, not really, you might just be lazy. You can probably find them off the side of the road if you spent about five minutes. This perk helps you get quick volunteers to help look for things your research depends on; and with getting the basic materials and tools needed to do it in the first place, all on the cheap! You could pay off your helpers with stories, or even the results of your research if you don't care to hang onto it. Also helps with getting help with various other situations with similar benefits.
612	Manufacturing Line	Resources - Mundane	400	Valkyria Chronicles	You've always been of the opinion that technology advanced too slowly before you arrived, but now you can apply that to the physical world as well! Any building process you oversee, whether it be the forging of a sword or an entire tank factory, will now produce results twice as fast and with half the required materials used.
613	Fairy	Speed - Arcane	400	Fate/Legends - Garden of Avalon	Despite having human parents, you are a long way from being human yourself. An ancient, long buried heritage in your ancestry has awakened and you were born as a Fairy. A Fairy is an extension of Gaia, similar to how the hairs or fingers on your body are an extension of you. Despite this, you retain your free will completely, thus allowing you to benefit quite significantly from being considered a natural part of the world, especially when it comes to your magecraft being accepted as entirely natural. You are also able to become invisible to the senses of any being without magic. Beyond this, you have amazing talent in creating magic items and while you are right now a long way from crafting something like Excalibur or Arondight, you are still several times as skilled, fast and efficient in the creation of magical items as normal. Lastly, you have the potential, with enough power and/or age, to evolve into a full fledged Elemental, granting you greater authority and importance to the world, along with a not insignificant boost in power. In future worlds, you may choose to have a similar connection to the world you begin on as you do with Gaia here.
614	Magical Assembly	Speed - Arcane	400	Generic Builder	Rather than use tools for your building, you've learned how to assemble and disassemble things using magic. This increases your Building speed by half again.
615	Gimme a Tic	Speed - Fiat	400	Gonna be the Twin-Tail	They ain't never seen an engineer like yourself. You're not just able to keep up with some of the best and brightest in this world, such as creating teleporters that can be carried in your palm or energy shields that can offset a rocket launcher yet are contained within small pieces of jewellery, but you are also able to outright make what you design too. You work fast and hard, enough to do the work of dozens of skilled men working constantly over weeks of time in just a single night. You could construct a fully outfitted underground base beneath a house, excavating and manufacturing and coding all the gadgets and rooms and devices needed, within a single night and not leave anyone above ground aware of it.
616	Savvy Sultan	Speed - Fiat	400	Macross	When people think of building things, they think of you. Provided you had the resources and the understanding of the technology, you could construct all manners of machines in a fourth of the time it would normally take. By yourself. You're no slouch with any of your tools either, wielding them with the precision of a machine with no loss of speed. Quality and a deadline? No problem.
617	Unravelling	Speed - Fiat	400	Medaka Box Abnormal	Sprinting is great and all, really, but it's not much use in life. How often is raw speed in that sense going to help, in anything from typing to fighting? But it looks like it's actually quite fitting for you. The faster you become in raw movement speed, the faster you are able to do any task at all. Becoming able to move faster than the speed of sound would let you accomplish hours of work in just minutes, with no loss in quality, consideration or effective time spent on the project. You'll be moving and acting faster but be just as effective as if you took as much time as you normally would on the task you're working on.
618	I Know What We're Going To Do Today	Speed - Fiat	400	Phineas and Ferb	24 hours just doesn't seem like enough time to get stuff accomplished, but you'd be surprised what determination (and this perk) can get you. You can now complete days and even weeks worth of work in just a few hours, and this effect increases tremendously when you have a few helpers, to the point where a small team can work with you to complete years worth of work in a simple afternoon.
619	Under Pressure	Speed - Fiat	400	Stargate Atlantis	Work that would take a whole team a week to do, you can do by yourself in a day...when you're properly motivated. Unfortunately that proper motivation involves imminent demise: a gun held to your head, an incoming blast of solar radiation, anything that would wipe you or your friends out. The closer your death approaches, the faster and better you work. Just keep in mind that some tasks are too large for even your accelerated competency to complete.
620	High Speed Creationist	Speed - Fiat	400	The Weakness of Beatrice	There's no reason to bother with hours or days of waiting around for a potion to be ready, especially not when you're in the deep labyrinth, monsters are bearing down on you and your allies are injured. You've got no time for it and thus waste none, as your crafting and mixing abilities work at an insane pace. You can mix potions in seconds that take hours normally, even turning enemies into potions as you fight them if you're using the right sort of potion recipe. The way you smith or build items is just as fast, finishing swords in minutes or whole houses in hours. Combat crafting might have been seen as impossible but you're about to prove everyone wrong.
621	Manufacturing Line	Speed - Fiat	400	Valkyria Chronicles	You've always been of the opinion that technology advanced too slowly before you arrived, but now you can apply that to the physical world as well! Any building process you oversee, whether it be the forging of a sword or an entire tank factory, will now produce results twice as fast and with half the required materials used.

#	Name	Category	CP	Jump	Description
622	Arsenal of Destruction	Speed - Mundane	400	Galactic Civilisations II	To build a fleet capable of defending your empire (or conquering a rival's) is not a trivial task. Parts and resources need to be brought in from dozens of industrial sectors, crews and soldiers need to be trained, and there's always the dilemma of what exactly you'll go for - larger numbers of small combat craft, or a few, powerful warships to dominate one sector at a time. Or at least it used to be. Streamlining your industrial capacity is not easy, but when it comes to military-industrial power your people are nothing short of savants. You'll be able to build more ships, faster and cheaper than before and most amazingly, this effect becomes more pronounced the greater your production target's overall size, complexity, and cost are. Heavy Fighters' small size means they don't have that many ways to optimize production, but Frigates are already substantially easier, and Dreadnaughts? Well, by the time you're building those behemoths you shouldn't be surprised if you start getting almost twice as much bang for your buck. Possibly literally, if you like using missile weapons.
623	One-Man Industry	Speed - Mundane	400	God Catching Alchemy Meister	Despite being chained to the forge for hours on end, alchemists can make just a handful of works per day. Mixing, forging and enchanting take time and finesse, after all. Those who make items en masse tend to vomit works of low quality. In the face of that, you trained and mastered the art of making things really quick without a loss in quality. About ten times as fast as your peers, in fact. While an alchemist with your same rank would take an hour to make a fire sword, you in the same span of time can make ten, and even give each different powers. This bleeds out to other aspects in your life. Time is money, after all.
624	Rapid Engineering	Speed - Mundane	400	Honor Harrington	When it comes to technology, quality may beat quantity, but quantity has a quality of its own. A quality you well understand. You have a deep knowledge and skill at building shipyards and support systems, not to mention ships and their weapons, that focuses on building a lot of them very quickly, instead of building them to be the best in the world. Your product may not be the most lethal or best defended or longest sensing in the galaxy, but you know how to churn out entire fleets of the stuff in the time it would take others to make a prototype.
625	Simple & Advanced & Alkahestry	Arcana - Innate	500	Fullmetal Alchemist	You understand the connections between parts. You can make large alchemy circles far more easily and far less complex than others. You can combine this with Advanced Formulae for multipurpose combat alchemy. Alchemy comes to you as easily as breathing does. Your greater understanding allows you to perform more complex alchemy. you can combine this with Simplified Formulae for multipurpose combat alchemy. You understand how to perform basic Alkahestry, an art from Xing which can perform transmutation from a distance using linked circles, and can heal wounds of many kinds by following the pulse of the body. With practice or tutoring you can make a real skill from it.
626	Mystical Dojo & Chakra Books	Arcana - Study	500	Marvel Cinematic Universe Vol. 2	For the Masters of the Mystic Arts, the grounds of Kamar- Taj is their sanctuary, their fortress, and their school all in one. It is a place where they can open their mind, and truly ascend to new heights in awareness as they explore Creation itself. Alas... even they knew not to focus everything in one place, and it is with that in mind that I offer you this. Whether you wish to place this in a mountain range so that it is hidden away from the eyes of most, or have it as a Warehouse attachment, this ancient site contains everything one needs to build an order. Rooms for monks to stay in, a great library to fill with many books, a courtyard to practice, an armory for magical items you may possess, and even a storage unit that supplies as much mundane food, water, and tea to sate those who follow the Mystic Arts. Even better, those who practice here will find their minds opening more quickly than usual, having an accelerated effect that will leave training of the body and mystical practices half again as effective. ...oh, and there's a wifi router installed. It can be difficult for those who are unaware of the world around them to grasp that they know nothing. It can also be difficult to show them just how small their worldview has been all this time, or help them. But the first step to learning is awareness. This is a substantial supply of books regarding the body, such as a map of the nervous system, MRIs, and more importantly, chakra points and how to open them. These maps for the body will help bring awareness to would-be students, and how to show them the wonders of the world or themselves. For an additional undiscounted 100CP (included in the price), you may also gain a substantial collection of spellbooks that will assist in helping you learn the formation of spells, the art of drawing energies to power them, and the basics in casting them. Just be aware that the warning labels come AFTER the spells.
627	Dwarven Forge	Facilities - Arcane	500	Marvel Cinematic Universe Vol. 2	There is a place called Nidavellir. A place that has contained a dying neutron star, it was known for creating some of the most powerful weapons to exist in all of the Nine Realms. Forges were heated eternally from the heat of this star, strong enough to kill even the greatest of Asgardians were it not for one of the weapons forged in this very place. The mythical Uru springs from this place, metal that is used in the weapons of the gods. Such a place would cause untold prosperity or ruin depending on who held this place. Mayhaps the dwarves who controlled such a place realized the dangers of only having one, so there is a second structure that has been hidden away in the event Nidavellir was attacked. Maybe call it Myrkheim? Regardless, the heart of a dying star is yours to use in these mythical forges. Great works shall be created in these halls. Terrible, but great. Just don't get in the way of the focusing lens. It could kill you.
628	Orgel of Origins	Gear - Mundane	500	Ar Tonelico	A copy of the original Song Science device. A handheld music box that plays a very carefully calibrated song. It is made of Parameno and Grathnode - and gets hot pretty quickly. Enjoy your white hole generator - this is what powers the entire tower, including the antigravity generators, weather control, and giant beam cannons. All of it. It's an infinite energy generator, with a very high output. Unless you buy both this and Song Science, replicating it is nearly impossible, with both it is tricky.
629	The Plecian Tome	Knowledge - Archive	500	Light of Terra	The Pleician Tome is a portable font of certain archives, templates and pieces of ancient lore, created by a senior Tech-priest of the Adeptus Mechanicus and used by Techmarines. Even to a trained eye, the information is a seemingly random collection, with no easy means of navigation, and so it takes much study to glean anything relevant to a particular task. Indeed, only those with a wide knowledge of Machine Spirits and engine lore have any hope of understanding the information contained within, however, those with patience and the appropriate skills can find secrets of great use within the datacore, secrets dating back to the fabled Dark Age of Technology
630	Valkyrie Core Knowledge	Knowledge - Known	500	Battle Action Harem Highschool Side Character Quest	You understand the science behind Valkyrie Core technology. You'll be able to replicate aspects of its technology such as the ability to store and modify objects in a pocket dimension or the manifesting of Impeller fields, or the insane processing power of the Core itself. With time and a little work you'll be able to make new cores.
631	Engineer's Notes: Avvenire (x10)	Knowledge - Learning	500	ARIA	A last set of documents that was kept in the archives. This copy seems to have been fragmented into components, though as you compile more of it together it will become evident that this details the specifics of the actual terraforming process, including the equipment and calculations involved in the process of creating Aqua. It does go to note that while the knowledge stored within this could help a new engineer tackle a different terraforming project, each planet presents its own challenges, and this information is better taken as a sample of notes rather than a hard guideline. Each time you take this option your own abilities at controlling the logistic and engineering elements of terraforming improves slightly, though with ten purchases you'll find that the documents will be complete. Further purchases won't help you much unless you have a different use for them.
632	Diamond Techniques	Quality	500	Summon Night Swordcraft Story	Hoo baby, now you're cooking with gas! These are the same techniques used by Craftlord Rondeau, the Diamond Craftlord of Wystern! This means whatever you make is now in addition to being top of the line in performance, also top of the line in looks! If you have this perk as a Craftknight, you're likely to be a Craftlord yourself. If you're an Apprentice, you're likely to be considered the second coming of Craftlord Shintetsu just like Cleru or Pratty!
633	Mo Weapon Master & Holy Mo Forging Pool	Quality	500	World of Cultivation	The way the Mo forge their weapons is unique from how Xiuzhe create their talismans. Through the process of forging already high class materials the Mo forging method focuses far less on creating a weapon with specific new traits, and focuses far more on emphasising and enhancing the properties which already exist in the materials by forging them in the deep cold flowing waters of the Mo Forging Pools. You are now a master Mo Weaponsmith, able to look at a pile of materials and bring out the absolute best of what they could be, enhancing the traits they would naturally have if you forged them. A dagger forged from a beast which breathed fire will have a fiery aura, or even possibly burn upon touch of the blade, while more complex things such as a sword made from the tongue of a rotten undead carp soaked in the water of a necrotic realm may be able to cause things in a small area to decompose. Through hard work and study you can do much with this art, and should you have other means of forging or creating weapons the results will only grow more impressive. Also comes with the knowledge of how to create a Mo Weapon Forging Pool. The Underground Nether River is silent, it is 60 feet wide and spectacular to see. The river water of the Underground Nether River is as sticky as glue, is black yet clear, and flows without making a sound. The water in this river is extremely suitable for the creation of Mo Weapons, by placing a part of yourself or another creature as well as a weapon into the waters you can guide them to merge and create a Mo Weapon, a weapon connected to you much like a talisman or a flying sword, though often times more powerful, not because of superior forging techniques but because of the superior materials conglomerating to create a weapon. The pool has the special property to not only work well for forging Mo Weapons it also has the effect of combining multiple weapons or items into one, as Xiao Mo Ge did with his Sky Snake Ten Transformations Pike. Doing this imbues all the powers of the items into one while allowing them to shift between the forms of up to ten of the items used in its creation. For example the Sky Snake Ten Transformations Pike was a powerful Earth Mo Weapon created, but its real power came from its ability to shift into ten different weapons in an instant. Now you can create something similar. When used to forge with the parts of a creature it forges a better weapon depending on how strong the creature was and has minor affinities based on the creature and part used. For instance using the claw of a fire dragon will probably create a fire attributed Mo Weapon ranging between a dagger and a sword (considering how big the claw is). Though weapons created will be much more impressive if you have some training in forging already After the jump it can become a warehouse attachment should you wish it.
634	Treasure Mimic	Resources - Magical	500	Dark Souls 3	A large wooden chest divided into three compartments. The left compartment contains twenty pieces of Twinkling Titanite, the right compartment contains twenty Titanite Scales and the middle compartment contains assorted shards and chunks of normal Titanite. Titanite is a good, strong metal good for weapons and armor among other things, as well as reinforcing equipment. Twinkling Titanite is handy for the reinforcement of equipment steeped in strength, baring unique abilities, without diminishing those properties, though it's somewhat poor for crafting. Titanite Scales are left behind by Crystal Lizards that grow to immense sizes after devouring souls, and are the ideal material for reinforcing equipment made through Soul Transposition. All three being handy materials for a blacksmith though. Titanite originating from the chest will slowly replenish over time once used for something. The assorted normal Titanite will replenish one piece every hour or so, while the special varieties usually take a couple days per piece. In reality, the chest is a loyal mimic that guards these resources and whatever else you put inside. If need be, it can even reveal itself to fight a would-be thief or carry out simple instructions. When walking about, two long arms and a huge tongue protrude from the inside, teeth grow along the edges of the lid and a long, lanky, deceptively powerful body stretches out of the bottom.
635	Ore Chest & Gift Shop: Material Supply	Resources - Mundane	500	God Catching Alchemy Meister	A magical chest full of different ores, rare metals and even some gems, around a kilogram of each, for a total of 20 kilograms at maximum produced. It replenishes the contents each day at midnight. Making it a stable, if small, source of income. You can put another kilogram of any ore, metal or the likes in there so the chest will also produce it in the future. This could be handy if you ever want an exotic weapon. Purchasing this grants you a replenishing supply of one material that you have acquired a sample of. For 100cp, this is the same amount as your sample and it is replenished monthly. For 300cp (included in the price), this supply is effectively unlimited.
636	NZT-48	Resources - Mundane	500	Limitless	You have some pills of NZT-48. This amazing pill lets you easily master many abilities related to the brain, including perfect recall, increased learning speed (fast enough to master the piano in three days), peak human charisma, peak human dexterity and reflexes, hypercompetence, superhuman instincts, peak human sensory absorption, instant analysis, and nigh-unshakable confidence. Unfortunately, the things you learn while using NZT are typically not fully available to you once it wears off. For free, you receive a replenishing supply, and the formula for, a version that has a few minor, minor side effects during withdrawal or even with continued usage: memory loss, extreme paranoia, blurred vision, hearing difficulties, psychosis, missing time, skin lesions, Creutzfeldt-Jakob disease, and Limp Dick Syndrome. So yeah, there is a trade-off for genius in a pill. For 200 CP (included in above cost), you can get a replenishing supply of, and the formula for, an injectable substance based on a cyclical enzyme system, partially developed by Piper Baird, that temporarily makes one immune to the side effects in case you want to control the distribution of NZT. You also have access to a version that grants permanent immunity. If you do not purchase this option, the in-jump version of this cyclical enzyme system will not work in future jumps. The enzymes are free if you have the capstone booster and Master Chemist. For 300 CP (included in above cost), you have a replenishing supply of, and the formula for, a version of NZT-48 that has no side effects. If you do not purchase this option, you will be unable to upgrade the base version to remove the side effects. This version is free for those who purchase the capstone booster. For each of these formulas, you may choose to have them work for others or not in future worlds, enabling mass production. However, if they work, others will be able to reverse engineer them so pick your poison. If you choose for them not to work for others, you'll have to oversee the production personally, but the compounds will be immune to analysis.
637	Dark Science	Arcana - Innate	600	9 Jumpchain	You are familiar with the principles of alchemy, or 'Dark Science', which led to the creation of the Stitchpunks, The Machine, and the end of humanity. This knowledge lets you create devices which can interact with the mind and soul. This includes the one The Scientist used to copy his Intellect onto the Machine's core, as well as the one he used to gift fractions of his soul upon the Stitchpunks, not to mention how to properly prepare a core or homunculus to accept such things. It should be noted that homuncuii with partial souls will have very exaggerated personalities, and creations imbued with pure intellect will be lacking a soul and the emotions that come with it.
638	Forging the Spear of Destiny	Arcana - Innate	600	Duel Monsters - Duel Terminal Part 1	To strike down evil, one must wield the appropriate weapon. It is for that cause, of aiding not only your fellows but the next generation who will live long past your own end, that you have taken the blacksmithing techniques of the Dragunity clan to a new level. Forging innately magical weapons, capable of summoning minor firestorms or striking with flensing wind, is simplicity itself for you. But where you truly shine is in the forging of power itself. Rendering a bolt of lightning into a spear, quenching shaped magical energy until it is a fine rapier, or even extracting the necrotic energies within an undead and refining it into an arrowhead, are all possible with some work. However, you are not limited to such easily visible forms of power. Should they cooperate, or prove incapable of resisting, you may forge a person's very power into a magical item reflecting their nature and capabilities. Perhaps even pool the power of multiple persons into a single weapon even greater than them although, it's not an idea you've had the chance to test, sadly. Parting with one's power forevermore is something not many can seriously consider.
639	New Age Necromancer	Arcana - Innate	600	Dungeon Keeper Ami	Once upon a time wizards were happy enough being able to raise undead, throw fireballs, and curse their enemies, well those were the old days and this is now. You are a modern wizard, you know the value of a well enchanted suit of armor. You know how to mix enchantments in such a way that things such as moving remote piloted armor suits are a very real possibility that you can make reality, magic powered railroads and three dimensional rune set ups are simply child's play for you, and even something as complicated as creating a gold powered dungeon heart is eventually possible. Though most enchantments are powered by mana you can offset this somewhat in two ways, either by instead binding the souls of the dead to your creations lowering the mana cost considerably the more souls you bind to it or by burning gold to take the place of mana that would be spent if you are squeamish.
640	Alchemical Expertise	Arcana - Innate	600	eXceed	Alchemy is the ancient art of drawing power from mystic artifacts. Unlike some variations of it you may have seen already, its core principle is imbuement and extraction. First, one must select an object with a useful quality, then they must understand this object fully through study. Then, through this understanding, one may refine this quality into a free-floating concept. This concept may then be applied to a useful vessel, which will benefit from such. For example, one may learn all that there is about a fighter jet, to the point of being capable of explaining everything about it and its operation and function with absolute certainty no matter what circumstances befall it. Then, one may reduce this particular jet to its Flight alone. One could then add its Flight to a suit of armor. An alchemist could then tap into the concept of Flight within it to soar. One could do the same to an industrial electromagnetic order to acquire the concept of Magnetic Attraction, or even a living being in order to acquire the concept of Self-Replication. However, one may only bind two concepts to any given object, and they may not be removed once set.
641	Facets of Sockets	Arcana - Innate	600	Gemcraft - Frostborn Wrath	Gems are both a way of effecting the world and a stable source of power, but they don't actually do anything unless directed. Sockets are the mounting points for gems, and they define how the gem's power is expressed in the world. They don't provide any power, but they provide a path for existing power to flow along in order to achieve specific results. This perk makes you an expert at the types of sockets in the gemcraft world, and also allows you to come up with novel designs in the future. All gemcrafters know how to create Towers, Gem-Traps, Lanterns, Amplifiers, and Pylons, but you can make more efficient versions of them that syphon off some of a gem's spare power to reinforce themselves. Oh, and we'll even toss in Magical Walls for free. Be aware that these structures are made of solidified mana and thus the more of them you have linked to your Orb of Presence (or around your personal fortress) the more building a new one will cost.

#	Name	Category	CP	Jump	Description
642	Yet Another Halloween Fic	Arcana - Innate	600	Generic Buffy Fanfiction	You can now create magical Halloween costumes which enables the wearer to take on the personality and powers of the costume. The total power of all active costumes cannot exceed the power of the one who made them, and they mute any powers the users would otherwise have. You can choose whether or not this overwrites the memories of the user or merely impacts their mannerisms.
643	Microcosm	Arcana - Innate	600	Greek Myth	Like the shield of Achilles your creations can contain microcosms. You could place within a sword the power of a raging thunder storm, sing a song that carries the components of civilization that would allow it's most important ideas to be transmitted through its words, even very complex ideas like how the men of Greece live and understand the world can be placed with a creation of yours. This empowers an item by allowing it to act in some way as if it were the thing imbued within it, albeit in a diminished form from the form they are embodying. Striking a shield which contains a microcosm of Greece would be like trying to strike through Greece, being struck by a sword containing Greece would be like being struck by Greece. However the microcosms you place within items will be greatly reduced compared to the actual thing they are embodying. A song containing civilization would only be able to get across the most important ideas with very little nuance, a sword containing a storm would strike with the force of a single thunderbolt rather than the thousands within the true storm, being struck by a shield containing Greece would be like being hit by a mountain rather than a country. It would take incredibly intense effort to create anything containing a microcosm more powerful or complex then Greece.
644	Mystcraft	Arcana - Innate	600	Minecraft	With a bit of paper, leather, and ink, you can create Linking and Descriptive Books, which allow you to travel between worlds... within some limits. No Linking Book will be able to return you to any world but your current jump, so long as your chain continues. Furthermore, without a genuine understanding of the nature of dimensions, any new world you create with a Descriptive Book will be another Minecraft-type world, cursed to Decay into nothingness over the course of a week or so. This can be a handy way to gather resources without disrupting a 'real' world, or a good place to experiment with dangerous things, but nothing more... at least for now. Be sure to keep your Linking Books handy and your Descriptive Books safe; should you lose your Linking Book, you will be trapped within a doomed world, and should the Descriptive Book that defines a world be destroyed while you are in it, you will be destroyed alongside it. Careful searching of these worlds may turn up hints of forgotten lore that you can use to improve your skills, but the rotten fragments of paper you find in these decaying libraries will raise more questions than they answer.
645	Fuinjutsu Prodigy	Arcana - Innate	600	Naruto	You are one of the very few who are talented in the art of Fuinjutsu, an esoteric discipline combining all the complexities of calligraphy and physics. Despite the difficulty in learning fuinjutsu, skilled practitioners find it well worth it. Fuinjutsu, or sealing, is at its most basic storing something within something else through symbols to be released at another time. More advanced techniques still follow this same principle, but to great effect. Seal masters can seal away the elements, chakra, form summoning contracts, teleport, or even summon and bind souls using these principles. It's only downside is that this art is massively difficult to learn even for the talented, and will take years of intense study to master. You start off knowing how to make the two most basic of seals: The storage seal which allows you to store items in slips of paper much smaller than they are, and the explosive seal which is basically a few glyphs on a piece of paper the size of a greeting card that explodes like a small amount of plastique.
646	Anartist	Arcana - Innate	600	SCP Foundation	No, not, "an artist," an anartist, or, "anomalous artist," is someone that, through a variety of means, can create anomalies, typically as a form of artistic expression. Music, sculpture, painting, these and more are ways to create anomalous objects, including sentient or even sapient objects. You need not be an artist to be an anartist; you could simply be someone like Doctor Wondertainment who makes anomalous objects. Speaking practically, you're only able to make Safe- or Euclid-class objects, however, and all objects are likely to have some form of side-effect; the stronger the object, the more likely it is for that side-effect to be potentially deleterious, unless extreme care and counter-measures are taken, especially if it's very quickly put together. Expect objects that are completely clear of side-effects to take around ten times as long as normal to complete, compared to things that have a normal, if somewhat cumbersome, side-effect. It's assumed that most people that make incredibly powerful anomalies die in the process, at some point. These anomalies can take any form, though it's best if their form follows their function.
647	Talisman Master	Arcana - Innate	600	Talisman Emporor - Mortal Dimension	While most mortals' exposure to talismans is the small, charm-like items that allow limited use of martial techniques, the Dao of Talismans is a Grand Dao which is the pinnacle of organizing and using other Daos and energy. Purchasing this perk provides you with the benefits of every specialty listed under Master Craftsman (alchemy/pill refining, equipment refinement, formations, puppets, spirit chef), a similar level of knowledge on the creation of the aforementioned minor talismans, mastery of the Dao Insight for Talismans, and the ability to use that Dao to control the power of all of your other Dao Insights to maximize their potential.
648	Soul Study	Arcana - Innate	600	The Weakness of Beatrice	The core of existence, at least for natural life forms. You've put countless long hours into studying that soul that lies at the centre of your being and the souls of other people as well. Slowly, you mastered this art, gaining the knowledge of how to interact with and manipulate the soul itself. You know how to physically interact with and move souls from one vessel to another, to create souls from nothing, to give physical form for souls to inhabit, to directly alter and change the soul itself and even how to bring back souls of those who have very recently passed on, saving them from death. To many, what you do is both a miracle and blasphemy, both of the highest order. To you though, it's just another science.
649	Fantasy Seal	Arcana - Innate	600	Touhou Forbidden Hermit	You have great aptitude when it comes to creating barriers, sealing, and undoing those seals yourself. What this means is that anything, no matter how strong, can be sealed away by you. Even when you encounter the supposedly "invulnerable" and "unsealable" you will always be able to find a hidden gap, a secret weakness, that makes them vulnerable to your sealing. Breaking seals can be a fiddly, fine process to do if you want to preserve whatever object was used as the sealing instrument, though if you don't care about that you can always simply brute force it to instantly annihilate the seal. To be able to break any seal, no matter how powerful, is your "cheat skill".
650	Scientific Magic	Arcana - Innate	600	Touhou Forbidden Hermit	Magicians in Gensokyo are similar to scientists in the outside world. Magic is conducted through trial and error, when one magician makes a breakthrough others find it relatively easy to copy it. This includes you; for you can easily find ways to duplicate any spell you know exists, even translating it from different magic systems into ones you know. This includes magic to extend your life indefinitely, and indeed is part of why in recent years mages have achieved immortality younger than ever before.
651	Master Enchanter	Arcana - Innate	600	Unmodded Minecraft	Removing the randomness and ambiguity of the usual process is the least of what you can do. You don't suffer any restrictions when it comes to what kind of item can get what kind of enchantment, so you can fish up treasures with a chain-sickle or empower a shovel to deal massive damage to the undead. Selectively remove or add new effects to an existing magical item, or transfer effects from one item to another. Fuse multiple similar magical items together to make a single, stronger item. While there are limits to how much magic that can be crammed into something, the limit is much higher for you. This skill also covers the creation of space-bending chests that can store far more than their external dimensions should allow for.
652	Archamada Book of Spells	Arcana - Study	600	Ben 10 0.1	In this book you will find some of the strongest spells in the known universe. You can find spells that summon town destroying storms, bring statues to life, and even allow you to travel through time. These spells require a lot of power and skill to use, so you better be ridiculously strong (or at least have a strong source of magic to draw on) and really good if you plan to use them. The time travel spell won't actually work until you're done jumping, though.
653	Tattered Journal	Arcana - Study	600	Highschool DxD	Where'd you get this? This is an old journal written by a Fallen Angel of unknown origin. It's written in both an old language and in code, but if you were to translate it, you would eventually discover details on a powerful magical art - the art of sealing powerful entities, even contradictory ones, into a single vessel to create artifacts similar to Sacred Gears. These items would gain a host of powers from the being that was sealed away, though the ritual is costly depending on how strong said being is...perhaps you could find a use for it?
654	Library of Raum	Arcana - Study	600	The Dark Wolf Shiro	The biggest library of magical knowledge in all of Europe and most likely the world. This library is chock full of all types of spells, potions, runes, history, forbidden magic you name it. This library has it. But that alone is not what makes this a 600 CP purchase what makes it that is in future jumps this fills with every slip of magical knowledge in that world even those that were never written down or even lost to time it's all there and don't worry you keep the knowledge of past worlds/jumps too.
655	Goblin Forge	Facilities - Arcane	600	Hellboy	A replica of the forge used by the nameless goblin smith who forged the Golden Army. The forge is magical, and can do much of the work in the forging process by itself, only needing your input for the first designs before becoming capable of churning out an army- or the weapons to equip them- in a much shorter amount of time than would be thought possible. The items forged by it are all but indestructible, and will last for millenniums without needing repair or upkeep. It will be up to you to provide any resources needed for their crafting, however, but any enchantments you choose to apply will be applied evenly to every craft you wish it to be, so long as you can supply it in the creation of the first one. Can become a Warehouse attachment Post-Jump.
656	First Nome	Facilities - Arcane	600	Kane Chronicles	The First Nome in Egypt is the oldest and most impressive in the entire House of Life. It has the most extensive library, the largest collection of artifacts, the most members, and the most overall resources. It also hosts the Hall of Ages and the (currently empty) throne of the pharaoh. Now you can bring it with you, importing it into each new setting. As a bonus, the Nome's membership will include magicians from past and future worlds you've visited, its library will include books of other magic systems, and its vaults will include artifacts from the same. The Hall of Ages will detail the history of whatever world it is currently in, with side corridors providing less detailed accounts of former worlds.
657	Caern	Facilities - Arcane	600	World of Darkness - Werewolf the Apocalypse - 4Chan	A caern is a natural upwelling of spiritual energy. Werewolves and fera treasure and protect them as holy sites and places to renew their spiritual ties and gather for various rituals. Unlike normal caerns that can be exhausted or fade without ritual support, yours will never fade and has a regenerating supply of spiritual energy and magic. You may freely allow or bar people from using the energy the caern provides to refill their gnosis pool. Normally the garou nation would make a rather large stink about a couple of low rank werewolves owning a caern, but the property it sits on is legally yours via inheritance, hook or crook, or outright buying it from some human that didn't know any better. Drop Ins that purchase this find a deed in their warehouse. It comes with ten acres of forest, but you may import another property to get the benefits.
658	A Hidden Base	Facilities - Mundane	600	Arpeggio of Blue Steel	This tropical island houses a secret facility with all the facilities of a modern shipyard: underground docks for submarines or other submersible craft to enter by, comfortable living quarters and rooms for planning operations, stockpiles of nanomaterials, an underground mine for extracting raw materials, and even a fantastic beach. While it seems idyllic, it is far from defenceless: concealed turrets, Klein field generators, missile tubes and more lie in wait for any attacker. Its defences can be overwhelmed eventually, however, so I wouldn't rely on them against a sophisticated foe. Expended consumables, like nanomaterials, resupply on a weekly basis. This island imports into a suitably remote position in a tropical ocean in each jump.
659	Workshop of the Future	Facilities - Mundane	600	Generic Cyberpunk	What you could make if only you had the tools. It's a lamentation that you'll never find yourself making ever again. This absolute masterpiece of a workspace is large enough that even a megacorp wouldn't find it lacking, either in space or capability, capable of hosting every pursuit or project you care to imagine and often many of those at once. Most unique however is the impossibly nuanced automation that has been worked into it's countless systems and utilities. Even the most exacting genius or craftsman would find no reason to fault letting the systems here do the work for them, allowing them to focus entirely on pushing the boundaries and leaving grunt work to the machines. These systems effectively share your crafting skills and abilities including the effects of perks. If you've purchased the Augmentation Suite and/or Keys to the Matrix then they are seamlessly integrated, and with the Personal Arm Computer the entire sight could be managed trivially from it's interface. May be either an actual facility or attached to your warehouse. Comes with a limitless stock of raw materials and resources barring the truly extraordinary, same as the Augmentation Suite. Whatever tools or functions it lacks can easily be built with what is here if needed. Never suffer for tools again.
660	Medical Bay & Cybernetics Bay & Nano-Medical Lab & Bio-Synthesis Lab	Facilities - Mundane	600	Personal Reality Supplement	Fully functional medical bay that can fix up anything that still has a pulse or equivalent. Does Dentistry too. Also provides detailed accounting of a person's medical history. This will not repair genetic defects or replace / repair cybernetics and possesses no ability to differentiate between beneficial and harmful nanites or implants without you providing that information to the system. Works on animals as well. By 'Fix Up' we mean complete repair to full function, not patch up. This Medical Bay Upgrade allows your Medical Bay to repair and replace damaged cybernetic and biomedical implants. All CyBay installed cybernetics have fiat backing. This Medical Bay Upgrade allows the Medical Bay to tell exactly what every nanoscale contaminant inside a living body does and, optionally, remove them without causing harm to the host. The NML can also replicate and administer Medical and Augmentation Nanites as long as you have the materials and requisite know-how. All NML administered Nanites have fiat-backing. This Medical Bay Upgrade covers all serums, viruses, bacteriological agents, and other chemical, genetic, or retroviral repair and boosting sciences, giving the results fiat-backing. Does not provide any knowledge base.
661	Cybertronian Forge	Facilities - Mundane	600	Transformers	Somehow a good portion of your warehouse is now a mini cybertronian factory. This automatic factory prints out Cybertronium, a material that Transformers bodies are made out of. This is a room temperature superconductor and is the basis of all Cybertronian technology. It also functions as a 3D printer, but its programming is blank ready for input.
662	Research Laboratory	Facilities - Mundane	600	Warhammer 40k: Tau Empire	This Research Laboratory is is four stories high and covers about 100 acres of ground, and includes all of the most advanced mundane technologies of the T'au, with small sections being dedicated to various subfields in Physics, Materials Science, Chemistry, Biology, Engineering, and Computer Science, while still being modular in design and easily upgradeable or repurposed to various other fields. It will manage itself and churn out research into various mundane technologies on its own, though you can direct it to specific purposes, and will manage its own staffing, though you can hire or fire staff as you please (within limits, don't expect to hire an entire sept to work for this lab). But moreover, this laboratory has some unique properties. Firstly, no research you perform will result in catastrophic destruction, by accident or by sabotage. No nanobots you research here will result in a Grey Goo scenario, no virus will mutate into a global pandemic, no dinosaurs will be unleashed on the public as a staffer flees with their DNA. If such research would normally result in such an issue, your staff will find that their research just stalls, failing to progress at all but not resulting in harm. And secondly, if you deign to perform research in this laboratory personally, then you, and your staff, will find your research accelerated by an order of magnitude as research cycles blaze by and prototype units roll out of machine shops far more quickly than possible, so long as you personally spend at least 40 man-hours a week performing research of some kind, with lesser boosts available if you spend less time contributing to the labs productivity.
663	The Black Cauldron	Gear - Arcane	600	A 'Happy' Harry Potter Fanfiction	Yes, that one but a much more user friendly version. A magical indestructible cauldron in which any potion can be brewed to perfection even if the actual results produce a failed solution. With this you'll have no need for silver, gold, brass, or any other type of metal made pot to create your elixirs in and it can be set to produce an infinite amount of whatever potion is made in it until you require another. The cauldron will also eat any sludge left over so that the inside is clean when you next need to use it. The cauldron will produce an undead army on command with the proper chant or revive one person per year to full life and health. Is enchanted to be featherlight so you can lift it without strain.Comes with a complete index of ingredients, their properties, and reactions when mixed, which updates with each world in their own section, as well as a high quality alchemical master's potions kit with all magical and common alchemical ingredients, all the tools and stirring implements to prepare them, plus twenty unbreakable vials, as well as protective gear. The tools are self maintaining and the ingredients self replenishing. A set of fifteen unbreakable empty vials are included which when filled with a potion of your choice will continue to produce that potion ex nihilo, so pick your choices with care. Finally, the whole ensemble can be found in the warehouse if lost or stolen. Includes A small case with a compartment that has a replenishing store of a range of potion regents. Such regents replenish once every two weeks and come in reasonable quantities. Does not contain any extremely rare ingredients.
664	Eternal Flame	Gear - Arcane	600	Everyone Else Is A Returnee	An inextinguishable and living flame that can continuously grow. This flame is precious even within Heaven. The more flames and magic stones it is fed, the stronger and hotter it becomes. This flame has a high level of intelligence, akin to that of a human. This flame is extremely useful for the processing of general materials and ores as even if it cannot process them immediately, it can eventually grow to the point where it can. Additionally, as this flame grows, it may become useful in other ways. Yu Ilhan incorporated the Eternal Flame into several of his items to boost the strength of their attack.
665	Old Fashioned Magic	Gear - Arcane	600	Saga of Tanya the Evil	A collection of magical implements from before the days of industrialization. In other words, mystical books full of strange rituals, handcrafted wands and staves, strange reagents, and heavy robes and wizard hats. Unlikely to ever match an Orb for raw power or speed. However, they come with an interesting inversion. Over the years of being used, ambient magic has seeped into them. Even someone with no magical potential could make use of the things found here.
666	Proto-Tool	Gear - Mundane	600	Ben 10 0.1	Why carry around individual weapons and gadgets all the time? Why not just put all of them into one package? Looks like someone thought about this question long enough to invent this nifty little catch-all tool. The Proto-Tool is a highly advanced device that can change into just about any sort of weapon or bit of gear. Need a scanner? It's a scanner now. Need an energy bow? It's an energy bow. Fishing rod? Flashlight? Vacuum? Energy blaster? You name it, the Proto-Tool can change into it. Just about any person-sized device you can imagine, it can change into. The downside is that it has a finite battery life and will need to recharge after extensive amounts of use, and generally won't make things like a person-sized doomsday weapon without some serious upgrades. You may also add individual weapons or tools to this if you wish, adding more arsenal to your...well, arsenal.
667	AGE System	Gear - Mundane	600	Gundam - Advanced Generation	This is a 3-part package deal, so you're getting more bang for your buck. First is the AGE Device, which is a massive data-storage unit that contains the Asuno's research data (though for you it starts only with what Flit managed to create and gather before the series start) and the blueprints for the Gundam's armor. It also acts as a key-none of the other parts of this system will operate without it. Next is the AGE Builder, which is an extremely fast 3-D printer (able to make a Mobile Suit rifle in seconds) and continuously collects data from the AGE Device and AGE System. The AGE System is a data collection program that can be installed onto a Mobile Suit and acts as a unique OS. It will collect data and evolve along with its pilot, researching 'solutions' to problems, coming in the form of the Wear Parts, arm and legs designed to improve and counter situations. The Wear Parts are flown to the AGE Gundams in battle using the AMEMBO (one of which is included with this purchase) and swapped mid-battle, though with a different design you could remove the AMEMBO from the equation entirely. This is a highly advanced system, one that can collect, analyze, improve, build and conquer many situations. A Mobile Suit equipped with the AGE System will have a bright letter on its front, defaulting to a blue 'A'-as a bonus, you may change the coloring and the letter to whatever you wish at any time.

#	Name	Category	CP	Jump	Description
668	Bioid Blueprints	Knowledge - Archive	600	Ben 10 0.1	Oh dear. Vilgax won't be happy to find out someone stole his idea. These are blueprints for mass-producing an army of featureless androids with very basic AI. Their true power comes from the one commanding them, however...once synchronized to a commander (presumably you) they will transform to match you in body and DNA, becoming an army with your own abilities spread among them. Even better, if you have some way to synchronize them to a larger database, they can change into any existing DNA within said database. Considering all you have seen up to this point, you can see why such an army would be fearsome and able to conquer the universe, no? Be warned, if cut off from this network, these Bioids change back to normal and become harmless...so try to protect wherever they're getting it from.
669	Derelict Ship	Knowledge - Archive	600	DCEU	An additional ship from Krypton that arrived alongside the one that brought Superman to Earth. This ship has long since been abandoned, perhaps never even having a living pilot, and the systems relating to weaponry and movement have long since been irrevocably destroyed. However, it seems the ship was a science vessel and it retains an in depth database on almost all Kryptonian technology that existed. Weaponry, ships, armour, genetics and more are within the databanks here, governed by a friendly Artificial Intelligence that will assist you in learning all that is stored here.
670	Bowman's Schematics	Knowledge - Archive	600	Freefall	Using these plans, you could make learning AIs (though not seed AI) that are guaranteed to never go evil or try to take over. By following the instruction and diagrams even a layperson with only a very basic degree of construction skills, intelligence and the needed materials can make any of the AIs that Dr Bowman made in canon. This can also aid you if you have an understanding of how to create other variations: it can be used not just for Planet Jean-style robots and Bowman's Wolves, but for other creations whether they are completely inorganic, organic, cyborgs, infomorphs, or really any other form you can build. For largely organic creations, Exo-Womb may be a good purchase. The only problem you might have is that they categorically refuse to fight any human. AI created with Bowman's Schematics not only won't harm a human by choice, they can't be hacked to do so. If someone or something successfully controls them, they could perhaps steal the robot's monetary resources or perhaps damage them directly, but as soon as a human is in danger the hacker/controller will fail. I'm sure an enterprising person could find uses regardless of that.
671	Apollo's Odyssey	Knowledge - Archive	600	Horizon Zero Dawn - SB	Supposedly destroyed by an antimatter explosion in orbit, somehow the Odyssey's copy of Apollo has ended up in your possession. This cache of information contains all the knowledge the Old Ones were able to salvage before the collapse, and attaches to your warehouse, although it is accessible through any connected device.
672	IS Lab	Knowledge - Archive	600	Infinite Stratos	A state of the art and top secret laboratory cross manufactorum of your very own. While this can certainly accomplish a wide variety of uses as either a lab or a customisable factory to mass produce machines, it's true worth lies in the detailed Infinite Stratos blueprints and instructions that come already inserted into the computers and machines within the lab. This makes this possibly the only place outside of Tabane's personal lab capable of producing IS, as well as one of the very few places that can effectively alter or customise them.
673	Full Coalition Database	Knowledge - Archive	600	Invincible	You gain a full Coalition of Planets database that adapts to be readable on any computer or similar device. Contained in this database is a copy of every piece of information ever developed by the Coalition or any of their member races. This includes space tech, medical knowledge, history, and even the most classified of military secrets. It even holds the knowledge of how to make tailored super-plagues of killing off specific species with zero chance of mutation or the plague affecting an undesired species, in addition to the creation of lesser diseases.
674	Full Viltrumite Database	Knowledge - Archive	600	Invincible	You gain a full Viltrumite Empire database that adapts to be readable on any computer or similar device. Contained in this database is a copy of every piece of information ever developed by the Viltrumites or any of their slave races. This includes space tech, medical knowledge, history, and even the most classified of military secrets. It even holds the new invention of how to cure species specific super plagues, and lesser diseases.
675	R&D Tech Database	Knowledge - Archive	600	Mass Effect Andromeda	You gain access to a database with technology data from the Milky Way. This encompasses a wide variety of fields, from A to Z. Additionaly, you have a similar database encompassing Heleus Cluster civilizations (excluding Remnant Tech). You can also access a sprawling library of Remnant tech, enough to make Peebee swear eternal servitude to you just to have access to it. On top of the Remnant tech option, this database will update per each civilization you interact with. Dead or remnant civilizations will take a bit of a research period before you get an update for them, but when you do, you'll be the envy of any archeological expert in that civilization. You also have a media/cultural/historical archive of each culture/civilization you have the technology of. The dead/remnant civilizations still need to be researched first though.
676	X-1000 Chip	Knowledge - Archive	600	Small Soldiers	Woah, WOAH THERE BUDDY! Calm down, I know what this looks like. Yes this is the microchip originally designed to improve the tracking & tech on the US military's armaments. It was shut down for a variety of reasons, until being purchased and used without knowing full detail by two knucklehead toy designers who were rushing a deadline. Let me explain how the chip works, alright? By itself, it's nothing. Useless. It has no coding or power to it on its own. But when you incorporate it with something like say, a smart missile or a reactionary action figure, the X-1000 serves to enhance the latent programming. How much does it enhance? Well, the Elites and Gorgonites pretty much became sapient in all but legal rights. Please be careful with this. And, as I know you're going to ask this one comes with the blueprints / schemata for manufacturing more of the Chips, whereas the old plans were trashed.
677	Organic Database	Knowledge - Archive	600	Starcraft - The Zerg	It's a large, shell-encased... brain. The various wrinkles and lines within it seem to glimmer with green light, and aside from that it seems to be just odd. Within this brain, however, lies everything a growing leader of the Zerg could need to know: The genetic make-up and growth patterns of every Zerg organism ever, from the patterns of evolution that have resulted in the Zergling to the monolithic Leviathans used for inter-plane- tary travel.
678	Tinker Data Core	Knowledge - Archive	600	Worm	A computer containing a database of Tinker-Tech, including documentation, analysis, and blueprints. There's enough information here to advance science centuries should everything in here get properly examined and reverse engineered, although doing so would be the work of a lifetime or two. Still enough to keep a company several years ahead of its competitors for a very long time. This doesn't include all such tech in the Wormverse by any means, but barring some extraordinary effort or circumstances on your part it's the closest you'll ever get.
679	Building a Better World	Knowledge - Known	600	Aliens vs Predator	It seems you've got a lot of proprietary secrets packed away in that skull of yours; Weyland Yutani has its fingers in many pies, after all. All of that proprietary technology is resting at your fingertips: Atmospheric Processing Stations that can turn a barren, unbreathable moon into a world that humans can survive and thrive on. Starship drives that can punch through the speed of light to deliver passengers and cargo from distant worlds in a fraction of the time speed of light transports would take. Androids that are indistinguishable, in appearance and behaviour to humans, yet superior in almost every way. And lastly, genetic experimentation data collected from across inhabited space; enough to get you started should you need to modify a certain newly-discovered breed. All this and more are the tools at your command. Build a better world.
680	Crystal Crafter	Knowledge - Known	600	Anima Beyond Fantasy	The world is not one made for your kind. Artifacts are forged for wizards and warriors, and few for you. That will not stop you, however. By taking a gemstone, you can imbue it with potential, cutting and polishing and changing it until it amplifies the psychic abilities of the one who bears it, making the powers of the mind easier to call upon and stronger when used.
681	Ragnarok Proofing	Knowledge - Known	600	Battletech	You're fully versed in all aspects of Battletechnology - with all the knowledge to reproduce it given time, tools and parts. This may involve an unfortunately long chain of tools to make the tools to make the tools, etc., but it is possible. You can also modify existing technology to include the most staggering benefit of Battletechnology: the fact it remains useful even after centuries of use and probably several near misses with nuclear weapons. Oh, it might need repairs or wind up being broken down for parts but an astonishing number of parts will still work no matter how much of a beating this technology takes
682	Inventive	Knowledge - Known	600	C&C Red Alert 2	The laws of physics in this world seem slightly more... permissive, than they are in more serious realities, but that just means you have even more opportunities to push the boundaries of science! Much like Albert Einstein yourself, you are a technological genius, capable of inventing technologies beyond any imagined by common men - or even exploring into entirely unknown fields of science like it's a trivial matter. From weapons firing beams of concentrated light or heat rays to counter-intelligence and hologram generators... even machines capable of controlling the weather to form devastating thunderstorms! Your technological insights are vast indeed... but if there is one thing you are truly a master of, it's time. With enough dedication and resources, you could develop time machines, weaponized timestream rifles, Chronosphere-style teleporters, and many other kinds of temporal technologies - though nothing says you are required to follow in the good professor's footsteps. If nothing else, the catastrophic consequences of his first journey through time, back to pre-World War II Germany, should be a lesson to take to heart.
683	Infinitely Customisable & Modular Designs	Knowledge - Known	600	Dead Space	It's not that your guns are bad, by any stretch of the imagination, it's just that they could be so, so much better. And now you can actually do that. In this world, tools and weapons are aided by nano-scale circuitry, which leaves a lot of room for improvement, typically in the form of power nodes being welded into specific places to provide extra power to certain subsystems of the weapon, to increase power output, ammo count/efficiency, and even unlock special abilities, like setting enemies on fire, or exploding violently. As an added benefit, you also get the ability to break weapons and tools down into parts - specifically frames, tools, tips, accessories, and upgrade chips, see the Notes section for more information - and reconfigure them to your liking. You can even upgrade those parts individually using power nodes. It's always easier to make better things from better materials, and your knowledge of far-future engineering is top-notch, meaning that all of the things you make are all that much better for it. Aside from being able to upgrade parts, tools, and weapons further, and make better base parts for tools and weapons, you can apply the bonuses of Infinitely Customizable to things other than tools and weapons, breaking anything down into classes of modular parts and swapping them around to your heart's content. This nearly obviates every part of the process of retro-fitting older creations with newer parts, aside from the actual manual labor and time.
684	Cyborg Casualty	Knowledge - Known	600	Dragon Ball	It's something of a niche science in this world, but technology required to make cyborgs (or androids) exist. Perhaps you're an erstwhile student or colleague of Dr. Gero, or are your own particular savant of science. You now understand how to modify humans into incredibly strong mechanical monstrosities, able to hold their own against modern weapons with minimal effort. You even have an idea of how they can continually use spiritual power like ki despite having mostly mechanical bodies. After some time and study, you could even create these robotic warriors from the ground up without just modifying an existing human, as well as base them off of templates of people you've met or known. Maybe even robotic suits of armor with similar properties, if you worked at it enough
685	Thinking With Portals & Pocket Portals	Knowledge - Known	600	Endless Space	You know how to make interstellar portal arrays! They take a considerable amount of resources to build, have no defensive systems, and need to be linked together, but any system or planet you claim as your own is able to build them, allowing you to instantly travel between systems you have already claimed. Due to exotic (And very, very lethal) radiation produced during each transit, these are unsuited for placement on a colonized world. Atomic weaponry has nothing on these portals' ability to destroy a biosphere. If you take Pocket Portals, you are able to reduce the radiation to background levels, making it safe to install them planetside. Normally, Vaulter portals are huge affairs, too large to build on planets. You know how to micronize them, and create portal systems that you could, in theory, build into a house, or even turn into communication devices. Instant interstellar communications? More powerful than you think. Without Thinking with Portals You can not build portals large enough to pass anything larger than a scout ship through, and even that will be very difficult to squeeze in.
686	Bamboo Technology	Knowledge - Known	600	Factorio	It's hard enough to build something as complex as a rocket without advanced synthetic materials and rare earth metals for maximum performance. You know how to push the mechanical limits of the most common elements through creative means to construct things far past what should be possible, allowing you to construct high-tech devices with low-tech materials. You could easily build something on par with the main battle tanks of the 21st century with iron plates, cheap plastic, water and wood pulp. Just don't try to build your rocket out of actual bamboo.
687	Superweapons	Knowledge - Known	600	G.I. Joe	Your expertise covers the ever growing market of weapons of mass destruction. Giant beam weapons that can teleport people everywhere to controlling the weather, if it's meant to bring a city to its knees, you know about it. All of these devices however will take a massive expenditure of manpower and resources. Among rare elements that are the cornerstone of the device. Good thing you always know where to get them, good luck getting past those giant worms! G. I. Joe will never let you make one... unless they need it to stop Cobra's latest super weapon themselves... Your repertoire of doomsday devices increases with the technology you are familiar with, you learn how to apply specialties to new super weapons. Robotics could make giant robots that grow as they eat metal. To mutagenic spores that could mutate the planet.
688	Non-Euclidean Mind	Knowledge - Known	600	Generic Creepypasta	Unique insight into the nature of reality has given you the somewhat troubling ability to bend space, or at least build structures that bend space. You can build things like buildings that are much bigger on the inside than their exterior would suggest, tunnels and halls that cross continents, even a series of connected spaces that randomly move you between them whenever you enter a door. The limiting factor is that you'd need to spend the same amount of resources as constructing the actual structure would be, although thankfully you won't need to spend as much time; a bigger on the inside house would use the amount of materials that the bigger insides suggest, for example. In addition, your twisted mind helps protect from mind reading, as your mind is as labyrinthine as your creations.
689	Always a Bigger Robot	Knowledge - Known	600	Gurren Lagann	The design and maintenance of epic machines is your specialty. You can figure out how to build starships measuring several kilometers long or devise a way to make a mountain sized mecha. You'll also have no problems getting past all the laws of physics that should make such creations impossible, perhaps Spiral Energy has something to do with it?
690	Master Builder	Knowledge - Known	600	Halo - Forerunner Saga	The Master Builder was the most powerful Builder of their rate. They had the most wealth, the most intelligence, and the most political power of any builder. The current Master Builder is Faber. While morally ambiguous, at best, it cannot be denied that Faber was a genius. He was the one to design the Halo array, among other things. Even their use on the San'Shyuum didn't keep him out of power for long. Taking this perk would put you on a similar level as Faber when it comes to understanding Forerunner technology and science. This would include general knowledge of the inner workings of the various great works of engineering of the Forerunners. The megastructures they made. The weapons they created. The technology of the forerunners is waiting to be brought into reality by your hands. While you may not have exact schematics of all of their many devices within your brain, you certainly know enough about how the technology works that it wouldn't take too much effort to recreate most of it.
691	Technology Marches On	Knowledge - Known	600	Krush Kill 'n' Destroy	Most in command positions know enough of their technology for their purposes, and little more. You, however, know the complete library of technologies that you possess, as well as the underlying principles behind them.
692	Tech Mastermind	Knowledge - Known	600	Lost Planet	You know the insides of almost every VS and the guts of all your weaponry, and can fix them up to full standard and even beyond basic stuff like patching armor-hell, weld 2 VS together, I'm sure you'll make something great out of it. You also can make just about any sort of technology or weaponry VS-compatible, and you can-with much, much strife-do the difficult task of working on Harmonizer technology.
693	Light of Order	Knowledge - Known	600	Overwatch	The Vishkar corporation is a corrupt organization controlled by those with no empathy for the common people. They commit murder and corporate espionage while enslaving the poor under the guise of helping them and spreading order. But you must admit, their technology is rather impressive. Focusing primarily on hard-light technology, they used this miraculous invention to create entire cities, which their architects can reshape at-will. Knowledge of how to create and use this technology is now yours, though the Vishkar corporation will likely not take kindly to this if they learn of it. Not only can you create hard-light technology, but also their other devices, including energy weapons, teleporters, and weapons that utilize soundwaves to heal or damage others.
694	Gadgetron License	Knowledge - Known	600	Ratchet & Clank	Okay, here we go. You know how to craft the various kinds of weapons and armors this jump is famous for. Anything from a blaster all the way up to a RYNO, you have a pretty good idea how to invent, make and maintain. Not just gadgetron, but megacorp tech is also fair game. You know it all, just please use this information responsibly. It's pretty crazy.
695	Pagan Science	Knowledge - Known	600	Senki Zesshou Symphogear	You've managed to uncover some of the secrets of old, the very same knowledge that underlies 'Sakurai Theory', the theoretical basis of the Symphogear system. With this knowledge, many of the more mysterious functions of the Symphogears become clear. You can repair and install new functions into Symphogears, that manipulate existing features, like forcing a berserk state or tuning it to raise synchronization coefficients. What's more, your glimpses into Sakurai theory indicate some possibilities of inducing Human-Relic fusion, but to complete the theory you'll need an existing test subject...
696	Skills (Engineering, Medicine, Physical Sciences, Physics, Robotics, Weapons)	Knowledge - Known	600	Star Trek: TNG	You've been trained in the maintenance and repair of Starships. Not only do you have a significant amount of mechanical and computer knowledge, but you also know a great deal about physics. Training and knowledge in First-aid, diseases, surgery, anatomy, health and nutrition. You're a fully qualified doctor of the 24th century. Understanding of the natural laws which govern the physical world. Biology, chemistry, geology and ecology. Again, you may want to rewrite a few of these books while you're here. How the universe works. The law of gravity, the conservation of matter & energy, quantum physics, etc. Remember though, there are dozens of creatures in this universe that defy the laws of human physics, so you may want to try and rewrite a few of these books while you're here. A combined study of mechanical engineering, and computer science. You learn how to make a wide array of machines, and you could even figure out Android or Borg technology if you studied it enough. Knowledge in the operation and repair of personal and mounted weaponry.
697	Mechanical Genius	Knowledge - Known	600	Star Wars - Clone Wars	You're the leading expert at designing droids and starships. Given the right resources you could create fully autonomous starfighters with built in hyperdrives, battle droids with cheap, stronger and longer lasting shields, hover tanks as fast as landspeeders, androids indistinguishable from organics, and combat droids capable of killing jedi.

#	Name	Category	CP	Jump	Description
698	Genius of Your Age	Knowledge - Known	600	Sword Art Online - SB	Kayaba Akihiko, all told, is a genius. Not just in computer hardware, although the NerveGear and Medicuboid inventions have revolutionised entertainment and medical treatment for terminal patients, but also in the fields of computer software and code design. He was instrumental in the goal of crafting artificial intelligence, serving both as the creator regarding top-down AI such as Yui and Cardinal and massive inspiration and guide for the bottom-up AI known as Fluctlight. Now, you happen to be just as smart as him. A revolutionary in electronic hardware and software design, able to recreate his inventions and even improve on them with your own special touches (or perhaps just more time and prior working examples), you possess all the knowledge and skills this one man was known for. Crafting your own virtual worlds is now entirely possible, as is life born of electronics and computer code instead of flesh and blood. The very secrets of the soul are now known to you, Jumper, in the form of Fluctlight creation.
699	Gadgeteer	Knowledge - Known	600	Totally Spies Martin Mystery	Not only do you have the knowledge and resources to produce all of WOOHP and the Center's gadgets quickly and efficiently, but you'll never run out of ideas for new gadgets, and you'll be able to incorporate any other technologies you know seamlessly.
700	Wisdom of the Ancients	Knowledge - Known	600	Warhammer 40k: Necron - SB	Necron technology is beyond all contenders, comparable to the greatest sorceries of the organics. To change the molecular composition of objects with specific soundwaves, spread madness through the enemy ranks with swirling mists, and manipulate time itself are but a few examples. True heights reach into unbelievable levels, things that violate all laws of nature and logic. It would take a truly brilliant mind to master all this technology, to understand and improve it. A mind such as yours, for example. You have the skills and raw intelligence needed to unravel the greatest, most advanced technologies of your ilk. Not only can you perfectly build and repair Necron technology, you can also adapt it to all sorts of purposes, come up with new tech on a similar level, and even improve the technology. This talent carries over to all forms of technology in future jumps too.
701	That Makes Sense	Knowledge - Known	600	Welcome to Apeture	Apeture Science, home of technology advanced enough that it borders on fantastical at the sanest of times. To find a mind that could comprehend the entirety of Aperture's achievements could be the work of a lifetime. Or they could stumble across you. Not only do you possess the memory recall needed to be able to make use of such a diverse and complex tech base, you have a perfect understanding of exactly how Aperture technology works. Or at least, as perfect as those that worked on it had.
702	Forbidden Knowledge	Knowledge - Learning	600	Frank Herbert's Dune	You have access to the complete record of all human technology ever created, from the workings and intricacies of Holtzman Science to the ability to create No Chambers, Thinking Machines, and Artificial Navigators. From now on, wherever you go, you'll gain a download of all scientific and technological knowledge ever developed in that universe by a member of your race... no matter how lost or secret it might be. Richesians are masters of miniaturization, and are able to make machines up to a hundred times smaller than they should be without losing any effectiveness. Ixians are experts in non-digital programming, able to create non-computerized machines capable of replicating almost anything a computer can do besides think for itself.
703	Guide to Super Tech Theory	Knowledge - Learning	600	Justice League Unlimited	This is some seriously dangerous stuff you're holding on to. These innocent looking books contain detailed information on the final project of the brilliant Professor Ivo, they explain a new type of nanotechnology that seems to combine several different branches of engineering, biology, and various other scientific fields in a way that should be impossible! With some extensive study you can figure out how to replicate this nanotech and create equipment capable of emulating supernatural powers from any source, be it magical, scientific, alien, anything! This science isn't exactly perfect however as you'll have to figure out the power in question before you can copy it, and that's not taking into account how to implement such a power, but that's just the natural progression of super science. If you study hard enough you'll eventually be able to recreate Ivo's ultimate achievement, the ever evolving android known as AMAZO, an artificial being capable of instantly replicating the skills, abilities, equipment, and other properties of any living being it scans.
704	Jumper Asteroid	Knowledge - Learning	600	Justice League Unlimited	Located deep within a treacherous asteroid field, this intimidating extraterrestrial base is a replica of the secret fortress used by the super intelligent kryptonian A.I known as Brainiac. Although it's much smaller than the original this space station is still comparable to the Watchtower in terms of size and internal space and it's built in such a way that a single A.I can operate the facility by itself. While the exterior doesn't have any noticeable features, aside from maybe a gigantic image of your face carved into the rock, the interior houses a large hangar bay, numerous defensive drones, an imposing throne room, and a massive digital library containing information on the culture, history, inhabitants, and technology of over a hundred worlds, including krypton. If someone were to study all the archives in this station they would gain incredible insights into robotics, cybernetics, energy weaponry, space travel, A.I, and many other topics from countless space faring civilizations. Enough to build weapons and starships that can pose a serious threat to Earth and Apokolips. Additionally this station contains a small fragment of Brainiac itself. The fragment is currently inactive and safe to handle, and while it would be possible for a smart enough individual to reverse engineer Brainiac's most powerful technology from this thing it would come at the cost of possibly awaking the copy of the A.I hidden inside and If that were to happen it would quickly attempt to possess whoever or whatever was nearby to ensure its continued survival, replication, and improvement. However someone would have to be as smart as Lex Luthor in order to even have a chance of reactivating this device. If you do manage to get it working however then you'll have a sample of the nanotech Brainiac uses to modify and possess living beings and assimilate alien technology. Aside from replicating the nanotech in this fragment you could also purposefully reawaken the copy of Brainiac stored within and try to use it for your own ends, but this really isn't recommended since it's a crazy murderous A.I that's only interested in collecting knowledge. If you do manage to reawaken Brainiac it won't count as a companion.
705	Ran'Tao's Notes - The Origin of the Bount	Magitech - Study	600	Bleach	These notes contain the records and details of each experiment done by the scientist Ran'Tao, including the failed Bount Experiment. This even includes a few of her own personal thoughts and ideas. Maybe these can be of some use to you. In addition, the prototype of the doll summoning ritual can be found inside. Naturally just the notes would probably be useless to you, so if you purchase them here you are guaranteed, with time, study, and effort, to at least be capable of recreating her work. With even more time, and considerable genius on your part, you might even be able to improve on it.
706	The Art and Science	Magitech - Study	600	Endless Pantheon	Magic and Science, two sides of the same coin. You are a master of both, now. You are a genius without peer, skilled almost beyond comparison at any and all forms of 'book' learning. Your skills in magic equal that of the best Wizards of the White Council, and your skills at Science are comparable to those of the finest scientists among the goa'uld, and they only grow from here. You learn in hours and days what others need months for, be it languages, branches of science or schools of magic. You're also extremely good at teasing the maximum possible efficiency out of things, be they technology or magic, such that your spells have refinement and precision virtually unmatched. This can be both practical, such as using super-fine lasers where others would use torrents of flame, or in terms of your long term work, such as software that you can write utilizing unbelievably little resources to be extraordinarily effective and robust.
707	Philosopher Scientist	Magitech - Study	600	Grant Morrison's 18 Days	In the Silver Age, the Great Sage Vishwamitra decreed that Trishanku (born Satyavrata of the Solar Dynasty), the King of Ayodhya, was to be let into heaven with his mortal body. When denied this by the gods, Vishwamitra crafted a new heaven for Trishanku to rule over as the new Indra. Only the beseechments by the gods prevented this from becoming reality. You are not quite the equal of Vishwamitra, for he was a giant among men even in the Days of Silver. But you are among the closest that exist in this base era. Yours is the mastery of all the sciences and arts of the world, from the biological expertise to the chemical and the magical, needed to craft all the wonders and miracles that exist in this time and place. With this blessing your intelligence, speed of thought, and aptitude towards any and all fields of science and magic both are heightened to tremendous, absurd degrees. Your memory is limitless and unalterable, and your ability to recall it instant and flawless. You can think and do any number of things at once, possessing truly unlimited multitasking. Combined with Yajnatek, you will be able to summon and bind gods, lay down bindings of fate in the forms of boons and curses, craft great works of magic that make and break empires, and more. At the same time, your scientific aptitude would let you craft gadgets and wonders like the Vimanas, Godly weapons and armor any deity or Super warrior would be proud to wield, or even wonders like the Rishi Computer Markandeya, or even works like the Maya Mahal, the palace of wonders from where Yudish once ruled. You can also combine any and all of your gifts, crafting together technology, psionics and magic into works that can do anything either can, as well as machines to cast magic, and others that combine the best of both worlds to achieve even greater results.
708	Necronium Depletion	Magitech - Study	600	GURPS Technomancer	When magic was introduced to the world, it seemed like an absolute advantage for those who had it over those who didn't. Fortunately, there was a magic bullet - or more accurately, an anti magic bullet. You've mastered the ability to create Depleted Necronium, a special metal that can utterly negate the effects of magic, treating it as nonexistent whenever it would matter. A DN bullet would ignore a Mage's bullet ward, while a DN sword would treat the flesh of a Mage who'd turned into air as, well, flesh instead of harmlessly slicing through air. Interestingly, your particular formula extends to all supernatural effects.
709	NineRealms Craftsman	Magitech - Study	600	The Avengers - Earth's Mightiest Heroes	You have the skill to create wonders; not only those of technology, but of magic as well. You're a skilled enchanter, capable of creating armor and weaponry that withstands the ages and never dulls or breaks; your skill is such that you can permanently enchant Uru safely, which would allow you to create weapons like Mjolnir or Stormbreaker. You're even capable of enchanting machinery; granting them similar magical effects, and more. Even without magic, your crafts are of quality worthy of the gods, and the quality of all of your future creations will be increased greatly.
710	Blueprints & Research Notes & Dark Journal	Magitech - Study	600	Van Hellsing	An archive of scrolls, each holding the plans & blueprints for numerous gadgets & pieces of equipment notably used by vampire hunters - in particular, the Van Helsing clan. Spring-loaded blade traps hidden in one's hat are among the simplest of things one can make here. A tome of notes compiled by numerous doctors in biology, including one Doctor Frankenstein. These notes detail much about biological make-up of different creatures. But... wait, what's this? A hidden flap in the last half of the tome reveals a smaller book - filled to the brim with dark, scientific knowledge. With this knowledge, you are capable of creating life - creating monsters like Adam, creatures sewn from flesh and defying the laws of reality by their mere existence. An inconspicuous, black leather journal. Not that big, so you wouldn't expect much. It's contents prove surprising however - for what you hold is no ordinary journal, but possibly the largest composition of necromantic rituals in existence. Each page details the rituals required to create - and control - a great variety of undead monsters. Ranging from ghouls, ghosts, and skeletons to vampires & even more monstrous beings, you'll have no lack of possible minions. Note: The rituals for higher-powered undead will take more material - and more time - to enact. The three items mentioned above each have a range of similarities that would seem coincidental at first glance. The name 'Fulmigati' appears in each, and his signature is found in the various sketches & essays written in all of them. As well, there are drawings & notes in each of the items that indicates possible connections to the others - for instance, some creations in the Research Notes indicate increased effectiveness if combined with necromantic energies... But one detail proves the most important. The Blueprints, Research Notes, & Dark Journal each have one page - seemingly incomplete codes & key words. When the pages are laid over one another over a source of light, the missing pieces fit together to reveal a large cipher - Fulmigati's last, and greatest, accomplishment. He merged science, technology, and magic together in seamless harmony. Using the cipher in tandem with all three of the items mentioned above will allow you to create technological marvels and monstrous creatures unlike any other - and reminiscent of Fulmigati's own monstrosities. Possibly, you might be able to mimic his works with the disciplines of other worlds after one deciphers these codes. But who knows?
711	Future Data	Magitech - Study	600	World Seed	Now, what interesting little thing do you have here? It seems like somehow, you have the fully compiled data and knowledge from the entirety of Neolife, an artificial future set 3000 years after the current time, all contained within a tiny little USB stick. This includes technology and magitech schematics, the research on countless spells and abilities, a bestiary and the aura-makeup of nigh-any creature and animal ever recorded, star maps, and even all the movies and songs known at that point in time. It isn't limited to a single galaxy, but rather contains data from the entire universe in Neolife. Let alone several lifetimes, you'd probably need an entire planet worth of people sifting through those records for the same amount of time if you want to catalogue everything. But believe me, it is very much worth the effort. If you shared this with the galactic community, you'd be able to prevent many possible and very real problems from popping up, and everyone could get their foot in the door that much sooner. Perhaps even more interestingly, this USB stick will update itself as you travel to other worlds, granting you the same data about their own futures, and even works retroactively, covering settings you have been to in the past. Of course, that's only if they even have a future. Exactly from how far off in the future you get this data depends on how far along the society of a world is. If you spent ten years in a setting fighting dinosaurs, well, the records you get might be from a few dozen million years in the future, while starting on a 21st century Earth would give you data a few thousand years in the future as normal, give or take.
712	Starro-tech Notes	Magitech - Study	600	Young Justice	These notes detail the research Professor Ivo, Brain, and Klarion the Witch Boy took in order to create Starro-tech; a combination of technology, magic, and an ancient alien organism. With time, and some studies of your own, you may be able to apply the principles of Starro-tech to your creations as well, creating technology and creatures that have features of living beings, magic, and technology.
713	Song Science	Magitech - Understanding	600	Ar Tonelico	Before there was Song Magic, in the golden age of the First Era it was discovered that three materials, Paramено, Grathnode and Ardel, allowed for the conversion of sound into magic. From this, came the Tower and all its glories - as well as the eventual destruction of the world. Long forgotten, you have a complete theoretical knowledge of the true underpinnings of Song Magic, Reyvateil biology and the Tower as was understood at the height of the First Era. With sufficient resources, you are capable of creating or altering reyvateil, and repair and alteration to Tower hardware, something it has gone millennia without. With resources comparable to a superpower, you could potentially could raise your own Tower or complete Metafalss. Song Science allows for the precisely targeted creation of energy fields and semi-permanent matter, such as fireballs, giant swords, force-fields or functional computer systems allowing a Tower to sing itself into existence from a seed. It can apply this to control the weather, manipulate gravity, create life, transmute existing material into new objects, broadcast power with no loss rate within its range, mirror a Halfblood's mind on the SH Server in real-time, convert matter into digital data and vice versa. It cannot create permanent matter, which is mediated by the Wills of the Planet allowing it to become a part of their body.
714	Item Construction EX	Magitech - Understanding	600	Fate Servant Supplement	The Skill to manufacture magical items, from implements of war to items for daily use. The EX Rank represents something that falls outside of the numerical ranking scale, a value that cannot be quantified under the normal system because it is in a league of its own, powerful to the extent of rendering comparisons meaningless. (Descriptions taken from the Type-Moon wiki.) You have the knowledge and skill to build things rivaling anything seen in the Fate franchise. EX: Able to make healing potions that grant true immortality, craft Kaleidosticks and other world altering artifacts. A: Capable of making healing potions that grant limited immortality. B: Production of devices that carry magic power.
715	Magitek Mastery	Magitech - Understanding	600	Final Fantasy VI	In essence, magitek is simply the use of magical energies as a power and fuel source for technology. Your understanding of that outstrips anyone else, and you can now apply this principle to any technology you own. By altering your devices to use something magical in nature, such as a magicite stone, an enchanted item, or just raw magical energy, you can enhance it in every single way and give it unique properties. A suit of armor would become much harder, lighter, and more agile than before, perhaps even boosting the physical abilities of the wearer in line with the magical power source. From there, the armor could make more esoteric uses of the magic, such as casting spells on its own based around the sort of magic infused into it automatically or at the wearer's prompting. This isn't some measly effect restricted to the mundane or basic, no, magic can infused into any sort of technological device to enhance its functionality and give it a partially magical nature and powers. Even life may be infused with magitek technology like this, not only as cybernetics but directly as well. In this situation, it behaves a bit differently. The magic integrates itself into their body, becoming a natural part of them, allowing them access to that magic system and enhancing them physically, but they must grow into it. They start at a much weaker level, where they have to practice and develop their connection to this magic to realize it fully. There's no upper limit to them beyond what the magic's system is capable of, but it can take time, and you can instead choose to infuse living things with a larger amount of magic to grant them greater magical ability much more quickly. Unfortunately, this can have dangerous side effects, as giving them too much to handle at once can lead to mental instability or even insanity, the severity rapidly scaling upwards the more initial energy put in.
716	Device Meister	Magitech - Understanding	600	Lyrical Nanoha	This is the real treasure of the TSAB's technological capabilities - mixing the use of magic and technology inorder to create Devices that can channel the energy outwards. You have a complete knowledge of how to build and maintain Devices, along with how to program AI for said Devices to use. While you can construct most Devices and similar items presented here, the ability to make Unison Devices isn't included here - you'll have to learn that one on your own, and many have tried and failed to do so in the past. You could, with some experimentation, combine different magical systems into Devices together, especially with the help of 'SimilarPrinciples' to streamline the process...it will take some trial and error, but you could apply these principles and Devices to other systems if you work at it enough.
717	Flesh and Steel	Magitech - Understanding	600	The Legend of Zelda: Breath of the Wild - TG	Clothes can make the man, you've learned. It might be possible for someone to perform great feats of stealth in bulky plate, but even someone with that kind of skill would be much better served with the appropriate wear, right? And the tales of those with shining and enchanted armor allowing the hero to survive impossible odds are common - the hammer that could forge such a thing is now in your hands. With this skill, you can create armor and accessories(such as rings, jewelry, and armbands) that directly imbue the wearer with supernatural power, physical boosts, and prowess in certain skills. With this, you could create amber earrings that make one tougher, or a suit of armor that allows you to swim faster! In addition, if you have Hammer and Anvil, Gimmick and Trick and Fire and Ice - your weapon crafting skill is among the legendary smiths of old, able to create the kind of weapons only worthy of the 4 Champions of Hyrule itself, matching the mythic weapons of Hyrule such as the sword of Biggoron or the Six Sages!

#	Name	Category	CP	Jump	Description
718	Magos Aetheric	Magitech - Understanding	600	Warhammer 40k: Adeptus Mechanicus	Though feared and maligned, the existence of the Imperium nonetheless depends upon exploiting the immaterium. Understanding it allows for travel, for communication, and to battle the daemonic on even terms. You have come to be one of the very few experts on the subject of the warp, and know how to manipulate it through technology. You can easily craft psy-implants that boost or suppress psychic powers, weaponry incorporating psychic components, or hexagrammatic wards. With enough time and resources you could build or even improve upon existing patterns of gellar field generators, warp drives, and immaterial sensors. You have even made inroads into understanding the genetic influence behind the manifestation of psyker, pariah and navigator abilities. This is not an easy path to tread, for the slightest misstep or moment of carelessness can see you damned, and even with the most exacting precautions it is a road fraught with peril.
719	Limits?	Misc.	600	Generic Worm Fanfiction	So powers are supposed to be limited aren't they? Depends on the fanfic, really. Either way, yours aren't. No, this doesn't double your powers every six months. That'd be crazy. What this does is smash every glass ceiling, barrier or restriction into so much dust. Any and all of your powers, abilities, skills etc., are like muscles for you now, only growing stronger the more you exercise them. This does nothing for your rate, at least by itself, but it means that regardless of how they're supposed to operate, any and all of your powers can now be trained up infinitely. Furthermore, no power or skill you have can ever harm you directly, unless it's someone else using it on you. Nor, for that matter, can anything you do to improve yourself. Too much, at least. Training too much till you break half your muscles will still put you in the hospital, but what would be a lifelong crippling for others would only be a temporary thing for you, and you'd still benefit fully. You can use and develop mutually exclusive or opposite powers without any harm, and similarly use any and all powers you have without fear of ruining your own body or mind or whatever. No amount of overusing your powers can hurt you or them permanently. Again, you might suffer for a while, but it'll only ever be temporary and they'd grow that much stronger for it.
720	Lord Jumper's Armor	Misc.	600	Skulduggery Pleasant	You can infuse copies of your abilities into objects, turning them into focuses for those powers. Using these focuses in concert with the original power within your body will see your might with these abilities enhanced dramatically. Alternatively, you could loan these items to allies and subordinates to grant them access to these powers. Objects that you infuse with your power are also infused with your will. This allows them to act independently to enact your will, and enables them to refuse others the right to use the power they grant. You may only create one focus per power, and a given item can only contain one power at a time. When these items are destroyed, the power flows back into you, and you can create a new focus for it.
721	Marain Diaglyths	Misc.	600	The Culture Minds	The language of the Culture is one of its greatest achievements. The characters of Marain are written on a 3x3 grid, but when used by Minds, are capable of encoding information in a fractal-like manner. Anything describable can be written in a single Marain diaglyph, all the way up to the entire universe, with every particle, vector and wave within it. Of course, the time needed to write such a glyph would take as long as the age of the universe itself. This perk grants you the ability of Culture Minds to express and read data in this way: to describe an entire library of information in one character, to perform a mathematical operation millions of lines long in a single step, or simply to read one character and know immediately and exactly how the described but not-yet- invented musical instrument will sound. This effect extends to any written system of language you are fluent in, and allows you to express the deeper information to non-Minds for example if you write the sun in reference to a particular sun, the reader would know precisely what the sun is its coordinates, its dimensions, its spectrographic signature and its history, if you chose to encode all that information into the writing.
722	Luck Forgives All Sins	Protection	600	Warhammer 40k: Tau Empire	Developing AI without instigating a rebellion. Fiddling with Warp travel without Gellar fields. Messing with biological manipulation and nanotechnology without creating a homogenizing swarm. While you or those under you work to push technology forward, you will somehow stumble your way around or past the major drawbacks and potential disasters you could invite, whether you know they are there or not. This won't let you ignore those threats, but will push you to solutions that don't trigger them, such as skimming the warp instead of entering it, even if this results in inferior results. Unless you know about a threat and deliberately work in such a way as to trigger it (such as trying to form grey goo), your luck will hold.
723	Extended Warranty	Quality	600	Ben 10 0.1	Let's get real for a second: You are a scientist, not a repair monkey. You shouldn't have to teleport all the way from your home planet to fix something one of your assistants managed to break in the time you took your eyes off of them. As a result, your technology is now durable and long-lasting...you can go years without seeing a prototype of your creation before it actually needs you to fix it directly, even the most idiotic and primitive species being able to guesswork how to fix it even if they don't know how it works. Also when I say durable, I mean the universe could collapse into nothingness and that device of yours would still be floating in the empty void that used to be said universe. Point being, technology you create is both insanely durable and is easily maintained. Now maybe you don't have to handle everything yourself.
724	Hell Jump Creator	Quality	600	Dragonball	Why let just one thing take pride of place as your favourite creation? If you make two, you can make them into an even better single creation! It just needs a bit of work here and there. With your personal creations, you're able to combine any two similar creations into a greater whole. While this combination can only be done once, it will be more and more effective the more similar the two parts that are being combined are. Two swords that you've made, without being the same type of sword or same material of make, would only be half again as good once combined. Two swords that are exactly the same, down to the method of creation and time spent on the smithing? You'd have a sword hundreds of times more powerful than either of the originals. So long as you personally made it or had a large hand in its creation, you'll be able to apply this fusion and even reverse the fusion to separate the two halves once more.
725	Magma Blacksmith	Quality	600	Duel Monsters - Duel Terminal Part 2	Breaking the enemy in half with your bare hands and setting fire to anyone who tries to stop you works just fine for most Lavals, but that's no excuse to slack off when it comes to making weapons. Besides learning any kind of blacksmithing twice as fast as your peers, you're already a living legend. You can forge obsidian swords that cut straight through solid steel even when swung by a child, and your suits of stone armor would let people comfortably walk inside an erupting volcano or trek through a raging snowstorm. But you're not letting yourself stop there. With a special quenching technique wherein you use a lava flow instead of water or oil, you can reinforce any material or equipment capable of withstanding the required temperatures, improving physical qualities like hardness or sharpness thrice over.
726	Sublimation	Quality	600	Fate/Legends - Viva La France	Originality and uniqueness may certainly be the king of the high class art world but that's only when people can tell it's there. If not, a revision works just as well. Sublimation is the name of this capability you now have, which allows you to reproduce objects you have a chance to study and 'revise' them in the process, like stealing and rewriting a play. You'll need the desired item as a catalyst but this will let you slowly make copies of it, quality depending on the time and resources you invest into each one. A few hours is usually all it takes but already powerful items can take expensive, rare or dangerous to acquire materials to remake. More uniquely, your revision ability allows you to alter these catalysts. Again, basing the extent of the effect on time and resources, but you can certainly make a magical sword several times as powerful or add numerous new abilities to it, altering its history or composition so that it always had those qualities. Perhaps a cart of raw materials from the local town square is all it'd take to take an ordinary iron blade and make it sharp enough to cut metal and alight in flame on command. But improving an already legendary blade like Durandal even moderately could take a fortune's worth of materials that would already be difficult to attain, even for a king. There is not technically a limit on how far an object may be revised, though the cost of doing so will continue to grow greatly. Of course, selling your reproductions and revisions would certainly help build the fortune needed for something big.
727	Exalted Ways Dominance	Quality	600	Generic Exalted	As one of the Dragon-blooded you were trained from birth to excel in the areas in which you showed talent, and you showed a great many talents indeed. Choose any seven of the following - War, Melee, Martial Arts, Archery, Thrown, Riding, Sailing, Socializing, Athletics, Awareness, Dodge, Bureaucracy, Crafting, Integrity, Investigation, Larceny, Linguistics, Lore, Medicine, Occult, Performance, Presence, Stealth, Survival, or Resistance. You are now the undisputed master of those seven skills. This is in addition to any skills or abilities you would normally be good at on account of your Caste or 'favored' choices. You can do things with the seven skills you have chosen while half drunk and blind on your worst day that the greatest mortal practitioners would never be able to replicate, even on their best day, in their entire lives. Additionally you can train anyone that you personally tutor in these seven abilities and they will quickly reach a level of skill close to, but just short of, your own level of skill. They will learn at a rate equivalent to an Exalt so long as you personally teach them, even if they aren't an Exalt. If you chose Dodge you might one day be able to walk through a rainstorm without getting wet. If you choose Archery you might strike a man's heart from over the horizon while he is standing in the middle of a forest. If you choose Bureaucracy, the sheer efficiency and speed with which your organization operates will baffle even the most astute observers and leave competitors hopelessly scrambling to catch up. Choosing Medicine might allow you to perform brain surgery with a rusty knife using only one hand, and have the patient come out the other side perfectly healthy. Point blank the things you can manage with your chosen skills would be outright impossible for nearly anyone else to replicate, even other Essence users needing to 'cheat' and use Charms in order to match what you can do with nothing but your own innate talent. You may purchase this perk up to three times, each time it is purchased you must select different abilities.
728	A Gilded Bow	Quality	600	Horizon Zero Dawn - SB	Be it a Lodge War Bow or a golden gun, the more invested the aesthetics of your weapon, the more efficient, accurate and deadly it becomes. What for others might be only usable as a trophy weapon is for you a weapon twofold as deadly as its undecorated cousins. Not limited to just weapons.
729	Master Craftsman	Quality	600	King Arthur	Thanks to being taught by faeries, anything you make by hand is a great deal better than anything regular humans can make. Armor is nearly indestructible and lighter than it should be, blades are sharper, blunt weapons have more force behind them, bows and crossbows can shoot farther and are easier to pull back. Even mundane items like baskets work better, though you can't give items mystical powers without being a wizard or something.
730	Rubedo	Quality	600	Lords of the Night - Zombies	You can imbue your craft with perpetuity. For gross structure, you can form a half-real substance from Corpus and Gold that, when invested in an object, perfects and transcends that object. Afterwards, you're left with the perfected shadow of the transcended object. Such shadows resist damage much like lesser artifacts, and if they are somehow damaged will restore themselves over time. The shadow is also just better then the original untransended object was. It costs roughly five parts gold for every one part of the object to be transcended. For engines and other systems that need to be fuelled, it starts out costing as if to pay to transcend enough fuel for it to run all day to create a perpetual engine that runs on a common fuel. There is no good benchmark for all the different exotic fuels you might have, but it's safe to say that it grows exponentially more expensive the more exotic the fuel.
731	Legendary Master: Crafting	Quality	600	Rimworld	You're an expert at the manufacture of goods of a truly staggering variety, whether its rolling joints, creating sci-fi tier ray-guns, or sewing a doll. The speed at which you create any of these implements is vastly increased and becomes shorter every time you successfully complete one. Every time you produce a copy of something you've already made it is slightly improved, a rough 1% increase in overall function. This stacks fully with successive fabrication though you must be personally involved in the process of creation. Roughly one in every 1000 of your creations will be Legendary, doubling all improvements from this perk and bearing a unique 'artwork' based on an event from your Jumps.
732	Failess Mode	Quality	600	Satisfactory-Factorio Gauntlet	When you design equipment or machinery, you make sure that it's designed properly. Your designs are far more resilient against failure than they would otherwise be, only completely failing when critical components are outright destroyed. Chain reactions where failure of one component leads to another failing are uncommon, and really can't happen by accident. More importantly, every failure mode is a safe failure mode. You could make an antimatter storage container that wouldn't auto-annihilate if power failed.
733	Sum of its Parts	Quality	600	Satisfactory-Factorio Gauntlet	You understand how to create expandable systems, keeping complexity low while still allowing for different materials or more production to be added in the future. Complex systems make sense to you. You can see the logic behind even the oddest bit of system design, and you can expand it if you find the reasoning sound. Finally, the bigger the system or factory you created is, the more productive it is. Adding more machines makes everything faster and more efficient.
734	Mini Machines	Quality	600	Supergod	Advanced technology might be the basis of most superhumans but what if you can't skip all that and just fit a machine the size of a factory into a man's arm so he can break a castle with his fist? Pretty neat, I'd say. You have the ability to miniaturise technology to an incredible degree, fitting machines the size of small buildings into the hand or head of an ordinary human, without facing any loss in efficiency or effectiveness. If you then make them at the usual size, they'll be far better than they usually would as you pack so much into them. You're also incredibly skilled at fitting these machines you've made into the biology of living beings, creating effective and viable cyborgs.
735	Create the Heavens and the Earth	Quality	600	The Magician - TV Show	You are a creator first and foremost. While most Deities simply reside over creations, you create them and more. With this perk your ability to "create" is massively boosted, and when it comes to creating things your accuracy in doing so, being through divine powers or through mundane practice, is astounding to say the least. Regardless of your Origin, you gain the ability to create any object, mundane or Magical, if you're normally able to create Magical items or enchant the things you're trying to make without this ability that is, that's the size of or smaller than the average Human, assuming you're willing to foot the cost in the Magical energy it would take to make the base mundane item and fuel the enchantments needed. This perk cannot reproduce things that require other esoteric methods of payment in the enchanting or creation process of a Magic item, such as the expenditure of experience, the usage of souls, or the power of love. This process can take anywhere from milliseconds to around ten seconds depending on the size of it and how Magical it is. Any existing abilities that allow you to create things are significantly boosted in potency, and anytime you bequeath any of your internal energies in some way to another it is incredibly boosted in potency, to the point where if you were a Deity and you gave someone a part of yourself to consume for temporary power, you could decide for it to instead boost them to near Deity levels for a short duration instead of the average Master Magician boost people normally get from such an action.
736	Matching and Mixing	Quality	600	The Weakness of Beatrice	If Mixing combines different ingredients to create new objects, like combining various plants to make powerful healing potions, what happens when you combine two or more of the same thing? Normally, nothing, it's a total waste of ingredients. It's not entirely impossible to find a way past that limitation and when you found that way, you rocketed past it to new heights of crafting power. You're able to combine multiples of the same thing to increase its overall power and utility. This can range from combining many corpses of the same being to create a super strong golem under your command to combining many Shining Weapons into one Frankenstein weapon that can channel an unholy shit-load of power at once.
737	Omnicrafting	Quality	600	The Weakness of Beatrice	Most Support classes are limited to one general area of work. Healers mix potions and medicines, constructors mix buildings and fortifications, smiths mix weapons and armour. Command and Passive spells only apply to your specialty, just like how someone who trains to become a blacksmith won't get any better at painting or drawing up building plans. You're some kind of Omni-Support class that not just ignores these limits, it shatters the very idea that you'd be so limited. Your crafting and Mixing abilities in one area can be used for any form of crafting or Mixing. Abilities that would normally improve the potency of your potions instead improve the power of your created weapons and vice versa. This also applies to your raw skills, allowing you to use skills in one crafting/creative discipline for other areas of work. That said, the skill scaling is a little weaker, in that only very broad specialties will carry over the full effect, while more specific forms of creating things gives a small benefit to other skills.
738	Lightning is my Art	Quality	600	Van Hellsing	You have twisted Tesla's theorems, plans, and experiments to whole new levels, creating tools and gadgetry capable of warping lightning and electricity to ends unseen by the man himself. You can give life to stitched-together golems and clockwork automatons with your tools, use electricity to manipulate, warp, or fracture objects to your individual needs, and even twist people into your warped, hunchbacked goons with your favorite flavor of electroshock therapy. Any technology made by you can run off of any electrical source you have access to (and is, in-fact, empowered for it), and has a Gothic London theme to it on a completely unrelated note.
739	Craftsman of the Gods	Quality	600	Viking Saga	Things you make yourself from base components gain properties far beyond what they should. Belts that increase strength several times over or a spear that never misses are well within your skill, and you will only get better.
740	Centurio Ordinatus	Quality	600	Warhammer 40k: Adeptus Mechanicus	You have been inducted into the Divisio Militarus, a branch of the adeptus mechanicus dedicated to the construction and operation of the Ordinatus war machines, mighty titan-scale siege weapons of unparalleled power. While the shielding and mobility systems that carry these devices into battle are relatively simple to create, you understand the intricacies of how physics and performance are affected by up-sizing technology. With sufficient data on the function of a humble lasgun or arc rifle to extrapolate from, you could smoothly transition that device to function when a hundred or more times larger - and to be appropriately more powerful than the simple multiplication of its output would suggest. The weapons you create and oversee are fit for a god-machine to wield, and the likes of Nova Cannons and weapons arrays on board the largest ships of the Mechanicus are also within your purview.
741	The Legacy of /m/	Quality	600	World Seed	Looks like you've watched a few too many anime of a previous century. Or too few, depending on who you ask. Nevertheless, seeing several mechas combine into one giant mecha has inspired you to develop a certain skill set, one that allowed you to take the concept of combination and run with it. As long as you have the time and resources, you can easily build things such as several spaceships that combine into one large mecha able to fight space monsters in melee, with its pilots linking their minds to fight as one, that will be far stronger than the sum of its parts. If you ever come upon a race with collective chuunibyou, I'm sure you'd find many friends in them. You can also build similar technology that is smaller in scale, like for example autonomously fighting swords that combine together for a devastating final attack, or something as advanced as nanite swarms able to transform into almost anything you could possibly conceive of. Furthermore, with some work you could also combine devices that weren't designed to do so, taking their best parts but leaving out their individual flaws to make something exponentially more powerful or useful than either of the originals. Somehow, you are able to do this without the end product ending up any larger, clunkier, or needing more energy. So making the most powerful gun you are able to build, but which uses up an inordinate amount of energy, and combining it with the most energy efficient one in your arsenal is a real possibility open to you.
742	The Overachiever	Research	600	A Certain Magical Index + A Certain Scientific Railgun	To be a leading scientist of a specialized field you need to be more talented than others that they can only look up to you in envy and to be hired in the Academy City you need to be someone like that. You now have the doctorate knowledge and professional practical skills in every branch of science, engineering and arts along with the ability and knowledge to create every technology that exists in Academy City with the specialization of creating Espers with abilities of your choice or leaving it to random chance. You also gain a preternatural ability to reverse-engineer any technology that you can get your hands on with enough time but just seeing one in action would give you a rough guess on how it works and what principles it works on. The greater the gap of the technology that you know to the one you're trying to reverse-engineer the faster you can analyze and understand it along with the ability to improve existing technology or those that you reverse-engineer thirty years ahead of its time.

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743	It's All Science	Research	600	Bioshock - Welcome to Rapture	So you can fly, you can shoot lasers from your eyes, you can lift a freight train with your mind? At the end of the day it's all science. Science which you can recreate with analysis, even in genetic form. Unless it's magic. But even then, you can recreate any non-magical prerequisites.
744	Comic Book Science	Research	600	DC Multiverse - Earth 11	You're extremely intelligent, easily one of the smartest people on the planet. You could build a massive company from scratch and revolutionize the sciences if you so choose. Your genius allows you to remember everything you've ever seen in great detail, hold multiple trains of thought at once, pick up new information and master skills very quickly, and build futuristic technology that seems to ignore conventional physics. Intellectually, you rival Lex Luthor and Ms. Terrific.
745	Promethean Man	Research	600	Fate/Legends - Strange New World	It is mankind's destiny to grow beyond this world. The Gods fear this destiny. It's why they've tried to enslave us, hinder us and even exterminate us. Even the world itself fears our potential. And it is because of men like you that this is the case. Men who can look at the magic of the world, that thing which makes a mockery of logic and reason, and force it to bend to our wills. To make the light of the gods into the light of mankind. So long as you can perceive it, through your senses or through the application of technological tools, you have the capability to begin to decipher natural and supernatural phenomena and create new technologies based on that phenomena. Observing the lightning in the sky, the thing considered only to be controlled by Gods, would allow for the discovery or advancement of electrical power. Watching and observing as a Magus creates a Bounded Field may open up a field of technology that allows for the warping and alteration of the fabric of space. Even the strangest supernatural acts, such as the manipulation of platonic ideals or concepts or abstract ideas, could eventually be something you make controlled via technology and science. All you need to do is put in the work, have the creativity and that special bit of genius to make this all work.
746	Flexible Doctrine	Research	600	Galactic Civilisations II	From Antimatter Torpedoes to Kanvium Armor technologies, it's a fact that space-borne warfare is highly reliant on the equipment you provide your forces with. The release of the Hyperdrive design has led to a new arms race of unprecedented might but that also means you can end up caught completely off-guard. Over-extending your technological R&D into missiles might end up with your forces utterly outmatched if an enemy starts equipping their ships with masses of point defenses, ECM, and other anti-missile systems, and the same is true if you're built to defend against mass drivers and suddenly face ships with energy beams instead. If only you had a decent energy weapon or some Mass Drivers instead and now, you likely will. You and your people will find that any kind of military technology, be it weaponry, defenses, or any other such systems you need for your forces, is now merely the first option of many. The time and effort needed to develop alternative military options (based on existing but 'lesser' methods you might possess) to match what you can already do is vastly reduced. So if your most powerful weapon is a Mass Driver of some sort (say a Quantum Driver), you could get your hands on Beam Weapons or Missile tech that are equally effective - except your opponent might not have suitable defenses for them. Likewise, if all you have is armor and your foes start using beam weapons, your desk will probably see a report or two on breakthroughs in shield technologies before the week is over. Furthermore, you'll find that adjusting any existing systems you have deployed is far easier than it otherwise was - modular components and interchangeable system parts ensuring that equipping your fleets with what they need to turn the tide is not going to stay a mere idea.
747	Seed of the Singularity	Research	600	Generic Cyberpunk	They say that the future begins with an idea, but that's not true. It begins when you make an idea reality. You're not just someone that is content to fiddle the technology that's already there, you're one of the minds that could shatter everything we thought we knew. Your ability to innovate and invent is awe inspiring, doing the work of years in scant months. What you piece together in your lab to test a concept would count as a production model to anyone else, and your actual finalized designs are nothing short of pure brilliance. This applies just as well to actual discovery, burning through fields of testing and examination with incredible speed. Your work alone could build the entire future if you had the resources, and if you can survive the people who would kill for the things you can make.
748	Transhuman Protocols	Research	600	Generic Cyberpunk	The things we could do if only every advance wasn't riddled with unseen dangers and hidden consequences. If they're smart they'll listen to you. You can take any technology or procedure that you understand and easily figure out the flaws, pitfalls, drawbacks, and unintended or negative consequences, and as long as you put in the time you'll figure out how to get past them. Whether it's ensuring cybernetic augments don't result in lethal rejection from the body, a gene-modification doesn't make the body eat itself from the inside out with cancer, or that a device to transfer a mind leaves the same person that went in and not just a copy, or just working out the kinks in something you'll find a way. The future is an uphill battle, and there won't be time to make it if you spend it stumbling.
749	A Spark of Genius	Research	600	Girl Genius SB	Or you might be an absolute, incomparable genius in general, I guess. While anyone who takes the Scientist Origin may be a weak spark if they wish to, this is where you go for the good stuff. You now have, and thus are, one of the strongest Sparks on the planet now, an absolute, blazing genius like Agatha Heterodyne,either of the Wulfenbachs, Dr Vapnoople, or others at the same tier. The Spark, that something that makes the wonders of this world possible, is plugged into your mind and soul, inflaming it, filling it with a fire that boosts your mental facilities to unbelievable extents such that many things that should be impossible... suddenly aren't. While you specialise in some field to extraordinary degrees, like being able to create artificial sparks if you choose 'Von Neumann Clanks', your genius is unbound by the petty concerns lesser sparks suffer from, allowing you to shine equally bright in every field from Microbiology to Trans-Dimensional Aeronautics. You have an instinctive grasp for scientific principles, can reverse engineer technology more or less just from seeing it, and have a head for calculation and numbers that defies belief. You can decrypt data in your head, have a completely flawless memory, and are in general the quintessential Mad Scientist. Complete with a gift for cackling and rants that can terrify anyone who isn't, by the way. When in the Madness Place, especially, you have an outright effect that allows you to warp time and space in a small area around you, letting you do weeks' worth of work in hours, and outright warp, twist, spindle the mutilate the very laws of physics as you craft your wonders... and horrors. Apart from the SCIENCE!, you have a charisma that borders on mind control, as anyone without a spark, or an exceptionally strong willpower is drawn into your orbit by your sheer force of will, ready to help and serve wherever they can. Your body is also somewhat better than most, allowing you to go all those all-nighters without food and fight off highly trained fighters while barely paying attention.
750	No Giants Around	Research	600	Horizon Zero Dawn - SB	Other Oseram tinker and toy with relics of the old world, learning how to imitate and adapt what has already been done. Not you. You have an instinctive understanding of technologies and systems you can analyse, and can extrapolate that knowledge to its next logical step. With each generation beyond the first away from the work you're analysing, the extrapolation gets less reliable, roughly halving each time; but the first step is always accurate, provided it's based on working observations.
751	Absolute Scientific Mastery	Research	600	Marvel Cosmic	Here is the apex of your craft. Scoff at the petty inventions even the likes of Galactus and High Evolutionary can create. The Maker's Tools? Ha, child's play. If it is scientifically possible to create it, you can figure it out. If your research or invention would require some undiscovered theory or law then you can work through that and perhaps even create new fields of study. The only limit to this perk is it must be something that is scientifically possible either within a setting or through perk fiat. You always know if something is scientifically possible no matter what setting or world you are in.
752	Dead Men Have No Secrets	Research	600	Mass Effect Andromeda	You've got samples of a civilization's tech, and maybe even pure data recovered from their computers. But now what? Now, you actually get to use them. You now have the fantastic ability to reverse engineer unknown technologies, and the more alien they are to you, the better you are at it. The reason why is because a civilization's technology isn't just one single thing. You can detect the intricacies behind every little detail, and extrapolate from those details how a civilization thinks, what materials they'd use and why, and so on. The wider the variety of samples you have, the greater the insights you have into every level of their civilization. And once you know how they thought, you can make your own versions of copies of their tech, as if you were a scientist of that civilization. You are not just acquiring raw data, but understanding what you are discovering.
753	Scientist Salarian	Research	600	Reaper Hunter	The galaxy is home to many wonders that are present in nature however nature is often ugly. You much prefer the clean and sterile world of technology and because of that you have worked out many ways to recreate strange and often incompatible technology of others to work together in ways that were thought impossible. You could for example study a medicine made of rare mushrooms and herbs and recreate its effects with a synthetic concoction created in a lab or study the workings of a weapon powered by rare and exotic elements and create a work around to recreate the same weapon using much more available materials. The large bowgun that hunter showed you made from sinew and bone that somehow shoots lasers from ammo created of bugs and rare plants could very well be recreated from steel and synthetic polymers with enough study and a minor drop in power. This perk allows you to study technology and recreate it from less esoteric or rare materials at a lower level of power depending on how much study and work you put into it with more work coming closer to the power of the original piece of technology.
754	Legendary Master - Intellectual	Research	600	Rimworld	You're an expert at research and scientific advancement of all kinds. There is no technology beyond your capability for reverse-engineering or eventually decoding. So long as you have a clear goal in mind for the development of a piece of tech you can eventually manufacture it. All research work you complete is not only doubled but is also impossibly easy to understand to even the most simple-minded luddite. With your blueprints even a group of tribal humans could find the stars within their grasp. Sidenote: actually doing so is another story altogether.
755	Deus Vult	Research	600	Saga of Tanya the Evil	The creation of cutting edge technology is an odd process. Normally, it would be long hours of research and testing followed by tiny advances. You on the other hand, by some method, have been inspired. Your specialty lies in completely eschewing the normal methods in order to create prototype technology that far outpaces everything - in exchange for vast amounts of instability. If you manage to reign in your genius, and ego, creating something halfway between genius and the status quo will leave you with something more powerful, but also easier to mass produce.
756	Resident Mad Scientist	Research	600	Schlock Mercenary Rebuild	There are certain technologies out there that simply shatter the status quo. The teraport, the long gun, Laz'r'us. Now, you can be the source of similarly groundbreaking discoveries. You are a mad genius, easily capable of combining wildly divergent pieces of technology to come up with a synergistic masterpiece that will overturn the status quo. Even your lesser discoveries will end up being similarly ground-breaking.
757	We're Going to Change the World Peter	Research	600	Spider-Man PS4	Few are the men that can look down on the world like you do. Your mind is one of those that will be looked back on in centuries time as one of the greatest in history. You have all the potential to change the world with your intelligence. Create a cure for cancer, true cybernetic bodies, unlock the secrets of turning matter to pure energy or creating true space flight. They'll likely take years of work but you well and truly can change the world. But why cure cancer when you can make superheroes and monsters instead? You might have a world class mind but you also have truly superb talent for creating technology meant to interact with super powers. Giving, taking or altering the superhuman powers found in this world. Making a man have the powers of a spider or creating a monstrous symbiote superweapon or sealing the negative powers of a poor young child. Even technology meant to enhance, weaken or otherwise interact with these powers is within your grasp. While you have no experience with magic, you might perhaps learn to apply some principles from your work here to that field too.
758	The Ever Expanding Tree	Research	600	Stellaris	Science is something that people do not think of very much, in their minds it is almost like magic, simply looking into something and after an undisclosed amount of time, poof! You however know that is not how Science works, you know that it is a doctrine for which to follow when one wishes to understand the Universe safely and efficiently. You have mastered this doctrine, and because of it your ability to discover new technological heights is virtually infinite allowing you to continually discover more and more technologies without any limit. To add to this you can even branch out seemingly useless pieces of technology into something completely unfathomable. For example you could use the basis for a toaster to create a giant space station that superheats planets. While this may seem almost fantastical, the general rules of research still apply, and because of this you must still conduct actual research and experiments.
759	Tell Me Everything	Research	600	Superman	An easy enough thing to say, but human minds have a long way to go before they can understand Kryptonian technology, let alone use or reverse engineer it. Except you, that is. You could spend a few days getting a crash course in technology so alien it comes from entirely different galaxies, and come out of it fully capable of designing your own versions with modifications and improvements. Your mind is a scintillating, brilliant thing moving orders of magnitude faster than anyone else, with a multitasking, research and invention talent that would make you, as a completely normal person, the biggest threat to even a mighty Kryptonian in the fullness of his power. Technology yields up its secrets to every glimpse from you, and there is no tech in the world you cannot at least begin comprehending.
760	Mass Production	Research	600	X-Men Evolution	A common theme in the world of technological marvels is that they are either left to groups of select people or only one of them is left in existence. To you however these seem like silly limitations to have when one has the potential to bring so much peace and prosperity to the world with these amazing inventions. You happen to have the best ability for the job of ushering in this new age as well. As long as you look closely at something hard enough and do some basic study it is possible to completely understand the inner workings of any technology or object down to the tiniest details. While this works best for technology anything that is an object will do just fine. No object or piece of technology whether it be slightly ahead of modern times to the cosmic magitech of the future can't be not understood by you. As mentioned above, objects and technology in this sense even has a very loose definition as it can range from robots, indestructible metal, swords that grant the power of gods, to even the ultimate of Macguffins. You'll be able to reverse engineer and mass produce practically anything you want from a cave with a box of scraps. The objects will always contain their original properties but you can go further beyond that. You can alter the properties, strengthen them, weaken them, make it so only select people can wield them, and much more. With enough creativity and effort you may even create superior items than the original ever was.
761	Heavenly Azure Profound Jungle	Resources - Magical	600	Against the Gods!	Pills, pellets and crystals are a cornerstone of cultivation. Even one or two powerful pills can redefine the fates of entire clans or sects, as it so happens. Equally important, however, are Profound Beasts, or rather their bodies. There is the blood, which is a great tool in cultivation, the flesh and bones, used for their own purposes, but the most special are the Profound Cores found within these beasts that make life in so many parts of these worlds so difficult. You have something completely amazing, in that regard. This is a dense jungle, attached to your warehouse, filled with all sorts of dangerous profound beasts. As a matter of fact, it has one of every single species and race of Profound Beasts in this setting, all ready and waiting for you. Because you see, while the blood, flesh, bones, core and everything of these beasts is at the level they're supposed to be, their actual fighting abilities are dramatically lower. Three entire realms lower, as a matter of fact. That is, the Emperor level monsters can only do damage on the level of a True Realm monster, and so on. Unless you want them at full power for some reason, that is, Then they are. This doesn't apply to beasts below the Sky Profound Realm, so the weakest any of them get is to Elementary. Also, each Realm's monsters are isolated in their own 'zone' of the Jungle they practically never leave, with the weakest ones on the outermost circle and so on. The numbers of the beasts inside are proportional to how rare they are in the outside world, as is the rate of replenishment if killed. Even the rarest beasts only take a few months, though, maybe a full year for the absolute rarest of them. In future worlds, the Jungle provides beasts from the local setting too.
762	Alchemical Haven	Resources - Magical	600	Desolate Era Part I - The Three Realms	This is a plot of land about three hundred and fifty thousand square miles large that would keep getting bigger to accommodate additional plants, accessible through a door in your warehouse. Inside this dimension, you will find soil that adapts itself to grow whatever is planted in it, and an atmosphere that will change itself to meet the demands of each and every plant as needed, transforming some areas into barren, frozen wastelands, and others into fiery hellholes. To add to this, the Alchemical Haven automatically harvests fruits and replants seeds, meaning that the only intervention needed for it to stay operational is the introduction of new seeds. It can even speed up time for some plants so that they can be planted and harvested as much as you wish. However, this only works when there are no sentient beings within the dimension. Before you plant anything, there are several mortal ranked fruits and spiritual grasses already planted and matured for you to use that altogether may allow you to enter the Zifu stage, if you already possess the required insights.
763	Divine Metals (x2)	Resources - Magical	600	Marvel - Magic	You have somehow managed to procure a supply of two divine ores: You have somehow gained access to 100 gallons each of Uru and Adamantine in a liquid state. Uru is a magical metal, unique to the world of Nidavellir of the Nine Realms. Incredibly resilient to the point of near-invincibility and with a luster best compared to badly wrought iron. Uru is a favored by the gods of Asgard and the dwarven smiths who ally with them for not only its rugged durability, but also for the fact that it is a supremely effective magical conductor. Though extremely hard to correctly enchant, the magic laid upon it will be powerful and as nigh-unbreakable as the metal itself if you can manage it. Adamantine is something of a study in contrasts with Uru. Though every bit as durable as its Nordic cousin, the magical metal favored by the gods of Olympus has little else in common with it. Where Uru is dull and rugged, Adamantine is a gleaming gold. And where Uru is a supreme magical conductor, Adamantine is instead effectively immune to mystical effects below those of the greatest gods. There is one other quality that the two brother metals share, however: the incredible difficulty of forging them, usually requiring either incredibly potent magic or heat comparable to that found in the heart of a star. Combined with the metals requiring incredible skill for even rudimentary working, it is usually nearly impossible for any mortals to utilize these rare metals in their forges. You receive an additional 100 gallons of whichever types you have purchased every six months.
764	Starstuff	Resources - Magical	600	Peter Pan	A refilling bag of the mythical, green powder that can be produced from stars under rare occasion. It has a variety of magical properties depending on who is exposed. Any animal exposed to the substance transforms into a mythical, humanoid creature similar to its origin; for instance, a fish may become a mermaid, or a bird may become a fairy, though not the normal kinds found in Neverland. Furthermore, humans exposed to it can fly and can gain artistic inspiration; however, overexposure can lead to greed and paranoia. Outside of this purchase, the substance is extremely difficult to find in the traditional Peter Pan, unless the setting was changed. Also, unlike its form in the story, the Starstuff cannot be used to destabilize the fabric of the universe.
765	Let There Be Light	Resources - Magical	600	The Games We Play	And so there is. This is a replenishing supply of neutral Sephirot components of all ten kinds, for all your soul crafting needs without the horribly unethical gathering process and terrible guilt. You get 1000 people's worth of pure, high quality Sephirot, the stuff souls are made of. It's so high quality that each is worth a hundred of your average souls, if not more. Don't worry about losing any unused stuff either, because it builds up as time goes on. Sephirot is some of the most valuable stuff in the world here, and that's for a reason. In this world, the ratio of Sephirot within your soul determines its structure, the power of your Semblance and other such things. In future worlds, it could be entirely different, luckily enough you get the local stuff no matter where you go, allowing you to keep up your tinkering. And again, don't worry about losing access to any of the past stuff. Each setting's soul stuff will continue to produce itself separately from a separate setting. But what use does it have in the future? Depends on where you go and how it all works there, but you'll have to figure that yourself for the most part. Maybe you can eat it.

#	Name	Category	CP	Jump	Description
766	The Dragons Blessing	Resources - Magical	600	The Legend of Zelda: Breath of the Wild - TG	The pieces of the Spirit Dragons that wander Hyrule are truly potent, even their scales and pieces of their horn could easily take a mundane traveler's sword up to a hero's weapon! Their inherent magic and power is such that, for any crafting(from cooking to elixir mixing to weapon crafting to even casting enchantments) they are one of the best ingredients you can find. But the Spirit Dragons are elusive, and dangerous to harvest from. You have been gifted a small collection of Dragon parts to use at your leisure, which will replenish every fortnight.
767	Natural Regeneration	Resources - Magical	600	World Seed	In Neolife, it wouldn't be wrong to say that magic is in everything. One interesting facet of this can be seen in how on many worlds, dug earth and other natural resources are replaced by the ambient mana over the course of a few weeks if there isn't anything like a support structure preventing it. While this is certainly convenient, you thought to yourself, I can do better. After all, many important resources can't even be found on planets, like mana gems or the insanely rare mineral osmium, which are only found on asteroids. But with the ability you created, this won't be a problem anymore, because you can just restore them anyway: simply by spending enough mana, it is possible for you to regenerate any natural resource or duplicate existing ones. You could pump mana into an asteroid to restore whatever it is that was mined there to get effectively infinite resources out of it, do the same to the extremely valuable gem lying in front of you to get multiple copies of it, or send out a massive wave of mana to cover a whole planet in a forest. The mana required scales linearly with the amount of the resource you want to work with, its complexity, and its power. So while you could easily get massive amounts of diamonds and wood even with a little mana, duplicating something like the Top 5 metals (see Notes) or similar materials would require truly insane amounts of mana.
768	Element 115	Resources - Mundane	600	Call of Duty - Zombies	A metal container, containing an assortment of various forms of Element 115. This stuff can do all sorts of things, but it's dangerous, so use it wisely. The contents of the container will regenerate once a month.
769	Lost Art	Resources - Mundane	600	Generic Video Game Developer	You are now an expert of the lost art, the art of code efficiency. Any code and software you make will now be far more efficient, using up far less resources for the same results and running significantly faster than most standard code. Your game would normally be 16GB and requires 8GB of RAM? Now it uses half that, at least. Game causing lag and crashing because too much is going on? Not anymore. Whatever you code, it'll run fast, and it'll run well
770	Mithril Mines and Armory	Resources - Mundane	600	Lord of the Rings - Twilight of the North	There may be older and fouler things than Orcs in the deep places of the world, but there are great treasures and opportunities to be found in those places as well. Dwarven miners know this, and the lure of mithril often proves irresistible. With this, you need not worry about the presence of any Balrog or Orcs, as your veins of mithril shall lie within a mine dropped into a location near to where you start or even just connected to your Warehouse. The great quantities of mithril that these mines make available allow Dwarf-smiths, should you have invited any, to craft marvellously strong and light armor for your warriors or yourself. More than simply a store-room and workshop for Dwarven smiths, a Mithril Armory is capable of outfitting an entire host in the most supple and strong metal known in Middle-earth. The presence of such materials naturally attracts the finest Dwarvensmiths, who may also turn their efforts to forging superior weapons in addition to crafting mithril armor. Armored and armed in shining mithril and dwarf-make weapons, your forces are certain to be fearsome indeed on the battlefield. In future jumps, you will attract whatever setting equivalent to the Dwarves there happens to be. To find work in your armory and lands.
771	Box of Resources	Resources - Mundane	600	Mass Effect Andromeda	Have a box full of the Heleus cluster's resources! Great for all your crafting needs, and ensures that you can always use your Andromeda gear. Omni-gel canisters, eezo, angaran meditation crystals, kett alloys, remnant polymers, eiroch fluid sacs, remnant cores, renderable plates, scale fibers, shell filaments, soft chitin. You will have to find your own source of the non-exclusive minerals though. This box is as big as the shipping container for the Nomad, is equally divided amongst the 11 resources, and will refill itself once a week. Post Jump, instead of a single shipping container divided amongst the resources, you get a shipping container of each resource, and they all refill monthly. In addition, anytime you run into a universe specific material that you regularly use for crafting, another shipping container will be added. You must have used that material for crafting purposes several times before it would count.
772	Gadgeteer	Resources - Mundane	600	Totally Spies Martin Mystery	Not only do you have the knowledge and resources to produce all of WOOHP and the Center's gadgets quickly and efficiently, but you'll never run out of ideas for new gadgets, and you'll be able to incorporate any other technologies you know seamlessly.
773	Steel Driving Man	Speed - Fiat	600	Generic Factory	Whenever you are working with a machine you find that you can always keep up with it, you can practically run an entire assembly line all on your own and still find time for a smoke break.
774	Goibnu	Speed - Fiat	600	Irish Mythology	The greatest of the Tuatha smiths, Goibnu could create a spearhead with three strikes of his hammer, and it would be so sharp the man it cut would surely bleed to death. Like this legendary smith, you can forge or assemble anything you've the materials for, no matter how complex or intricate, in moments and whatever you forge shall be of mythic quality, whether armor lighter than cloth and harder than a mountain or plows that can turn over ten acres with one pass. Truly you are worthy to be called the smith of the gods.
775	Build Rome	Speed - Mundane	600	Gundam - After Colony	You have a thing about building things-you're damn fast, and you're damn good. They say you can't build 10 Mobile Suits in a week? Hah! You'll build twice that much and you'll build them to last! You simply have utter talent in the way of making things quickly-enough to double production, maybe even triple production if you work at it enough, and they'll come out with no loss of quality. In addition, these constructions will last-barring sudden disaster and similar, they'll easily last several decades of constant abuse, and if they're upkept and repaired they could even last centuries with no troubles.
776	Tinkerer & The God-Catching Alchemy Meister	Arcana - Innate	700	God Catching Alchemy Meister	Many believe that alchemy is just mixing up random things to make potions or hit a lump of iron until it becomes a steel sword. They don't know the truth. Alchemists like you need several skills to get their license: starting with blacksmithing to create weapons and armor, chemistry and herbalism to mix potions that work, anatomy of both monsters and people so they can loot properly and their creations don't end up causing harm to the users, different forms of art to cater the clients; mineralogy and even some basic knowledge of magic, for enchanting their works. You are decently trained in all these skills, which are the basis for any alchemist to thrive in society. When someone asks a kid what an alchemist is, they think of a great creator that takes leaves and lumps of iron, making them into elixirs and legendary weapons. Indeed, when someone asks a kid what an alchemist is, they think of you. Because your skill, insight and experience are enough to challenge the most esteemed alchemists in this land and come out victorious. Your creations ooze creativity, shown as they need far less materials than normal and your skill is enough to do them in less time and have far superior products compared to any other alchemist here. From accessories that make the user immune to some element, trinkets that allow for teleportation or the more direct weapons that can cause an instant death in the victims. Furthermore, your talent hasn't weaned at all, and you still see room for improvement in your works. You're one that could take the precious title of 'Meister', if not aim ever higher.
777	Little Blue Packets	Knowledge - Archive	700	Lucy	Ah, drugs. They make everything better! Well, not really, but you could argue the point with these ones. This is a batch of the same chemical cocktail that gave Lucy her powers, now available for you, for the low, low price of 700 CP. These are somewhat different than the ones she and her fellow couriers had, though. Being somewhat more concentrated, you have four packets that, taken together, can get one person to 99% brain capacity, while each packet can get one person to 50%. For 300 CP you get a variant model of the drug instead, four packets of a cocktail any one of which is capable of boosting people up to the "variant 25%" level of 99% pure intellect but no psychic abilities as outlined in the Increased Brain Usage perk. Likewise, the 300 CP drug variant only qualifies you for the 300 CP version of Increased Brain Usage as a freebie or reduces the price of the higher versions by 300 CP (if you wanted the full power for yourself but only the reduced drug to give to others). Taking more than one packet of the 300 CP version has no effect. You get a fresh set of packets in every future jump. Oh, and of course, you also get the recipe for the version you buy and the ones costing less.
778	Consumate Knowledge & Swiss Army Engineer	Knowledge - Known	700	Ring of Red	You know everything there is to know about repairing, maintaining, and fueling AFWs. This includes a working knowledge of diesel engines, pneumatic systems, ranged and melee weapon systems, among others. Most AFWs are designed by whole teams of engineers spending months, if not years, getting all the complicated systems to work together just right. But you can do it all on your own. You know how to build all AFW types from the ground up and don't have to worry about all the tedious fine-tuning most do. With further research and some time, you're confident that you can incorporate weaponry from other Jumps, albeit in a grungy, era-appropriate way.
779	PT Theory & Alpha Documents	Knowledge - Known	700	Super Robot Wars OG Saga Endless Frontier	You've been around robots long enough to know the basics behind their engineering, at least in regards to the structure and reasoning behind the more common mechs, including the Earth Federation's standard Gespensts, and the TLI's Grungust Type 1: the example of the average Super Robot. Weapon knowledge also included in regards to both, which is basically ballistics and some small degree of beam weaponry. The whole kit-and-caboodle of the Earth Federation's current research, all in your head (or documented physically/digitally, your choice). Highlights include: the T-Link System to enhance psychic capability, the Black Hole Engine and the Gravicon system involve the manipulation of gravity for both energy and combat usage, the Tesla Drive: a device capable of enabling flight in battleships that can also be miniaturized to allow robots to fly, and the other systems and engineering for the Gespensts up to the MKIII "Alteisen" and MKIV "Weissreiter", the Huckebeins up to the Mark III, the Grungusts up to Type 3, and the Lion series models up to the Astelion. Of course some of this does require EOT resources, so you may be limited in what you can do when you don't have these resources, you might be able to substitute them with the right materials, given time and research.
780	Mastercraft	Knowledge - Known	700	The Witcher Novels	What separates a Master from an Apprentice? No, not the fact that the current Master married his teacher's only daughter and inherited his position in the guild. A True Master of his craft is a person whose work is akin to art. Perhaps even the Art snobbish sorcerers like to call their magic, because when someone looks at what was made by your hand they cannot believe it is not magic. When someone thinks about your chosen profession your name is often found to be synonymous to it. Not surprisingly the rich and powerful will easily agree to outrageous prices to own what you make. This is what it is to be the Master, but there is more, for you are gifted with talent for organization. Your subordinates always perform to the best of their abilities and always remain very loyal to you. Your businesses don't suffer from misfortune, working like well-oiled mechanisms as long as their focus is on your craft. They need so little oversight that you can spend your time on other pursuits almost without worry for your business. Eventually every master will take an apprentice, or several, and you can fully teach them what you know about your chosen art, almost regardless of how inept they are. They may not be able to surpass you but your legacy will live on through them and their work, and the work of their students and beyond, forever immortalizing your name. Even if history may not remember your other deeds, expect to become a folklore hero in the future. Oh, and good news to you who are Gnomes! You are now also a master metallurgist and have mastered the art of Gwyhyr blades, which are known to be among the greatest weapons ever forged on the continent, with each blade being a masterful work of art. Those unfortunate enough not to be Gnomish may also gain this understanding of their metallurgy and metalworks.
781	Technical Specialist & Forceful Engineer & Extragalactic Tech	Magitech - Blueprints	700	Star Wars - Darth Bane Trilogy	It is arguable that this galaxy has, on the whole, reached a technological plateau. This bar may be relatively high if one was to compare it to that of previous Jumps. Sentient computer systems, widely available commercial FTL, weapons that can scour planets, miraculous medical technology and gravity manipulation to name a few. An extremely comprehensive database of all these discoveries, refined and developed over the course of millennia, will be mentally accessible for you. Should you have the resources and tools on hand, there's no reason you couldn't create almost anything natively produced in this galaxy. Force sensitive individuals and species have created wondrous unions of engineering genius and Force energies. Prisons to hold eldritch nightmares, holocrons and seemingly infinite factories that strip entire stars for the resources needed for your unending fleets. You are inspired when it comes to the design of such marvels, even being able to use the Light Side for unseen effects. This brilliance extends beyond the Force into the wider realm of 'Magitek'. The potential trichotomy of Machine, 'Magic' and The Force could give birth to near unimaginable wonders for the inventive mind. Exo-technology is a field of science that specializes in studying and combining the technologies of various species of the galaxy. Your nature as a Jumper allows you to go beyond merely marrying the design sensibilities of several alien peoples. You easily blend the varying physical laws and examples of causality you've encountered in the creation of any one thing.
782	Minor Blessings & Unnatural Skill & Divine Child	Quality	700	Percy Jackson and the Olympians	For one reason or another you've got a god who cares slightly about you and has seen fit to grant you some minor boon within their domains. Choose one god from any pantheon and gain a minor boon from them. The god will care slightly about you but unless you go on to further distinguish yourself it will be more of a minor interest in your affairs than someone they feel the need to help (Effectively think a diminished version of one ability a demigod might have, think minor ones are stuff along the lines of breathing water, lucid dreaming, or appropriate vague extra senses, useful but nothing especially major). This can be taken multiple times. Whether from your heritage or just being that good you've got one particular mundane skill that your feats which border on supernatural. Whether you're a smith on the level of the Cyclopes, a near prescient tactician or a swordsman who is nigh unstoppable with a blade your feats will be legendary. You are on a level within your skill such that only other beings of legend can hope to match you. This may be taken multiple times. You may not choose magic but you may choose a particular application of magic if you have it already (so curses, enchanting might work, more specific gets a bigger boost). You are the direct child of a god of your associated pantheon and gain various benefits from this. You gain lesser manifestations of your parent's domains as well as generally being better than an ordinary mortal. You may take most any god as your parent but to take one of the heads of a pantheon as a parent you must take the "Fate finds you interesting" drawback receiving no points for it (you can also do this with a lesser god to get greater powers). Generally this will give you insight into and some control over your divine parent's domains, a son of Poseidon for example can control water and ships, talk to horses, cause minor earthquakes and is empowered within water.
783	Computronium & Gift Shop: Material Supply	Resources - Mundane	700	Eclipse Phase	One cubic foot of grade-A, pure TITAN-manufactured computronium originally a block of water ice from Iapetus. This is the kind of thing those commie Argonauts would sell their forks into indenture to get one good look at. Whorls of glassy circuitry and fleeting aurora-like flashes of light are trapped within the clear block. Only a high-bandwidth data port betrays its actual purpose. There's more processing power in this one-foot cube than almost any single computer system in the entire solar system (with the possible exception of the rest of the Iapetus matrioshka computer and any other computronium the TITANs have made, of course); it is capable of insanely massive processing feats. It must be kept cool and powered, since it lacks the rest of Iapetus's infrastructure. It would make an excellent substrate to run a Seed AI on. Purchasing this grants you a replenishing supply of one material that you have acquire a sample of. For 100cp, this is the same amount as your sample and it is replenished monthly.
784	Who's Got Da Powa & Power Overwhelming & Tashi Station	Resources - Mundane	700	Personal Reality Supplement	This provides enough electricity to power a city the size of New York City or London, forever, with nary a brown out or power fluctuation ever. It also comes with all the basic wiring hookups, surge protectors, outlets, circuit-breakers, routers, etc you might need... but you'll probably want to get a qualified electrician in at some point... or pick up a companion who does that kind of thing. Purchase of this supplies all facilities inside your Personal Reality with electrical hookups. Not enough power? Okay, this Who's Got the Powa Upgrade means that your Personal Reality is now hooked up to the full power of a Sol-Class Star encased in a Dyson Sphere. Congratulations, you're now a Kardashev II civilization. If this isn't enough power, you need an intervention. Did someone say 'Power Converters'? This Upgrade to Who's Got the Powa means that your generator now pumps out any esoteric energy type your Personal Reality's equipment or city-like objects might need by converting some of its electricity into whatever, be that mana, anbaric power, natural gas, ether, the power of love, or the power of rock and roll. How, you ask? FIAT, BITCHES! (insert Air-Guitar Solo Here)
785	Cultivation & Silken Mountainriver Diagram	Speed - Arcane	700	Talisman Emperor Mortal Dimension	You are capable of cultivating, allowing you to gradually (or not so gradually) become superhuman by channeling the energy which permeates this universe. While you are not inherently skilled at improving your cultivation (at least, not without taking other perks), your potential is equivalent to Chen Xi's – that is to say, effectively limitless. By default, you gain a cultivation technique suitable for qi refinement or one for body refinement, but you may choose to gain both for 100 CP (included in cost). These techniques are suitable up to the peak of the Golden Core Realm, and are equivalent to the stronger qi refinement techniques used by Chen Xi (Ice Crane Technique and Blackhole Void Technique). This Immortal Artifact takes the form of a painting 52 picturing a verdant landscape with majestic mountains and rivers so lifelike that they appear to move. With a small amount of essence, a cultivator can enter the painting which expands to the size of a world. Time flows more swiftly inside the painting, allowing a year to pass when the outside world only experiences a single day. While plants and animals grow older accordingly, sapient beings still only age a single day, making it ideal for cultivation. The owner of the Silken Mountainriver Diagram can control who enters it, but cannot directly force them to exit it. Anything which can become an attachment to your Warehouse can instead be placed inside the Silken Mountainriver Diagram.

#	Name	Category	CP	Jump	Description
786	Crafting Materials, Supplies, and Tools & Guild Base Supplement: Legendary Treasury	Resources - Magical	750	Overlord - The Series	You have the good fortune of possessing a regenerating stock of high end crafting materials suitable across all fields of crafting, alongside the tools and workshop space in order to make something with them (you must supply the actual skill on your own however). Materials for low-end magical items (ie: Greater tier or below, as explained at the beginning of the item section) regularly resupply such that you could probably churn out hundreds of such items a day. Legacy tier materials would allow you to craft a few things a day. Materials for equipment at the Relic tier resupply often enough you could probably make a single relic tier item a day. This is the limit for the 300 CP option. For 600 CP however your materials now include enough for a single Legendary tier piece of equipment every two weeks or so, and the materials for a single piece of Divine Tier equipment would likely take at least two months. However, there is nothing preventing you from stockpiling the materials, as they'll keep resupplying themselves even if not used up. This may either be a warehouse attachment or attached to another property at your desire, either way it will always have enough space inside to store materials for crafting things, will always be neatly arranged, organized, and labeled, and will be perfectly capable of storing or maintaining even the most volatile or fragile of substances. Your guild base is famous, or perhaps infamous, for the mind boggling amount of treasure it contains within. Or it would be assuming anyone knew about it. You have enough Yggdrasil gold coins within to keep your guild base going for hundreds of years, and it is littered with powerful high tier magic items of all shapes and sizes, and an even more excessive number of low and mid tier magical items. Barring truly foolish spending habits or ruinous expenses you should likely never need to worry about your treasury running out of gold to support the guild base. In future worlds it will refill with equivalent amounts of gold, and new magic items suitable for the world it finds itself in. Additionally, and finally, it is now of arbitrary internal size. There will always be more room and more space to add in any treasures or items you come across, as the treasury will expand to fit them as you add them inside. If you or a Companion also purchased the Crafting Materials, Supplies, and Tools item from the regular Overlord (the series) jump document then this Legendary Treasury will also be filled with copious amounts of reagents and crafting materials, of appropriate qualities and levels for whatever version of the Crafting Materials, Supplies, and Tools option you purchased. In future worlds it will fill up with more as appropriate to the world(s) you've been to.
787	Sidequest Board & Common Material Cache & Rare Material Cache & Lightsaber Crystals & Gift Shop: Material Supply (Both Caches)	Resources - Mundane	750	Star Wars - The Old Republic	A list of all events and jobs of interest in your general area, wherever that may be—'general area' meaning anywhere you can get while the information is still relevant. Includes a data-slate for viewing the list; if you have another quest tracking item or ability, you may use that to view the Board as well. Quests may reward appropriate items from the setting for their difficulty and circumstance. The Board contains as much information as a job posting would. If the 'Quest Giver' has a reward in mind, it is indicated on the listing; if they do not have a reward in mind but would find something to reward you with anyway, it is shown as an unknown item: "Quest Reward: ??? Item". The Board also indicates if a listed job would cause a change in your standing with other individuals or organizations, and if you are in a world that tracks Experience Points or have a perk that applies such a system, those are listed as well. The items rewarded by the quests do not include features specific to CP-bought versions of those items. Treat them as normal items acquired from the Jump. You may choose whether the items follow the insurance rules of their source document or this document, but you must do so only once for all future Jumps. This cache contains common 'mundane' crafting materials, such as durasteel, synthweave, armorplast, and tibana gas. Contains a practically unlimited supply. Includes blueprints for turning your materials into these common materials, plus blueprints for all other items you purchase with CP. It's unlikely to be useful anywhere else, but just in case, this cache contains an effectively unlimited supply of each of several Lightsaber-resistant materials: beskar, phrik, ultrachrome, and refined cortosis. The metals are ready for use in crafting or modifying equipment. The cache also includes an effectively unlimited quantity of other exotic materials, such as precious gemstones, technologically useful non-Force-imbued crystals, and organic materials like krayt dragon hide. If you want to create more Lightsabers without access to the setting's unique metaphysical geology, you'll need these. Each fist-sized rock has a sample of Force-sensitive crystal growing from its surface, which can easily be broken off into chunks sized for lightsaber crafting or creating Force Focuses. Purchase includes a rock for every type and color of crystal available in the setting, including synthetic crystals such as the red Force-crystals favored by the Sith. The crystals are always properly attuned to whoever harvests them, regardless of color, and will regrow within a day.
788	Maker of Magic	Arcana - Innate	800	The Weakness of Beatrice	The Sage began by learning how to Mix physical things. Then she moved onto magical things. Then she moved onto the soul itself. All of her great works paled in comparison to what she mastered and gave to the world when she first appeared to the public though. Manipulation of the Magic System itself. She turned a traditional system of magic into one like what you'd see in an MMO videogame, changing this magic over two whole worlds. Now that knowledge and ability is yours. You have the ability and knowledge to make widespread changes and alterations to magical systems with a few hours of focus and work. You could make a system based on ritual invocations and sacrifices take on the form of an RPG magic system or vice versa. You can combine systems you already have access to with new ones in however ways you like, add restrictions or even remove limitations and add new aspects, though improving the overall power would require comboing with a stronger magic system you already know. The changes you make are applied to the entirety of the subject Magic System but beings with more power than you are not required to use it, instead being able to rely on the old system if they wish. Those weaker than you are forced to follow all the new rules, unless they themselves can prevent it somehow.
789	The Hands of the Maker	Arcana - Study	800	Generic Exalted	You have gained a forbidden knowledge. A dusty tome has come into your possession and within it dwells the secrets of producing Alchemical Exalted, one of the greatest creations ever made by a Titan devoted to Craft. It could take a hundred mortal lifetimes to glean even the barest secrets of this knowledge, though one who is Exalted above others might manage it in as little as one. It contains instructions on how to make all the various types of Alchemical Exalted and, unlike the Alchemicals that were first created, these instructions show how to create improved versions. Ones that are immune to the dread sickness that so afflicted the Maker and far less susceptible to the vagaries of Clarity. This is only the knowledge to create these beings, and someone that desires to make use of this knowledge will need to secure the materials, infrastructure, and other reagents needed on their own. The Jumper, and only the Jumper, is guaranteed to one day be able to make Alchemical Exalts if they study this, even if they wouldn't normally be capable of such, though it may take a very long time indeed. While you may discover the method of the creation of Alchemicals, how their Exaltation itself is formed will elude you, no matter what method you attempt, until such time as you have gained your Spark. Further you will discover that no method you are capable of will be able to utilize the Alchemical Exaltation for anything other than powering the Alchemical that it has attached itself to. This, too, will be something that will be beyond your comprehension until such a time as you have gained your Spark. As a reminder Alchemicals were once people and while the process may have changed them both in looks and abilities they are people still. So unless you take them as companions, or have some other method of bringing them with you into future worlds, you will not be able to take them with you. Finally the process of making an Alchemical does not infuse into them any sort of loyalty to you, so beware if you have used this knowledge to force this condition upon the unwilling.
790	The Great Library	Arcana - Study	800	Warlock of the Magus World	The Great Library is located in your Warehouse, and is set up above a gigantic spell formation and is being managed by a sentient spirit genie, which obviously is totally loyal to you, and you alone. It's in charge of all management, and while there aren't any guards stationed here, there will never be any incident happen here. The huge library could be said to have everything. Its information was not limited to that about the Magus World and World of Gods; there was data about other worlds as well. There was a large bright hall past the entrance that could hold over a thousand people without becoming crowded. At the middle were hundreds of tables, and what looked like terminals, of which one can use to browse through the information the library has. Further in from the data terminals and the hall was the gigantic library that resembled a palace. Some sort of technique had been employed to expand the space within. At a glimpse, one would see bookshelves as massive as mountains, all so densely packed and numerous that there seemed to be no end. Upon visiting any Worlds/Jumps/Dimensions, the library also updates to contain every public information, including any data that you can easily acquire if you put your mind to it, of that Worlds and its neighbor, which include other dimensions. And will continuously update, self-correct and improve any information it has. As long as it's information that the spirit genie has a backup of, it can be duplicated as anything you want, such as books, scrolls, data pad, storage drive, etc, as long as you have the materials required. It can contain an immeasurable amount of data, and will never forget it. Even if the data has already been updated and improved or even if the timeline changes, it will still contain the old versions. You can place the Great Library in the real world, letting in all kinds of people to exchange for information, you can freely set the payment. Such as making it so that to obtain information inside, one needs to give it information that the library did not have, paying your preferred currencies to view it, or doing some mission you set out to gain access to it. It will be completely normal for everyone, and won't trigger any red flag, taxes, government authority, copyright infringement, Gods, World Will, etc. You can freely set which information is public, which requires payment, and which is never to be seen by the public. Its information can never be copied, stolen or otherwise accessed without your permission and knowledge. If it somehow is destroyed, it will return to your Warehouse/Personal Reality with none worse for the wear. Those other than you and your companions cannot use the library to access your Warehouse/Personal Reality.
791	The Holy Grail	Knowledge - Archive	800	Girl Genius - SB	Well not quite, but it might as well be. This is something literally any spark in this world would kill for, something that, if it were out in the open, would cause a furore that would make the Long War look like a childish squabble. Attached to your warehouse is an archive holding a complete, unabridged, detailed history of this world, all the way from the dawn of the very first civilization to the second before you enter the world. Every war stratagem, every population census, the name of every ruler, it's all recorded here in extensive detail. But that's not what would attract people to it like moths to a flame. That would be the Scientific archive. Because you see, this archive also holds literally every scrap of knowledge this world has ever discovered or used. Every novel or book ever written, every scientific principle discovered, every paper, journal article or private message, the blueprints for each and every device made throughout the history of the planet, the details of the Second Breakthrough... everything. Don't go showing it off, yeah? In future worlds too, this updates to hold the same level of information on local things.
792	Unabridged Memory Banks	Knowledge - Archive	800	Green Lantern	Ooh. The Guardians would go apeshit if they knew you had this. This is a full-fledged, unabridged copy of the Oan archives, the sum total of the Guardians and the Green Lantern corps' history and knowledge base. Somewhere deep in these records there is even the lore of harnessing emotional lights and making lantern rings, but it took the hyper-intelligent guardians literal ages in time and untold amounts of resources to do it, so...y'know. If you have a power ring this data is placed in its memory banks, but you can get it in any other medium that you desire as well.
793	No Capes & And Machine Washable, Dahling	Knowledge - Known	800	Incredibles	They snag on things, get caught in turbines, generally get in the way, and not many people can even pull the caped look off... Too much trouble to be worth it. And likewise, you can pick up on the weaknesses in designs extremely quickly, able to remove them or simply attempt to cover all your bases when you create something. Never again shall you create a suit that will fall short or hinder the wearer. Of course looking good isn't all there is to a good Suit. It also needs to be very sturdy, comfortable, withstand extreme temperatures, be bulletproof, specialized to complement the wearer's powers, and yet breathe like egyptian cotton. Oh, and be machine washable, that's a new feature. So, it's a good thing that you're able to create specialized Super Suits like these for virtually any kind of powers. Suits that stretch with elastic Supers, that go invisible with an invisible Super, and much more. With time you could even find ways to incorporate armor and electronics into your skin-tight suits. It may not be able to do everything... but it can do a hell of a lot more than it should be able to. And of course you also get the ability to create general technology to help out with your work, like high-tech sewing machines, laser turrets built into ceilings, and bulky invisibility generators...
794	The Maddest Science Yet!	Knowledge - Known	800	Tenchi Muyo	This perk grants two features that in universe depend on your setting, out of universe both work unless you desire otherwise. Slice of Life: Your brilliance is such that you can build amazing inventions to solve all kinds of problems, easily accomplishing feats depicted in pulpy science fiction novels. More importantly however, you gain an absolute certainty in your work. Nothing made by your hands or under your complete direction can harm people (or planets) unintentionally. A comically large mess may ensue however. SpaceOpera: You can create supertech wonders, past mere conveniences into legitimately useful things like advanced starships, ray guns and miraculous devices. You can also enhance technology from other jumps with this skill. Note that trying to build an FTL starship from scratch on an undeveloped world will probably take ten years...
795	Unshackled Potential	Misc.	800	Generic Fantasy RPG	You know, for all the advantages an adventurer from a noble background holds over one with a humble origin, there isn't much disparity in terms of power level when both reach the epic levels. That's because Adventurers in general possess a ridiculous amount of potential. You, however, are a whole different animal - where even the most promising of Adventurers will one day reach the apex of their potential and be unable to advance further, you will never reach the apex of your potential because you will always be able to improve yourself in every respect, whether physical, magical, or even mundane skills, if you're into it.
796	Herb Garden	Resources - Magical	800	Azeroth	A herb garden designed however you wish. This garden has all the herbs found on Earth and in WoW. Herbs picked here will not need to be replanted and will regrow on their own without any help from you. There will always be enough herbs for whatever you may need them for, but if you pick more than 100 herbs within a month they will need time to rest before they regrow taking one month to do so. You can attach this to your warehouse, a pocket dimension, or import it into the world of Future Jumps.
797	Caloric Stone	Resources - Magical	800	Overlord - The Series	The actual origin or source of the Caloric Stone is a near total mystery. It forms only from large concentrations of the Seven Prismatic Ores, legendary divine materials that possess qualities far and away above anything else. Why this occurs, or even who first discovered the Caloric Stone, is unknown. While held the Caloric Stone grants the usual benefits of a World Item upon its bearer, providing protections against negative status, instant death, being trapped or held, scryed upon, and so forth, trumping even the effects of other World Items. However, while useful, those are far and away the least impressive aspects of the stone. The truth of the matter is quite simple; the Caloric Stone is the ultimate crafting material. No matter what you are making, no matter how mighty, no matter what other materials are included, adding the Caloric Stone will make that item or bit of craftsmanship better. Food, drink, weapons, armor, buildings, vehicles, golems, indeed anything that can be crafted can be quantifiably made superior (by an astounding degree) by the inclusion of the Caloric Stone in its creation process, as the stone expands the possibilities and power of what can be done with crafting. If you were to use particularly mighty materials in the creation of something, say ingredients on par with those usually used in the making of a Divine Tier item, the resulting piece of equipment would be truly legendary, halfway between the status of a Divine tier item and a World Item. Obviously, and unfortunately, the stone is expended when used. However, since you're paying at a premium, you are guaranteed to receive a new Caloric Stone exactly one month after using it, appearing in whatever location is most convenient for you. You may explicitly hand this to other people but you need not fear losing it. If separated from your person in a fashion you didn't intend, it will appear in the closest convenient location for you a day later. However if it was used in this time frame to make something then you must still wait a month for it to respawn. The Caloric Stone is discounted for those that purchased the 600 CP option for Crafting Materials, Supplies, and Tools. The Caloric Stone is utterly unique, and cannot be duplicated or copied via any method whatsoever using in-jump methods.
798	Supply Cache (x2)	Resources - Mundane	800	Batman Beyond	Each purchase of this will grant you 1 of two large stores of replenishing resources that can be used for a wide variety of projects. The first cache contains a large amount of mechanical and electronic parts that can be used to build or repair a wide array of weapons, gadgets, equipment, and cybernetics similar to what Batman and his enemies use. The second cache is filled with an incredible amount of chemicals, compounds and other substances that can be used to create things like biological mutagens, steroids, drugs, and deadly toxins.
799	Tenebrium Basics & Tenebrium Mine	Resources - Mundane	800	Divinity - Original Sin	Tenebrium is an odd mineral. It grows like a crystal, but can be melted and forged like iron. It is easily enchanted, but highly resistant to other kinds of magic. In addition, it is highly dangerous and inflicts a disease known simply as Rot upon all those who handle it in any form. Worst of all, Rot cannot be cured by simple magical spells, requiring rare and powerful artifacts to cleanse the infected. Most cannot afford such things and slowly wither over the months following handling a single chunk of crystal. But with this perk, you have come to understand how to safely handle Tenebrium without infecting yourself. Tenebrium is an utterly useful material, for all that it is also incredibly dangerous to handle. Still, considering all its uses, one can hardly be blamed for desiring to have a steady supply of the crystal on hand. The Tenebrium Mine attaches directly to your Cosmic Warehouse and takes the form of a traditional mining tunnel about a hundred feet deep. Inside one will find a few dozen crystals of Tenebrium growing, each large enough to produce a single ingot when smelted. Once harvested new crystals will slowly grow in their place over the course of a week. The mine is also capable of producing other metals, crystals, and even gemstones if given a sample of such material. These will form in veins along the walls of the tunnel, but grow much more slowly. Exotic metals will form at a rate of one ingot every two weeks and crystals will produce roughly the same amount. Gemstones seem to be easier and the mine will produce a collection of small stones that will fill a cupped hand in a week. Normal metals, like gold and silver, can also be produced at a rate of one ingot per week. An ingot here refers to enough material to forge a traditional longsword with.

#	Name	Category	CP	Jump	Description
800	We Need Reserves & Special Attention	Speed - Mundane	800	Gundam - Advanced Generation	When you're fighting a war, you know what you need-you need troops, you need squadrons; you need a fully-armed army. You can't fight a war without numbers, and so you can modify designs to give you just that-numbers. Your MS production capability will multiply to near 4x levels, with only a negligible decrease in quality. You can also, with time and patience, apply this design philosophy to other products. When you're fighting a war, you know what you need-you need guardians, you need shields; you need a well-armed force. You can't fight a war with a thousand scratches, and so you can modify designs to increase individual performance and quality-the biggest boon is that this only negligibly increases production times or costs, at the benefit of having much higher quality Mobile Suits. And you can apply this to other designs as well, with time.
801	Armorer & Fixer & Weaponsmith	Knowledge - Archive	900	Light of Terra DLC 5 - A Sky Filled With Steel	A mental database containing information on the most common types of armour found in the Necromunda Hive and how to build, repair and maintain them. While this doesn't sound impressive, it is worth pointing out there are countless billions of people dwelling within the hive, and they have been here for millenia - the list of things counted as common at one time or another ranges from Power Armour in the distant past to the more common hammered metal plates made by local Gangers to the standard Imperial Guard Carapace Armour. Don't expect to start churning out Adetus Astartes Power Armour the second you get this though - the infrastructure to build the infrastructure to build the infrastructure to build the armour was lost to ruin a long time ago. There's a reason the Space Marines use suits that are thousands of years old. This Schema contains a massive database filled with the countless bits of equipment the denizens of Necromunda Hive Primus have bought, found, built, stolen or obtained by other means over the centuries since the Hive was founded. Inexplicably it also seems to contain an extremely rare, extremely valuable and extremely heretical to own database detailing how to build and maintain Admech servitors and cybernetic parts. To weaponry what Armourer is to protective gear, this is a massive database of the various tools of mayhem the denizens of the Necromunda hive have wielded against each other. While the high tech equipment possible may seem nice, do not underestimate the value of low tech weaponry. Crafting a plasma pistol and crafting a bayonet require wildly different sets of skills, and all too often people who have one assume they have the other, to their chagrin.
802	Auto-Smelter & The Mine	Resources - Magical	900	Azeroth	This Auto-Smelter will smelt down any raw ore placed inside it into high quality ingots. This smelter is completely hands free, except for actually placing the ore inside. For further incentive, if you purchased The Mine you will be given a group of magical constructs who will mine your ore, place it in the Auto-Smelter, then sort out the finished product. They can not be used for anything outside of their primary functions stated above. As the name suggests, this is a mine. At a basic level, which you get with the first purchase, you get basic metals of which you can find on Earth and Classic WoW. For another 50 CP you will gain access to all metals found in Burning Crusade. Another 50 CP and you will get access to all metals within Wrath of the Lich King. Yet another 50 CP you gain access to raw ores from Cataclysm. I think you're starting to see where I'm going with this. Keep spending an extra 50 CP until you eventually reach the latest expansion of the game (included in price). You will gain all ores of that expansion and all previous ones. Your mine will grow in size adding additional floors representing the different expansions for each purchase of this item. The mine will never run dry, but it can be depleted if you gather the ore too quickly. Give the mine a month and it'll be back up to full capacity. You can place this mine anywhere in future Jumps that you wish or within your own pocket dimension, if you have one.
803	Tailoring & Life Fibers & Gift Shop: Material Supply	Knowledge - Known	1000	Kill La Kill	You have the knowledge of how to safely work with life fibers, and how to make them into clothing that empowers (or inhibits) the wearer. In addition, because you know how Life Fiber uniforms work, you know their weak spots better than anyone. A medium-sized spool of Life Fiber. It's only enough to maybe make a pair of gloves out of, but with the proper knowledge, one could create Goku Uniforms- Or enhance existing articles of clothing to be like Goku Uniforms. One spool of thread is enough to make several one-star outfits, three two-star outfits, or a single three-star outfit, assuming you have the knowledge of how to work with Life Fibers. Purchasing this grants you a replenishing supply of one material that you have acquired a sample of. For 100cp, this is the same amount as your sample and it is replenished monthly. For 300cp (included in the cost), this supply is effectively unlimited.
804	Box Tech & A New Age of Warfare	Knowledge - Known	1000	Metal Gear Solid	Cardboard boxes that can produce a smoke cloud? Check. Poison Cigars? Check. A mine-detector the size of a Walkman? Check. Building the sort of gadgets that MGS protagonists rely on is your thing. Metal Gear, a weapon capable of bringing an entire nation to its knees (in theory). Your engineering talents have extended to the point you can create these war machines, even automate them with AI, provided you have enough time and resources. With box-tech you can also invent things like man-portable railguns and stealth camo.
805	Dwemer Lexicon & Knowledge of Infinity	Magitech - Study	1000	Elder Scrolls Skyrim - SB	A complete record of the Deep Elves's knowledge and technology, ranging from their mechanical monsters to tonal tech. This ranges from the things as simple as their standard architecture to their advanced automatons and things like the Aetherial items. Also for those already asking, the knowledge of how to in theory remake the Numidium is here, however you'll notice it's not going to give a step by step guide, and the requirements and skill necessary will be far beyond all but the greatest, and most legendary Tonal Architects. Make sure to use this with care, the Dwemer were among the most powerful races to live and the damage that could be done with their advancements is immense. Knowledge is power, or at least that's how the saying goes, and the Daedric Prince Hermaeus Mora would happen to agree. Within your hands is a very strange and almost disgusting book known as the Oghma Infinium, bound with the skin of each of the Mer races, both extinct and not, this book stands as one of the greatest depositories of knowledge in the Elder Scrolls universe. Filled with everything from swordplay to ancient and forgotten spells not seen since ages past, this book represents an immense amount of power should you utilize the knowledge within. Of course, while that would be quite the bounty on its own it seems your version has retained the inquisitive nature of its master, each setting you go to represents a font of knowledge never before seen in the halls of Apocrypha or the pages of the book. Like Mora himself the book will gather information from each setting you go to as if Mora himself was gathering it, this isn't instantaneous and don't expect it to pull information that's under incredible concealment or protected by entities of immense power with ease. At most the book will take a full decade to gather an equivalent amount of information on each world as it does the Elder Scrolls.
806	Daedalus' Student & Titan Blood	Magitech - Understanding	1100	God of War	It is one thing to work on forging mere swords and shields, but it is another to create truly marvelous wonders... for a mortal. You could make marvelous wings out of bird feathers and beeswax, capable of granting flight to anyone. Or maybe you wish to create an ever-changing Labyrinth, that shifts and alters itself depending on how it moves. Regardless, your architect and forging skills have taken a dramatic increase, to the point where the things you create just may have properties and quality they normally shouldn't have, albeit directed towards the purpose of your creations. Through your works, your will be known... but take care that the gods do not take offense with your work. What a curious thing you are, to have become such a thing. One of your ancestors was a Titan, a primordial being of great power and ability that was responsible with shaping the world as it is. You are not full-blooded, but the effects have been prevalent on you nonetheless; your size may be increased up to fifteen meters in height, with your strength as such that you could throw pieces of buildings one-handed at your enemies. You may also choose one Titan you are a descendent from, gaining aesthetic appearance changes similar to them. But more importantly, you may relax yourself and 'commune' with the world and nature around you; by opening your mind to the world you can learn about it and its secrets quite quickly, along with finding what is the largest threat to the balance of nature. You are of the planet, child. It is your birthright to know these things. (Titan's Blood also grants access to the following boost for 'Daedalus' Student': Your crafting has undergone a dramatic improvement, to the point where you can make incredible works with the strength of an army within them. You have also gleamed a new type of crafting, and you can forge energy constructs such as Zeus' Lightning to be used in your wishes.)
807	"Extensive Research Notes"	Knowledge - Learning	1200	White Knight Chronicles	Not a modification to your Knight itself, no. This is instead a pile of research journals filled with numerous notes and schematics detailing the processes behind the creation and modification of Knights, Knight Weapons and Knight's Arcs. The journals mention an ancient school of magic used to craft these weapons of war, but it bears a heavy resemblance to another school that seems very familiar...
808	Fine Tuning & MT Engineering & AC Engineering & Core Competence	Knowledge - Known	1800	Armored Core Classic	A good mechanic can tune AC parts for better performance in specific areas. You're skilled at customizing them even further, at the cost of worsening some other characteristic; you can do things like modify boosters to use extra power for extra speed, or reinforce armor at the expense of added weight. Theoretical and practical knowledge of MT design, construction and programming. Simpler machines than ACs and much more suitable for mass production, they're the workhorse of megascale construction and the backbone of security and military forces. Your skills could earn a pretty cushy job at any of the megas. Being giant robots, these need literal tons of material and lots of labor to make. You could contract out for construction, but the simplest use for this is to design MTs for some corp instead. Also, this perk alone doesn't make you good enough to design or build really top-of-the-line MTs, the kind that might rival ACs. Like MT Engineering, but for ACs and any associated equipment, from weapons to radar systems. ACs are all built for combat. They're modular in design and thus very versatile, and their specs let an AC match a small army of average MTs in the hands of the right pilot. You are one of the world's best mech engineers; the corporations would literally kill to have you on payroll. High-performance MTs that compete evenly with ACs are now feasible- these are a bit cheaper and simpler to build than ACs, at the cost of far less customizability. Or, with even more work- probably most of your time in this jump- you might even come up with some sort of next-gen AC that chumps fellow ACs the way ACs chump their MT predecessors. Just don't expect to walk away from the job easily... that non-compete clause is murder.
809	Complete Techbase	Knowledge - Learning	1800	Orion's Arm: Sephirotic Empires	This 30km long ship is a repository of information of all of Orion's Arm's techbase. Yes, this includes all examples of godtech and xenotech.
810	Shard of the Mother Crystal & Materia Extraction & Materia Craft & Materia Melding & Reliable Perfection & Job Crafting & Master of the Crafts	Knowledge - Known	2100	FFXIV Cinematic	For each jump you have visited, you feel the metaphysics of the setting shine within you like a light. Whatever this light touches is thus empowered with the metaphysics of that jump, allowing anything based on it to work regardless of fiat-backing or a lack thereof. Should you wish, you can suppress the light, causing it to apply to no-one and nothing; leave it to shine internally, providing only to you and items you wish to imbue with it; or let it shine free, layering its aspects of reality atop of this one. Over time tools and apparel build up a memory of their use. You have learned the art of extracting these experiences into crystalline form, with more experienced pieces creating stronger Materia. But beyond the commonly taught tradecraft, you know how to pull only the experiences you want, able to select what sort of Materia is formed. Clothes, weapons, and tools are all capable of being crafted such that they can benefit from the empowerment of Materia. But you can take it so much further than that. You know how to integrate Materia slots into anything you craft, or even how to adapt preexisting works to benefit such. Further, you know precisely how much any given item or structure can take just by analysing it, allowing you to fit the maximum size and amount of slots that would be safe. Combining Materia together is an esoteric art, even on Hydaelyn, limited to randomly melting crystals and hoping for the best. But you understand these crystals in a way few others do. You know how to work them such that they meld in an organised, harmonious fashion, only ever benefitting from being combined. While most would strive to produce high quality goods, for you that is merely your baseline. You can reliably produce goods of the highest quality you could formerly manage, and yet still you can push further. With effort and patience you can craft items of a quality surpassing anything you thought possible without this perk, doubling again its refinement, elegance, and efficiency. You have a deep and thorough understanding of the manufacturing and use of Soul Crystals, capable of crafting versions that contain not only the experiences to aid the wielder, but also the power for them to do so. Any powers you possess that draw on external forces, be they spiritual, magical, or scientific, can be recreated in Soul Crystals, for you to distribute as you see fit. What's more, you can choose to empower a Soul Crystal with one or more Perks you possess, transfering the perk to the crystal permanently, for whoever wields it to use. To those that have fully mastered the craft, all of Hydaelyn's secrets are laid bare to you. There is no feat of engineering that you cannot reproduce, no mixture of the arcane and mundane that eludes you. If you purchased all of the other Disciple of the Hand perks, you gain not just knowledge, but a complete understanding of the underlying physics of this Realm Reborn.

#	Name	Category	CP	Jump	Description
1	Old Patient Magic	Arcana - Innate	100	Circle of Magic	You have learned how to cast charms, wards, and protections over places that grow more and more powerful, stable, and harder to damage with age. A door you reinforced with magic a year ago will be tougher than one you reinforced a day ago, and a scrying mirror you made decades ago will be able to see further than one you made a couple years back. The growth rate may not be much, and it grows slower over time, but it does add up over decades and centuries.
2	You Runed Everything	Arcana - Innate	100	Elder Scrolls Online	Before the development of the Arcane Enchanter in the 4th Era which streamlined enchanting to the point that any novice without even the barest hint of magicka could bind an enchantment, and even before the Guild-standardized enchanting techniques of the 3rd Era which drastically eased the process to a simple matter of shoving stored magicka into an item, the tool of choice for infusing an item with a magical effect was the humble Glyph. A Glyph is a combination of three runes, one inscribed with the potency which determines the base strength and whether it adds or removes, one with the desired attribute to effect such as health or a specific element , and a third designating its aspect, ranging from Common to Legendary. You know enough to be able to use and translate up to Rank Five runes (Pora, Denara, Hade and Idode), with even more becoming available to you as you research and translate more.
3	Inner Linings	Arcana - Innate	100	Final Fantasy XIV	A customer came to you one day with a strange request for you to make a leather jacket which would be thinner, enough so that it would take multiple jackets to equal the bulk and weight of a normal jacket. As strange as that request was, when you watched him enchant the various jackets it suddenly made sense. Instead of trying to enchant a single jacket multiple times, he would wear multiple jackets enchanted once. But you can improve on that idea. Instead of attempting to craft multiple thinner jackets, you've opened up inner linings in existing pieces of work. As you predicted, while the ease of stacking enchantments has gone up, the overall durability of the item has dropped by a bit. Perhaps with time and better materials, you could rectify the second point. Having so many inner linings also helps quite a bit when it comes to deeper pockets, which is a nice side effect.
4	Prodigy Enchanter	Arcana - Innate	100	God Catching Alchemy Meister	Alchemists are the most known for giving magical properties to weapons and potions, and yet, any skilled enough mage can do the same thing, perhaps even better when it's an element they control well enough. That's the case with you, prepared in case you needed to enchant something and didn't have the time or resources to get a good alchemist. While the design and other details may not be as good as the work of a professional, you are capable of imbuing the power of magic in any item you wish to use. Effectiveness depending on your mana and affinity.
5	Magic Charms	Arcana - Innate	100	Touhou Forbidden Hermit	You can make ofuda with a variety of uses – sealing creatures away or just hurting youkai in general. Sealing ofuda can hold someone paralyzed in place or lock away spirits harmlessly inside inanimate objects. Ones designed to hurt youkai will sting quite a great deal and potentially destroy them with repeated applications. Though for all their utility, they're still pieces of paper, and while creatures cannot normally damage ofuda that affect them unless they are very strong, ofuda are noticeably weak to wind and rain. In time you may learn how to craft others based off myths about shrine maidens.
6	Geomancy	Arcana - Innate	100	World of Darkness - Mortal	The art of geomancy (known as feng shui in the East) is the study of harmonizing the physical environment with the flow of energy. The goal of feng-shui is to create the ideal place to live or work. Through a combination of architectural design and mystic mathematics, a geomancer plans a pattern that must be duplicated within the entire structure (in the case of a building) or the layout of a room or series of connected rooms (in the case of interior design). Implementing this design increases the time required and the cost of the work involved, but practitioners consider it well worth the effort. When designing a geomancy effect, the thaumaturge chooses a single Attribute or Skill to be the focus. Once assigned, the Trait cannot be changed without completely redesigning the location. Attribute-based designs are more difficult to create than Skill-based ones. The selected Trait must reflect the building or space's function. For example, a library might enhance academic or research skills. If the thaumaturge is successful, she creates a unique design that benefits those who use the location in the manner for which it was created, provided that the design is followed perfectly. If the thaumaturge creates her geomancy design successfully, and the architect or interior designer successfully integrates the design into the physical location, the flow of energy is modified within the space. Any action that takes place in the space using the designated Attribute or Skill may gain a bonus. Once a geomantic design is created and implemented, it remains in effect indefinitely unless something happens to disrupt or change the flow of energy. Natural disasters may change the magical landscape more than they appear to affect it physically, requiring geomantic designs to be realigned. New construction or destruction of buildings or even spaces within a building may require that a thaumaturge reassess the location for potential updates. Poorly designed geomantic locations may disrupt those around them, as well. The only limits on the number of designs a geomancer may create are her time, her capability and the ability of others to come up with the resources to put her designs into place.
7	Alchemist	Arcana - Innate	200	A 'Happy' Harry Potter Fanfiction	The fine art of turning lead into gold in the quest to create the immortal granting elixir of life. What few remember is that alchemists rely on more than just magical ingredients for their mixtures. Chemicals, elements, oils, tinctures, spices, metals, it is not the magic that matters to you but the results of the combined reaction. Your abilities at brewing are beyond that of even the most skilled potioneers as anything that relies on ingredients to create you can make. Your favorite marinade, new alcoholic beverages, beauty products, intangibility potion, napalm, whatever you set your mind to you can make a reality. You know all the proper techniques and tricks to squeeze the most essence out of your ingredients, how to harvest them without botching it, how to store them so they don't lose any of their potency. You know the best ways to prepare them, the best time to add them, how to get the reaction you want and all the steps to achieve it. You can even tell which ingredients compliment each other best based on smell, taste, touch, and any record of their properties. If being a master potion maker isn't your goal well there's always opening a bar, getting your own cooking show, or running a chemical factory of some stripe because a philosopher's stone is something you could make by just cracking open a few chemistry and potion books.
8	Relay Artisan	Arcana - Innate	200	Age of Wonders II	The knowledge necessary to create the massive structures known as 'Wizard Towers' is not easy to learn, but not especially rare either. Indeed, all Wizards rely on these towers for their abilities - in particular the ability to vastly increase the reach of their magics by channeling their arcane power through gigantic crystalline projectors lining the tower's structure. Smaller, less powerful crystals are occasionally used as well, both as 'Magic Relay' structures at fixed locations and with special equipment used by champions of the various armies. You are a gifted artificer when it comes to creating such relays and projectors. Not only can you create such crystals, but you have mastered the magical theories behind their function to the point you could craft these magical artifacts from other materials such as wood or silver. As your skill increases you'll be able to create more intricate and efficient relays, reducing their size or increasing their range. With practice, you could craft gemstones small enough for a ring's jewel that could let you project your magic within a dozen miles of their location. Once attuned, the connection between a Wizard and the relays you craft cannot be broken, it will continue to function across any distance and even across dimensions so long as the relay remains intact.
9	Weapon Absorption	Arcana - Innate	200	Dark Cloud	Were the Moon People the ones who developed weapons as they exist in the world today? Perhaps, with their technological expertise, they tampered with such things - but we may well never know. Your weapons modified with this will adapt the concept of "experience", allowing them to grow as more enemies are defeated with them. As more enemies are defeated, you can absorb other weapons into the base template - improving the qualities of the original weapon.
10	Loremaster	Arcana - Innate	200	Divinity - Original Sin	Dusty tomes and yellowing scrolls are remnants of history, fragments of knowledge from ages past sent forward through ink and paper. While much of the world fails to give these storehouses of information their proper credit, those who dive into them discover lost secrets to hold true power. Or at the very least, a few answers. Loremasters nearly always have some form of magical talent, as it is the study of the arcane in essence. However, there are those for whom it is the extent of their abilities to draw out a few secrets from the books and little else. Apprentices of the old lore are taught, not by rote, but by arguments. They are told to seek out the flaws in others' logic, to pick apart the minutia of another's words, and to seek the shades of truth in every conversation. While at first no student sees the value in this, they soon learn that they can apply such introspection to the magical items they find. With a few moments study and a jeweler's loupe they can discern the enchantment bound to a particular item. Unlike the other skills, this one requires further training to see its true worth. In the beginning, a novice Loremaster will only be able to discover the basics of an enchantment. The essential element or driving force. But as one grows more experienced they will be able to pick up the minutia, dipping into the ins and outs of even the most subtle enhancements.
11	Magical Books	Arcana - Innate	200	Elder Scrolls: Skyrim - SB	The art of spellcraft is one that requires an immense amount of dedication and in many ways talent as well. Learning new spells can take ages and this can easily drive many off or act as a massive constraint when time is of the essence. You've found a bit of a way around this conundrum, by imbuing a simple book with your understanding of the spellcraft you can create a magical item that when activated immediately passes this onto whoever activated it, though the book is consumed in the process. While this only applies to Elder Scrolls magic at first, you'll find that adapting it to other systems is an easy process and only requires that the process be fine tuned.
12	Conceptual Fertilization	Arcana - Innate	200	Fate/Legends - Garden of Avalon	The secret art of Conceptual Fertilization is one that may seem a bit strange and even unnatural to those not as invested as you in the mystic arts but...well, they don't complain so much when you show them the results. Conceptual Fertilization refers to a very rare magical ability that allows one to combine two things during the creation process of one of those things, transferring the qualities of the second thing onto the first. Combining the blood of a dragon with a infant in the womb to grant them the magical power of that dragon as they grow up, for instance. With time and further mastery, it may even be possible to combine more than one thing in this way, though one cannot begin to think of the sacrifices the failed attempts might cause. Additionally, you find that you are also able to perform this process on other things in their creation process, not just living beings, allowing you to infuse weapons or other objects in the process of being created with the traits of other things.
13	Alchemy	Arcana - Innate	200	Final Fantasy IV	A lack of magic makes you no less useful, and you've learned how to make use of the various potions and other items on a grand scale. You can mix together multiple items, compounding their effects. It doesn't create something new, but instead additively combines the source materials into something with as much potency, to the upper limit of five times the strongest of your source materials.
14	Cold Fires	Arcana - Innate	200	Final Fantasy XIV	The hotter the fire, the easier the metal is to form -but too hot, and the metal will simply melt away. That's always been a conundrum which you had to solve. The mages however, have a different solution for your problem. By imbuing fire with Aether, you can reach the conditions necessary for forging at far lower temperatures than normal. Similarly, the intensity of any fire spell you cast is significantly increased.
15	Eight-Fold Geomantic Mastery	Arcana - Innate	200	Generic Exalted	You possess the inherent understanding and skill with geomancy and the manipulation of natural energies such that you may now create manses in any area where such a thing could conceivably be created. The stronger the mystic or magical significance of a given place the more powerful the manse that can be built there, but even in the barest and most mystically barren areas you will still be capable of producing, given some time, a manse of the least (1-dot) power. The process of creating a Manse is tremendously faster for you than it would be for others, the necessary geomantic arrays and arrangements seeming to simply leap to your mind with a clarity of insight few if any could match. The Eight-Fold part of it is that you understand the methods for creating manses aspected towards all five of the elemental essences of fire, earth, wind, water, and wood as well as manses aspected towards solar, lunar, and stellar (sidereal) energies. Given time and effort you may discern methods for creating other types of manse, twisted mockeries of what nature intended, but such insights will take considerable effort, time, and resources to bear fruit. Taking this perk explicitly allows you to create manses even outside of Creation and, indeed, is the only way to create manses outside of Creation.
16	Minor Enchantment	Arcana - Innate	200	Gunnerkrigg Court	Make boots that will always fit or makeups that change to your whims. These magical tricks have a very wide range of applications but will generally not be on a very grand scale; though the utility from walking on walls is not to be denied.
17	Potioneer	Arcana - Innate	200	Hercules	There is a lot of magic in this world, and a lot of it takes the form of potions. Which is great for you, as you're now a truly superb potioneer and alchemist. You have a gift for mixing ingredients, enriching them with magic if you need to or just cutting and preparing them just right. You're also brilliant at coming up with improving recipes or coming up with new ones, having a gift for these things. Making a potion that turns a god into a mortal is well within your capacities provided the right ingredients, and that's only one potion.
18	Lesser Magics (Sorcery, Alchemy)	Arcana - Innate	200	Lone Wolf	This power allows a wizard to transform his thoughts and desires into magical energy. Focusing your energies will allow you to create magical shields or move objects. The ability to create potions and solutions to effect objects and individuals.
19	Albedo	Arcana - Innate	200	Lords of the Night - Zombies	The counterfeit flame of life burning in the soul of every Alchemical is both gripped by Decay, and yet at the same time burns all the possibilities of Alchemy. This has granted you odd insights into how to break down and reform matter. You can make various alchemical substances, products that have impossible properties. Using sand as a base ingredient, you could smelt it into stone that once it hardens, is highly flammable. Or both pliable yet harder than steel. Such transformations are partly fueled by the flame of false life that burns within you - it is an alchemical flame almost without equal, and when utilized properly it can have incredible properties. You need proper tools to work and transform the materials you're working with. You're alchemically treating the materials, not enchanting them, so you can't simply 'lay' the effect on them. Whatever you end up doing should be something that can be framed as 'material properties' rather than 'enchantments.'
20	Real Research	Arcana - Innate	200	Lords of the Night - Zombies	Improving the fundamentals is hard, unrewarding, and necessary. No number of new ninth circle spells will change the world. Casting such creations is more art than science, and limited to an elite few. Making a better Magic Missile can change the world. You know how to improve things starting at the basics. You could figure out how to improve Magic Missile, a bit. And use that improvement to improve all first circle force spells that throw the force effect. And from there improve all first circle force spells. And from thereall second level force spells... And so on. You can share the products of your research, too. Some techniques might be easy, maybe a change to the spell itself. Others might be harder, techniques for maximizing what you get out of already built spells. You could use this to improve anything you understand on a deep technical level. The perk comes with deep technical knowledge of death, undeath, Negative Energy, and how tainted forces interact with the physical world, and how they can be manipulated to support dark spells and the raising of undead.
21	Hardcore Materialist	Arcana - Innate	200	Mage the Ascension - Panopticon	Everything is stuff, or built out of stuff. You can create things that disregard all that nitty-gritty through abstraction layers, but ultimately all those things humanity sees and values ideas, morality, etc. are arrangement of substance. Substance can be analyzed and reconfigured. You may now treat various ephemeral or esoteric things as being essentially physical and material; ghosts, mental abstracts, divine essence, etc. Maybe not tangible with normal means, but material. With some practice, you can manipulate these substances and even alloy them with other materials, use them as computing substrates, or a host of other things.
22	Alchemy	Arcana - Innate	200	Masters of Magic	While all wizards are capable of converting gold to mana, and vice versa, the process is very inefficient for them, losing half of the value in the process. You can do it perfectly, without any loss, making it potentially feasible for you to power your magic through taxation, for example. In future jumps, this will provide a boost to alchemical abilities, especially those converting one substance into another. You only retain the ability to convert gold to mana (and vice versa) in future jumps if you purchase this ability, which would provide one way to obtain mana in the future.
23	Artificer	Arcana - Innate	200	Masters of Magic	You begin the game already knowing the magics to create enchanted items (other wizards can eventually acquire them) and artifacts. Additionally, these items cost half as much for you to make, and take half the time. This allows you to equip heroes you hire in the early game. In future jumps, this will provide a slight boost to the creation time and a reduction to the creation cost of magical items.
24	Soul Shards	Arcana - Innate	200	Minecraft	You know the dark arts needed to create a Soul Shard, which will eagerly devour the souls of those you slay. With enough of the souls of a given kind of creature, you'll be able to set up a Monster Spawner, which can release these souls as an endless wave of hostile creatures, ready to be slain and harvested (or perhaps unleashed upon your enemies). Alternatively, you might employ the Soul Forge to use these souls to create sinister Corrupted Iron, used to create foul equipment empowered by those you've slain.
25	Innate Talent: Magic Item Creator	Arcana - Innate	200	Overlord - The Series	You possess the good fortune to have an Innate Talent. Innate Talents are abilities that people are born with, and usually only one in two hundred people will actually have one. They can run the gamut of all sorts of things, though there is no certainty people will be born with an ability they will actually be able to make use of. For example someone born with an innate talent for learning magic doesn't actually help them find a magic teacher, and thus some innate talents may go to waste. Thankfully for you you can choose what Innate Talent you have from the following list. You possess the unheard of ability to have more than one Innate Talent, assuming you purchase more than one. You're really, unnaturally, good at making magic items. If you know how to make something then you can make it magical. Spoons, bowls, armor, books, weapons, toasters, anything. You actually have to know some magic in order to enchant items with a magical effect, and you don't gain any skills in actually making items, so if you want to make magic swords you'll have to learn some magic and then how to make regular swords first. You can copy down into scrolls any spell you know, which others can use to learn those spells (if they are capable of using that magic system and put in the time to study) or use them as one-use magic items. Additionally any magic item you create will be marginally better than it would have otherwise been, regardless of whatever abilities you might have brought with you from other worlds. You don't have to have this talent to make magic items or spell scrolls, but someone that does have this talent will always be much better than someone that doesn't.
26	Anima	Arcana - Innate	200	Ravenwood	The power of your own soul. Wisps of spiritual energy bound to yourself, able to be shaped into quasi-physical garb or used to reinforce that which you already possess. Each shaped bit or aspect of yourself acts as a receptacle for the wisps you possess, and filling them increases the strength provided, but limits the amount you can put elsewhere. However, it only takes a few moments, vital in any battle, to shift these wisps around and change the boons they provide.

#	Name	Category	CP	Jump	Description
27	Dao of Alchemy	Arcana - Innate	200	Renegade Immortal	Alchemy is the art and science of using spiritual materials and reagents to create miraculous pills and concoctions with an incredible range of effects. From pills that can heal grievous wounds or cure horrific diseases to poisons so terrifyingly potent that just a single breath can melt the flesh from your bones. Elixirs that induce states of enlightenment or restoratives that can drastically improve your cultivation, help you break through bottlenecks or just simply refill your reserves of spiritual energy when you are low. For the less talented, alchemical creations can represent their only hopes to break through to the higher stages of cultivation, be it the Foundation Establishing Pill, the miraculous medicines that can allow for the creation of nascent souls or even stranger things. You are an incredibly talented alchemist with an intuitive grasp of the process of pillmaking as well as the way ingredients may interact, allowing you to make leaps in the process of refinement, or even creation of new recipes, that would require years of hard study for others. This kind of talent allows you to easily analyse and recreate pills with a short period of examination. Talent isn't everything though. A senior with decades of experience will always do better than a pill genius on their first time. You have the equivalent of a good decade or two of practical experience with alchemy under your belt as well as a wealth of theoretical knowledge. If a reagent or pill has existed on Suzaku or in myth, then it's likely you know of it and the ways that it can be used or otherwise nurtured if it is not yet ready. This knowledge will update itself to include similar disciplines in future jumps.
28	Alchemy	Arcana - Innate	200	Samurai Jack	The ancient science of mixing specific ingredients and then infusing them with natural energy. You know how to make a wide array of potions with both beneficial and harmful effects.
29	Magic: Enchanting	Arcana - Innate	200	Samurai Jack	You can grant magical properties to weapons by marking them with ancient runes. Right now you only know how to give weapons elemental properties, but you can learn more enchantments by studying other enchanted and magical weapons.
30	Heretical Adaptation	Arcana - Innate	200	Senki Zesshou Symphogear	Symphogears are, in essence, a Relic adapted into a combat system for it's ability to generate massive amounts of energy that can be formatted into a certain kind of matter through a generic mass-energy converter. However, they also have the ability to 'evolve' overtime, gaining additional armor and improvements to features such as onboard thrusters. With a bit of study, it might be possible to apply this adaptive behavior to other materials, encouraging them to improve themselves over time.
31	Tailor Made	Arcana - Innate	200	Skulduggery Pleasant	You have the knowledge of how to weave magic into clothes, making them incredibly durable and protective. They're capable of protecting the wearer from most things, including bullets, knives, magic, extreme heat, and large amounts of blunt-force trauma. They also look damn stylish.
32	Orb Alchemist	Arcana - Innate	200	Timespinner	The use of Aura is a key part of Viletean culture, and Orbs are an important tool in that regard. They act as focuses for Aura, allowing for standard and empowered effects, compared to what someone could accomplish on their own. You have the knowledge and skills to be able to craft these Orbs, or similar magical focuses. It will generally take materials such as gold, silver, gemstones, or other magically conductive materials. You can also improve these orbs using bits of crystallized Aura in the form of elemental beads, or using similar materials you can discover in future Jumps.
33	Alchemy	Arcana - Innate	200	Unmodded Minecraft	You know Minecraft's alchemy recipes front to back, and understand enough of the theory to begin experimenting with the ingredients of this world and others to make new potions. You'll also occasionally get a little more out of your efforts than expected, sometimes getting a free second potion at the end of the distillation process, and rarely a third.
34	Formations and Forging	Arcana - Innate	200	World of Cultivation	The basics of forging a new talisman lies in formations, by taking rare and powerful reagents and materials you can create powerful talismans to focus your power and grant you certain abilities. In its simplest form you could create such simple talismans as the earth turning hoe that ling farmers often purchase to help in their farming, while the highest levels are often dependent on the amount of time and the materials used by the forge. Such things as the earth turning sealing disc that creates the pressure of a thousand catties (1300 pounds) worth of weight upon another person for each spin of it, or the turtle style buddha ring formation which can protect an island from foes can be created. Many types of seal techniques are open to you now, it all depends on what you are willing to do to master them.
35	Alchemy	Arcana - Innate	200	World of Darkness - Mummy the Resurrection	The art of alchemy is much, much older than many know. These older alchemists were much less interested in transmuting lead to gold and instead developed a pharmacopeia of drugs, potions, and poisons. You are knowledgeable and skilled in the mundane forms of alchemy, but you are also capable of brewing more impressive supernatural concoctions. From simple tonics to improve one's attributes, to love potions, to philters that grant supernatural protection. You begin knowing only the weakest forms of these but you can improve your alchemical skill and even develop new recipes. Alchemical drugs can be prepared in the form of a classic potion, a salve that must be applied to the skin, or an essence that must be inhaled.
36	Amulet Crafting	Arcana - Innate	200	World of Darkness - Mummy the Resurrection	Amulets, a more permanent form of magic, can also be enchanted by Mummies. Amulets can take many forms, from small pieces of jewelry to strips of paper. Making an amulet is a lengthy and expensive process, requiring much magical energy. Amulets can be crafted to ward against specific forms of damage, to improve one's attributes, or grant unique abilities such as cloud walking or invisibility.
37	Relic Magic	Arcana - Innate	200	World of Darkness: Mummy the Resurrection	Much like amulets, relics are permanent objects that can be imbued with mystical effects. Unlike amulets, relics can be magical automatons or objects crafted to follow a soul into the underworld. Any relic crafted is bound to a single person when crafted and only functions for them. Relics can be as simple as a small model of a house that exists in full size within the underworld, small animated statues, or as complex as large guards and soldiers carved of stone, or even a special statue designed to allow a Mummy in the underworld to inhabit and interact with the living world.
38	Artifice	Arcana - Innate	300	Avernum	You have a gift for the creation of powerful magical items. As True Artifacts their magic won't ever run out, or at the very least won't run out for a very long time. What you can make is limited to your knowledge, your imagination, and your resources.
39	Alchemy & Mixing Mixtures	Arcana - Innate	300	Banjo-Kazooie	You are incredibly capable at mixing together mundane ingredients to create effects that can only be described as magical. For a short time, these potions can create temporary copies of you, turn you invisible, or give you shielding. Your created potions can bestow multiple effects you know, however mixing too many might cause surprises. You can Reliably mix up to a dozen elixirs without them interfering with the effects of each other.
40	The Great Enchanter	Arcana - Innate	300	Bartimaeus Sequence	Staff of Gladstone, Amulet of Samarkand, Ring of Solomon, this world sure has a lot of artifacts, heh? Well, now you can make even more! You become unbelievably talented at binding Djinn into items to give them mystical powers. Summon a djinni and stitch it into a rug to make a flying carpet? Easypeasy. Detonation Sticks, Convulsion spheres and flux bombs, all a day's work. You still need the parts, but they seem almost eager to flow into the right shape under your expert hands.
41	Alchemy	Arcana - Innate	300	Castlevania	Through careful experimentation and research, you've gained understanding of the true nature of God's creation of the world. You may now utilize a lesser form of this art to create items of power, ranging from potions and charms to powerful weapons to drive back the forces of evil. You also understand the basics of a darker form of this art, enabling you to understand and counter evil rituals.
42	Shamanic Chemist	Arcana - Innate	300	Clive Barker's Jericho	As a little boy, your family made sure to pass down the ancient lessons of their family. Shamanism and Alchemy, two parts from each side now united into one student, yourself. You're an expert alchemist and an experienced shaman. Alchemy enables a wide range of potions and substance creation, from fluids that heal injuries and turn lead to gold or which assist with the creation of metals that can harm and bind spirits. A useful thing, given your Shamanism training is all about contacting, summoning, binding and then making use of all kinds of spirits, from the elementals of the earth to the ghosts of the beyond and even, if you want to walk a dangerous path, the demons of the Pyxis. Your training has incidentally given you a pretty in depth knowledge of chemistry, pharmacology and botany too.
43	Alchemy	Arcana - Innate	300	Gothic	You can identify local plants and their properties and create magical potions. Healing and mana potions are the most common on the market, but with some unusual ingredients you might be able to create potions that permanently improve the drinker's body. You also know how to brew or distill various alcoholic beverages.
44	Wandlore	Arcana - Innate	300	Harry Potter CYOA	You have a great knowledge of wandlore and practical skill at wand making. You can make decent wands out of imperfect woods and unconventional cores. You may use nearly any magical part of magical creatures as cores with varying success. Unconventional wands with powerfully magical cores are potentially powerful but erratic and extremely dangerous.
45	Blessing of Medicine	Arcana - Innate	300	Jobless in Another World	You possess an absolute, innate, and intuitive knowledge of all plants and other organic compounds and what they can be used for in terms of making medicines, poultices, potions, remedies, and so forth. Additionally you automatically qualify as being able to make those things regardless of whether or not you possess the normal class requirements for doing so, and further possess the skills needed to actually make them no matter how complex. Even beyond that you can make things that would otherwise be normally impossible, such as elixirs of immortality (of the agelessness variety) or things like the Limit Breaker potion which would allow you to expand the level limit of a class by up to ten times its normal amount. In future worlds you will easily be able to adapt any recipes you've already discovered to use local ingredients.
46	Rainbow Notes	Arcana - Innate	300	Mermaid Melody Pichi Pichi Pitch	While mermaids are superior singers, humans invented the art of song to begin with. You are now gifted in the art of music composition, and can creatively piece together the notes and lyrics for new songs effortlessly. In fact, your songs are good enough such that, when sung or played by a magical being such as a mermaid, or someone with magical music like a fantasy bard, they have magical powers of their own. And the greatest thing about music is that it is a treasure that can be shared with anyone. You can teach your songs, even magical ones, to companions and other pupils willing to learn. Please also note that the perk also applies to other musical forms outside of singing, such as the piano, as well as other things such as dancing, prayers, and spell chants.
47	Signum Liguistics	Arcana - Innate	300	Skulduggery Pleasant	Also called Symbol Magic. It's one of China Sorrows' specialties. Harnesses a magical language to produce a wide variety of effects. Fairly unique in that it can be learned by anyone, even if they've already chosen their discipline. As such, this magic can be purchased regardless of how many others you've bought already, even without Multidisciplinary Magic.
48	The Arcane Craft	Arcana - Innate	300	Sword and Sorcery	As much as you might look down upon brutes and barbarians who know only how to break bone and spill blood, you and the warriors of this land have one thing in common. You require the tools of your trade. You know all the methods and ways to bind arcane and mysterious forces into physical vessels. Rings, staves, talismans, warded stone towers, and even more. These items allow the channeling of such forces to work your will, capturing, bending, and shaping the world's invisible tides to enable works of sorcery and occult splendor. The strength of these items and their effects rely on your skill, knowledge, and power. Of course, should you yourself be a font of such forces from your varied lives then you would be surely capable of building the focuses and talismans to augment and amplify your power. The world rewards men for diligent labor. It would behoove you to refine this art to get everything you can out of it. This also includes the skill to use such items, even those not made by your hand should you have the ability to reveal their secrets.
49	That Undefinable Thing	Arcana - Innate	300	Tales of Symphonia	Even if you can't describe it, you can still manipulate it. You can now make physical tools and containers for souls, as well as gaining the knowledge of how to use the soul as a power source for magic, machinery, and living bodies. Given proper resources (raw souls), you can create Exspheres and Key Crests which can then power the things mentioned in your place. Anything powered by their user's soul is known intimately to them, inhabited by the soul the same way a body is inhabited by a soul. It becomes in all ways an extension of the self, for good or ill. While the soul is infinite, it can be diminished and grown. Take care.
50	The Rune Is Mightier Than The Sword & Ruinic Spell Inventor	Arcana - Innate	300	World Seed	The one thing throwing people off the runic language is its sheer volume. Considering that there are ninety-nine million, two hundred and thirty thousand, seven hundred and sixty nine of them, representing every single word and concept in all known languages, even things such as watering the grass every week, that's no surprise. Because of that, even learning the runic language can be a challenge, requiring either a brain implant or some other form of perfect memory. Anyone who doesn't have access to these things needs to spend time and effort to search for those runes they'll actually use and transcribe them into a book or save them to their computer. Luckily, you won't have to deal with such shortcuts: as of now, you are fluent in the entirety of the runic language, and will never forget it. Furthermore, as you will undoubtedly encounter words and concepts foreign to the people in this universe throughout your travels, it will update itself to include runes for anything you might encounter in the future. Considering that one simply needs to combine the runes for Blast and Fire to make a fireball, or use the do the same with the Reinforce and Mind runes to create a basic spell to protect against mind altering effects, one might think that runic magic is incredibly easy. Well, one would be wrong. Runes can be considered a programming language of sorts, affecting reality. They are used to program magical devices, and also for Runic Magic, an alternative to Arcane Magic that uses less mana and requires less control over your mana, but only does exactly what you program it to do. Now, as with regular programming, any schmuck can do the equivalent of writing hello world and throw a fireball or two, but anything more complex than that requires intelligence, creativity, ingenuity, and patience. Things that you now possess in spades. And with that and the knowledge of the runic language, infinite possibilities lie open to you: whether it's bashing someone's head in with the Force rune, setting up intricate spell diagrams and runic circles to automate even the most complex of processes, or creating spells of all magical disciplines for anything you can think of and more, someone who truly knows how to use Runic Magic is a sight to behold. And your true talent, the invention and creation of new runic spells and programs, applies to all of these avenues. If you keep at it, no magic will be beyond your reach.
51	Developing Power Lines	Arcana - Innate	400	Ah My Goddess	Earth Lines are the very core of a Earth Spirits power; also known as Dragon Streams, Earth Power Veins, Leylines, and Life Streams. These are the natural flows of the world's core energy, called Earth energy but it's nearly indistinguishable with magical and spiritual energy, the very source of an Earth Spirits power and the connection they have with the world. Whilst it is true that most Earth Lines are immobile and new ones don't appear, without the intervention of a powerful Earth Spirit, God, or Demon you thankfully are a strong enough spirit to do so. You're roughly equal to a God(dess) of the Second Class in raw power and able to move existing lines around to be more in tune with urbane developments or even produce new lines, though such an act would be hugely draining upon the you, on the level of spiritually and magically draining yourself completely in one go to be exact. These Earth Lines can be tapped into by Earth Spirits like yourself, or maybe if your nice and grant permission a few others could gain some benefits of these mystic lines of power, but only an Earth Spirit could use the power found in the Earth Lines to its full potential and non Earth Spirits will find the power on par with a diminished Third Class Earth Spirit.
52	Ambient Magic: Cooking	Arcana - Innate	400	Circle of Magic	A form of Fire Magic, Chef Magic draws power from all aspects of cooking and the manipulation of fire. A Chef Mage's senses of taste and smell are incredibly precise, able to accurately judge both contents and quantities of ingredients. A Chef mage can, in defiance of that age old adage, pull some or all of an ingredient out of a dish with enough concentration. They can enhance flavors, healthiness, or even how much sustenance someone gains. They are also extremely skilled with knives. It is practiced by Jorality Bancanor, Olennika Potcracker, and Gorse.
53	Ambient Magic: Glass	Arcana - Innate	400	Circle of Magic	A form of Fire Magic, in which the user creates unique glass objects with magical abilities (eg. scrying orbs or tracker / warning pellets), as well as identification of glass works without sight through the piece's own knowledge of its form. It is practiced by Kethlun Warder. Glassmages can make lenses and mirrors that grant extrasensory abilities, such as the ability to see magic or track footprints. They can also make warded or incredibly strong windows.
54	Ambient Magic: Smith	Arcana - Innate	400	Circle of Magic	A form of Fire Magic, it allows the sensing and manipulation of metals, ores, and other materials used in Smithing (like coal), resistance to fire and burning metal, resistance to smoke damage to lungs, and varying levels of fire manipulation. It is practiced by Daja and Dedicate Frostpine. Not only are Smithmages immune to normal fire and being pierced by nonmagical metal, they can craft supernaturally sharp blades, future scrying mirrors, and any number of charms from engraved metal or twisted wire.
55	Ambient Magic: Thread	Arcana - Innate	400	Circle of Magic	Ambient magic takes different forms depending on the mage and the craft he or she performs. Each Ambient Magic is considered linked to a specific one of the four elements. There are a multitude of different forms of ambient magic, each linked to ages old traditions such as (but not limited to) cooking, dancing, smithing, weaving, animal tending, sailing, building, gardening, farming, and scribing; or to powerful natural forces, such as fire, wind, weather, and so on. Thread: A form of Earth Magic, it allows the manipulation and enhancement of thread, cloth, and other tools of the weaver or sewer's trade. It is practiced by Sandry and Dedicate Lark. Stitch Witches can enchant bandages to heal wounds, broider veils to hide identities, make clothes that protect like armor or ward away fire, and sew good luck or love charms.
56	The Ancient Music	Arcana - Innate	400	Dishonored 2	Underlying all of reality and even the Void is a musical phenomenon, and study of this underpinning force is something you have devoted your life so far to. As a result, you can design and build devices to take advantage of a 17-note scale derived from this music - the orgels the Overseers hold in such high regard being the most obvious application. If you are able to reproduce the notes correctly, they will disrupt the effect of foul magicks around you - actually, any magics at all, foul or fair. Singing bone charms will become silent, witches will no longer be able to draw on their supernatural oddities, and creatures made with magic - partially or whole - will be unable to approach you while the notes play. With the right device, you can even use the scale to project blasts of sound to knock back and disorient witches who keep their distance. While the effect is a blanket one, disrupting all magic, friend's or foe's, with significant research you could discover harmonies or sub-scales in order to affect only certain types of magic.
57	Ahzidal's Apprentice	Arcana - Innate	400	Elder Scrolls: Skyrim - SB	The art of spellcasting has more to it than just flinging fireballs and screaming about UNLIMITED POWER as one electrocutes their enemies. The arts of Enchantment and Alteration stand as testaments to this fact, enchantment in particular stands as a powerful, yet indirect system of magic and when it comes to this branch and the operation of it only the Dragon Priest Ahzidal is your equal. Like him you've collected vast knowledge pertaining to the various magical bases of the Mer, whether it be the ancient runes of the Ayleids or the process of harmonizing the seven natures of metal. This craft extends far and wide and with it even a mere band of 500 warriors could be given equipment powerful enough to fell a powerful race of spellcasters like the Falmer, or in other, more simple words your enchantments are legendary. You could perhaps go even further, runes are simply another language, and if understanding them allows you to use them, then perhaps even others like that of the Dovah might be as well.

#	Name	Category	CP	Jump	Description
58	Artisan of Moonsilver	Arcana - Innate	400	Exalted: The Lunars	While their tattoos are perhaps the most important artifacts any Lunar will ever bear, they are not the only artifacts in use by the Lunar Exalted. Not by a long shot. Many wonders have been forged of the protean metal that is Moonsilver, exploiting the full potential of this mutable metal. These items are invaluable for the Children of the Moon, for they can change shape along with their owners. Indeed, many older Chosen of the Moon regard the use of moonsilver as the exclusive right of their kind. These elders tend to take a dim view of anyone else possessing moonsilver artifacts and may seize such items for themselves or to pass on to young Lunars. Still, many young Lunars find they will have to create their own panoplies, for their elders often hoard these artifacts to themselves. It is a good thing then, that you are an exceptionally talented artisan, a master in all the mundane crafts and even further genius at working the mercurial Moonsilver that responds best to you. You have been granted the secrets of creating artifacts from that changeable metal, as well as how to make mundane armor into the Moon-Faced Mail that likewise shifts to fit whatever form you are currently wearing. Even the most important technique of the No Moons is known to you, the Form-Fixing Method that binds the moonsilver tattoos to the body of newly reincarnated Lunars
59	Crystal Metallurgy	Arcana - Innate	400	Final Fantasy XIV	You figure that it would only be a matter of time until somebody attempted to forge a suit of armor out of crystal. Frankly, with the materials available and the tools there, it's more of a surprise that it hasn't happened already. Of course when you actually try it, you'll realize why -the magic surrounding the crystals is simply too strong to be forged using traditional means. But if traditional means won't work, that just tells you that you need to employ more esoteric means of forging. Forging not with traditional fire, but with the concentrated essence of Aether and fire crystals, you can bring to life a suit of armor with crystal alone -retaining its Aether collecting properties, and magnifying the effects of spells all around it. Perhaps with time, you might be able to make golems with this
60	Downsized & Upsized	Arcana - Innate	400	Gemcraft - Frostborn Wrath	While gems the size of a room are the most efficient and stable, this perk will give you the skills necessary to create gems that are smaller than that. The strength of a gem relative to its cost scales with its volume, so small gems might seem useless at first glance, but gems effectively do not have an upper bound for how high they can scale. Feel free to make an Orb of Presence fit for a backpack, and carry around a staff with a gem on the top for blasting foes, or launch gem bombs the size of grenades and leave behind gem-wasps the size of flies to distract your foes. While making gems the size of entire buildings is possible for normal wizards, they usually don't bother, since they have a tendency to cause widespread devastation when they break, and that can endanger the wizard that cast the spells. If you don't mind working around the potentially deadly consequences of summoning huge gems, this perk will give you the skills necessary to scale your gems as large as you want, so long as the entire thing can fit within your spellcasting range. Of course, you will draw a lot of attention doing this.
61	Mystic Eyes of Permanence	Arcana - Innate	400	Generic Isekai	Your unusual blood has manifested in the form of a unique set of eyes. These eyes give you the ability to see the structure of magical effects, and spend your own mana to optimize those effects, extending their duration indefinitely. You can create magical flames that burn without fuel, force walls that endure for years, enchantments that never fade, perpetual constructs, and more. Magic you create or modify with the Eyes can still be broken or dispelled, but will remain forever if left undisturbed.
62	Yajnatek Mysteries	Arcana - Innate	400	Grant Morrison's 18 Days	In ancient fires, and with flesh screaming, a blood price can be paid to merge body with arcane songs and hammer blows. You know the ancient rituals and mantras involved in making the very greatest works possible, things like the Astras, Celestial Armors or Weapons, or other miraculous crafts. From the sutras needed to get gods to bless things to the exact schematics for the greatest and most terrible weapons, your knowledge could save the world... or cause it to die screaming. Nor are the Astras the limit of your power. It's a little known secret that the Superwarriors, the perfect Demigods that stride the world, were engineered in the Second Age, enhanced through genetics, psionic and magical technology, blessed with divine powers and magic, and countless other measures besides. All of these secrets lie within your knowledge now, just waiting to be made reality. One thing to note, oh Great One. Even the least of the things you know will take tremendous, utterly horrific quantities of time, energy, and personal effort to make, such that even the greatest kingdoms of this era would struggle to put together, barring surprises on your end. And while your knowledge does mean you can make these things, it does not necessarily let you branch out or apply the same principles to other things, being essentially only knowledge.
63	All Magic Affinity	Arcana - Innate	400	In Another World With My Smartphone	Like what it implies, you have an Affinity with all types of magic, including all types of Null magic. This means that you have the (possibly unique) ability to use all types of magic in the world, needing only to know the chant needed to activate it and a general idea of what the magic is supposed to do. For example by knowing that the Gate spell requires the chant of gate and that it is a spell that opens a portal to a place you have already been you would be capable of casting that spell. You carry this ability to quickly learn and master all forms of magic to future worlds and systems. Leaving that aside your magic is tremendously potent and you have a monstrous amount of magical energy, enough that you could chain cast extremely powerful spells affecting incredible numbers of people without even noticing fatigue, much less actually suffering from such. In fact unless and until someone tells you that magical fatigue is supposed to be a thing after casting a lot of magic you probably won't even realize there's supposed to be a limit on how much magic a person can use.
64	Milkshake!	Arcana - Innate	400	Make a Wish	You are a prodigy at making potions, capable of preparing any type of exotic ingredients and making potions that give nightmares to even experienced masters, you have knowledge of many potions made in this world and change them to taste like strawberry milkshake or any other flavour you like, you have a knack for learning new recipes, modifying old recipes to work with new ingredients and creating new potions wholesale with creatures out of this world. You also have the less regarded ability to mix cooking talent and knowledge of chemistry with your potion making, which makes your potion making linked with cooking knowledge and chemistry.
65	Natural Magic	Arcana - Innate	400	Ravenwood	People are not the only things afflicted with the corruptive influence of the Demiplane, the trees, the stone, the metal, everything possesses some degree of taint from this cursed plane of existence. And now you can use that to your advantage. You possess an innate understanding towards the mystical properties of nearly all materials within (and outside) the Demiplane, and how to shape them. By cutting gems, forming metal, grinding stone, and putting all the disparate pieces together, you can create artificial spell matrices that naturally generate and collect magical energies and can shape them into spell effects. While not often the prettiest things around, these artifacts are capable of granting magic to even the uninitiated. However, it takes precise craftsmanship and extensive design periods to make even basic items. This perk also extends to the creation of potions. These are much simpler to create compared to artifacts, requiring only the right herbs, water, and a catalyst of magical energy, which can be provided by even the most basic of spell matrices. Additionally, any similar skills in future jumps, can be replicated with study using this perk.
66	A Price For Everything	Arcana - Innate	400	Rick and Morty	Curses! You can curse objects. The curse affects anyone in possession of the object and can only be dispelled by unnaturally advanced science or magic. The more ironic the object/curse combination the more powerful it is. Pairs of running shoes that cause people to run till they die, fox boas that skin the user, etc.
67	Enchantment	Arcana - Innate	400	Silmarillion	The Elves are capable of great works of Enchantment, able to infuse their spirits into things they create and tie into the natural forces of Arda. Rings of power, magical orbs that can see far distance, runes of power crafted alongside the Dwarves. You are an expert on the path of enchantment. Non-weapon enchanted items are your expertise and with enough time and training you could potentially create a ring of power to rival even that of Sauron or craft something in the like of the mighty Silmarils.
68	Spiritual Array Master & Cultivation	Arcana - Innate	400	The Great Ruler	Making a Spiritual Array is simply a special method of resonating Spiritual Energy. It will activate the Spiritual Aura within the world, creating both offensive and defensive measures. Spiritual Arrays are made up of Spiritual Seals. The more powerful and talented someone is, the more seals they can make. The more complex the array, the more seals are needed. Seal masters are divided into 9 ranks, 1 to 9, each much harder to reach than the last, though the actual ranks are slightly more complicated after the 5th rank. Few people will even be able to reach the 5th rank. Despite it sounding simple, once you get to the threshold of a rank making the next seal becomes much harder, similar to making a breakthrough in cultivation. You have been trained up to 3rd rank, able to create more than 100 seals. Nothing groundbreaking but impressive nonetheless. But you also have an advantage that would make many envious; you have the potential to enter the Heart Array State at will, allowing you to improve your array skills extremely quickly, as well as increasing your ability in its use while in the state. Keep training and you can eventually enter the higher forms of it like the Heart Eye State which greatly increases your array capability. You gain the ability to cultivate, starting off at the Spiritual Movement Stage. The cultivation of the Great Thousand Worlds is Spiritual Power. If you happen to have already cultivated Dou Qi from Battle Through The Heavens, you will find that the Dou Qi has the unique ability to convert itself into the purer Spiritual Power. This means that you can essentially choose to integrate your two cultivations together and boost your Spiritual Power to high levels immediately, or keep them separate. The cultivation of the Thousand Worlds goes several realms higher than that of Dou Qi, so it can become much stronger. There are 12 stages of the cultivation of Spiritual Power, with each stage being split into a variety of levels. In the more backwater places, you would be lucky to find someone who has reached the level of Heavenly Fusion, while in the more populated areas it is not uncommon to find Sovereign class cultivators. In the Spirit Stage of the Spiritual Energy cultivation path, one has the ability to ingest the Soul Essence of a Spiritual Beast. However, there is a limit to the Soul Essence. As you get stronger, the Soul Essence that you have refined before will gradually lose its effect. This means that most essences will lose their effect before the Heavenly Completion Stage. However, if the Soul Essence that you have refined is powerful enough, the power will still remain even in the later level, giving those that have them an edge. Reaching the Sovereign Stage marks a major change in your cultivation. One must pass through 3 'disasters' where your body, energy, and soul are refined to a higher grade, yet failure is easy and can carry fatal consequences. Once you reach pass these trials and reach the Sovereign stage you will gain the Sovereign Sea, which is a much more powerful container for your Spiritual Power. The spiritual energy itself of Sovereign Masters possesses unique attributes. Some people's spiritual energies are cold in nature, and some are blazing hot. This is because their spiritual energies have their own sagacities depending on what kind of energies they take in and have attuned it to. Sovereigns also gain the ability to cultivate a Sovereigns Body which, depending on the rank, can give them great physical power. There are certain Celestial Body techniques one can cultivate to gain a more powerful Sovereigns Body, though they are often closely guarded secrets of clans. By pouring your Spiritual Power into someone else, you can awaken their ability to cultivate, not that that will do them much good without further guidance.
69	Enchanting	Arcana - Innate	400	World Seed	Enchanting is a skill probably best described as the enhancement of an object's Aura. At first, one would need to find out which enhancement fits an object best, though skilled enchanters obviously do not need to care about that, and then lay down a basic enchantment that increases a stat, like wisdom and strength, or attack and defence. Like normal magic, there are two forms of enchanting, arcane and runic, though enchanting is by no means a magic, but rather a skill like sewing or tailoring. The former requires you to know the right school of magic related to your enchantments, like a magic that increases toughness for a durability enchantment, but is more powerful because of that, while the latter simply requires you to know the right runes and how to use them. Although normally people would specialize in one of these forms of enchanting, you're skilled in both of them, enough that you'll soon be able to easily start using more advanced form of enchanting, such as giving objects elemental enchantments or even very specific abilities, though for the latter you need to be at least somewhat familiar with them yourself. With some experimentation, you'll also be able to learn techniques that will increase the power of your enchantments by dozens of times, like material enchanting, where you enchant an object at every stage of its creation, such as enchanting the steel a sword will be forged from, the fire that will be used to melt it, and the water used to cool it, after which you enchant the finished sword one last time after its completion. Another trick to enchanting is that natural objects like wood or animal parts can fit up to two or three times more enchantments like man made ones in them. After a creature dies, and its soul dissipates, the aura is left withered, a shadow of its former self. But because of that hollowness, that emptiness, those items have far more room for improvement of their aura, allowing for the creation of a staff that can match up to any plasma weapon, or a bow that will never miss its mark. You excel at finding similar loopholes and techniques to advance your skills whether they are enchanting or not, and even if you were ever stuck, with seemingly no way to advance your skills to the next level, as long as you continue to research and experiment, you'll also be able to either innovate or learn something that will allow them to continue on growing. This works even when it absolutely shouldn't. Rest assured, there will be no barriers to bar you from growing ever more competent. Work at it for a few years, and even something on the level of the Seeds would not be beyond you. And considering your skill at enchanting, that will become useful far sooner than you might've thought, starting at a level others would need years to reach. You can probe the Aura of anything with a mere glance, knowing at a moment's notice what enchantments would fit best, and the speed at which you work your magic might make other people think you're doing it with just a wave of your hand. And you'll continue to be able to work at that speed no matter how complex the work you're attempting. Who knows, you might even become the first combat enchanter with that kind of skill.
70	Simple & Advanced & Alkahestry	Arcana - Innate	500	Fullmetal Alchemist	You understand the connections between parts. You can make large alchemy circles far more easily and far less complex than others. You can combine this with Advanced Formulae for multipurpose combat alchemy. Alchemy comes to you as easily as breathing does. Your greater understanding allows you to perform more complex alchemy. you can combine this with Simplified Formulae for multipurpose combat alchemy. You understand how to perform basic Alkahestry, an art from Xing which can perform transmutation from a distance using linked circles, and can heal wounds of many kinds by following the pulse of the body. With practice or tutoring you can make a real skill from it.
71	Dark Science	Arcana - Innate	600	9 Jumpchain	You are familiar with the principles of alchemy, or 'Dark Science', which led to the creation of the Stitchpunks, The Machine, and the end of humanity. This knowledge lets you create devices which can interact with the mind and soul. This includes the one The Scientist used to copy his Intellect onto the Machine's core, as well as the one he used to gift fractions of his soul upon the Stitchpunks, not to mention how to properly prepare a core or homunculus to accept such things. It should be noted that homuncuii with partial souls will have very exaggerated personalities, and creations imbued with pure intellect will be lacking a soul and the emotions that come with it.
72	Forging the Spear of Destiny	Arcana - Innate	600	Duel Monsters - Duel Terminal Part 1	To strike down evil, one must wield the appropriate weapon. It is for that cause, of aiding not only your fellows but the next generation who will live long past your own end, that you have taken the blacksmithing techniques of the Dragunity clan to a new level. Forging innately magical weapons, capable of summoning minor firestorms or striking with flensing wind, is simplicity itself for you. But where you truly shine is in the forging of power itself. Rendering a bolt of lightning into a spear, quenching shaped magical energy until it is a fine rapier, or even extracting the necrotic energies within an undead and refining it into an arrowhead, are all possible with some work. However, you are not limited to such easily visible forms of power. Should they cooperate, or prove incapable of resisting, you may forge a person's very power into a magical item reflecting their nature and capabilities. Perhaps even pool the power of multiple persons into a single weapon even greater than them although, it's not an idea you've had the chance to test, sadly. Parting with one's power forevermore is something not many can seriously consider.
73	New Age Necromancer	Arcana - Innate	600	Dungeon Keeper Ami	Once upon a time wizards were happy enough being able to raise undead, throw fireballs, and curse their enemies, well those were the old days and this is now. You are a modern wizard, you know the value of a well enchanted suit of armor. You know how to mix enchantments in such a way that things such as moving remote piloted armor suits are a very real possibility that you can make reality, magic powered railroads and three dimensional rune set ups are simply child's play for you, and even something as complicated as creating a gold powered dungeon heart is eventually possible. Though most enchantments are powered by mana you can offset this somewhat in two ways, either by instead binding the souls of the dead to your creations lowering the mana cost considerably the more souls you bind to it or by burning gold to take the place of mana that would be spent if you are squeamish.
74	Alchemical Expertise	Arcana - Innate	600	eXceed	Alchemy is the ancient art of drawing power from mystic artifacts. Unlike some variations of it you may have seen already, its core principle is imbuement and extraction. First, one must select an object with a useful quality, then they must understand this object fully through study. Then, through this understanding, one may refine this quality into a free-floating concept. This concept may then be applied to a useful vessel, which will benefit from such. For example, one may learn all that there is about a fighter jet, to the point of being capable of explaining everything about it and its operation and function with absolute certainty no matter what circumstances befall it. Then, one may reduce this particular jet to its Flight alone. One could then add its Flight to a suit of armor. An alchemist could then tap into the concept of Flight within it to soar. One could do the same to an industrial electromagnetic order to acquire the concept of Magnetic Attraction, or even a living being in order to acquire the concept of Self-Replication. However, one may only bind two concepts to any given object, and they may not be removed once set.
75	Facets of Sockets	Arcana - Innate	600	Gemcraft - Frostborn Wrath	Gems are both a way of effecting the world and a stable source of power, but they don't actually do anything unless directed. Sockets are the mounting points for gems, and they define how the gem's power is expressed in the world. They don't provide any power, but they provide a path for existing power to flow along in order to achieve specific results. This perk makes you an expert at the types of sockets in the gemcraft world, and also allows you to come up with novel designs in the future. All gemcrafters know how to create Towers, Gem-Traps, Lanterns, Amplifiers, and Pylons, but you can make more efficient versions of them that syphon off some of a gem's spare power to reinforce themselves. Oh, and we'll even toss in Magical Walls for free. Be aware that these structures are made of solidified mana and thus the more of them you have linked to your Orb of Presence (or around your personal fortress) the more building a new one will cost.
76	Yet Another Halloween Fic	Arcana - Innate	600	Generic Buffy Fanfiction	You can now create magical Halloween costumes which enables the wearer to take on the personality and powers of the costume. The total power of all active costumes cannot exceed the power of the one who made them, and they mute any powers the users would otherwise have. You can choose whether or not this overwrites the memories of the user or merely impacts their mannerisms.

#	Name	Category	CP	Jump	Description
77	Microcosm	Arcana - Innate	600	Greek Myth	Like the shield of Achilles your creations can contain microcosms. You could place within a sword the power of a raging thunder storm, sing a song that carries the components of civilization that would allow it's most important ideas to be transmitted through its words, even very complex ideas like how the men of Greece live and understand the world can be placed with a creation of yours. This empowers an item by allowing it to act in some way as if it were the thing imbued within it, albeit in a diminished form from the form they are embodying. Striking a shield which contains a microcosm of Greece would be like trying to strike through Greece, being struck by a sword containing Greece would be like being struck by Greece. However the microcosms you place within items will be greatly reduced compared to the actual thing they are embodying. A song containing civilization would only be able to get across the most important ideas with very little nuance, a sword containing a storm would strike with the force of a single thunderbolt rather than the thousands within the true storm, being struck by a shield containing Greece would be like being hit by a mountain rather than a country. It would take incredibly intense effort to create anything containing a microcosm more powerful or complex then Greece.
78	Mystcraft	Arcana - Innate	600	Minecraft	With a bit of paper, leather, and ink, you can create Linking and Descriptive Books, which allow you to travel between worlds... within some limits. No Linking Book will be able to return you to any world but your current jump, so long as your chain continues. Furthermore, without a genuine understanding of the nature of dimensions, any new world you create with a Descriptive Book will be another Minecraft-type world, cursed to Decay into nothingness over the course of a week or so. This can be a handy way to gather resources without disrupting a 'real' world, or a good place to experiment with dangerous things, but nothing more... at least for now. Be sure to keep your Linking Books handy and your Descriptive Books safe; should you lose your Linking Book, you will be trapped within a doomed world, and should the Descriptive Book that defines a world be destroyed while you are in it, you will be destroyed alongside it. Careful searching of these worlds may turn up hints of forgotten lore that you can use to improve your skills, but the rotten fragments of paper you find in these decaying libraries will raise more questions than they answer.
79	Fuinjutsu Prodigy	Arcana - Innate	600	Naruto	You are one of the very few who are talented in the art of Fuinjutsu, an esoteric discipline combining all the complexities of calligraphy and physics. Despite the difficulty in learning fuinjutsu, skilled practitioners find it well worth it. Fuinjutsu, or sealing, is at its most basic storing something within something else through symbols to be released at another time. More advanced techniques still follow this same principle, but to great effect. Seal masters can seal away the elements, chakra, form summoning contracts, teleport, or even summon and bind souls using these principles. It's only downside is that this art is massively difficult to learn even for the talented, and will take years of intense study to master. You start off knowing how to make the two most basic of seals: The storage seal which allows you to store items in slips of paper much smaller than they are, and the explosive seal which is basically a few glyphs on a piece of paper the size of a greeting card that explodes like a small amount of plastique.
80	Anartist	Arcana - Innate	600	SCP Foundation	No, not, "an artist," an anartist, or, "anomalous artist," is someone that, through a variety of means, can create anomalies, typically as a form of artistic expression. Music, sculpture, painting, these and more are ways to create anomalous objects, including sentient or even sapient objects. You need not be an artist to be an anartist; you could simply be someone like Doctor Wondertainment who makes anomalous objects. Speaking practically, you're only able to make Safe- or Euclid-class objects, however, and all objects are likely to have some form of side-effect; the stronger the object, the more likely it is for that side-effect to be potentially deleterious, unless extreme care and counter-measures are taken, especially if it's very quickly put together. Expect objects that are completely clear of side-effects to take around ten times as long as normal to complete, compared to things that have a normal, if somewhat cumbersome, side-effect. It's assumed that most people that make incredibly powerful anomalies die in the process, at some point. These anomalies can take any form, though it's best if their form follows their function.
81	Talisman Master	Arcana - Innate	600	Talisman Emporor - Mortal Dimension	While most mortals' exposure to talismans is the small, charm-like items that allow limited use of martial techniques, the Dao of Talismans is a Grand Dao which is the pinnacle of organizing and using other Daos and energy. Purchasing this perk provides you with the benefits of every specialty listed under Master Craftsman (alchemy/pill refining, equipment refinement, formations, puppets, spirit chef), a similar level of knowledge on the creation of the aforementioned minor talismans, mastery of the Dao Insight for Talismans, and the ability to use that Dao to control the power of all of your other Dao Insights to maximize their potential.
82	Soul Study	Arcana - Innate	600	The Weakness of Beatrice	The core of existence, at least for natural life forms. You've put countless long hours into studying that soul that lies at the centre of your being and the souls of other people as well. Slowly, you mastered this art, gaining the knowledge of how to interact with and manipulate the soul itself. You know how to physically interact with and move souls from one vessel to another, to create souls from nothing, to give physical form for souls to inhabit, to directly alter and change the soul itself and even how to bring back souls of those who have very recently passed on, saving them from death. To many, what you do is both a miracle and blasphemy, both of the highest order. To you though, it's just another science.
83	Fantasy Seal	Arcana - Innate	600	Touhou Forbidden Hermit	You have great aptitude when it comes to creating barriers, sealing, and undoing those seals yourself. What this means is that anything, no matter how strong, can be sealed away by you. Even when you encounter the supposedly "invulnerable" and "unsealable" you will always be able to find a hidden gap, a secret weakness, that makes them vulnerable to your sealing. Breaking seals can be a fiddly, fine process to do if you want to preserve whatever object was used as the sealing instrument, though if you don't care about that you can always simply brute force it to instantly annihilate the seal. To be able to break any seal, no matter how powerful, is your "cheat skill".
84	Scientific Magic	Arcana - Innate	600	Touhou Forbidden Hermit	Magicians in Gensokyo are similar to scientists in the outside world. Magic is conducted through trial and error, when one magician makes a breakthrough others find it relatively easy to copy it. This includes you; for you can easily find ways to duplicate any spell you know exists, even translating it from different magic systems into ones you know. This includes magic to extend your life indefinitely, and indeed is part of why in recent years mages have achieved immortality younger than ever before.
85	Master Enchanter	Arcana - Innate	600	Unmodded Minecraft	Removing the randomness and ambiguity of the usual process is the least of what you can do. You don't suffer any restrictions when it comes to what kind of item can get what kind of enchantment, so you can fish up treasures with a chain-sickle or empower a shovel to deal massive damage to the undead. Selectively remove or add new effects to an existing magical item, or transfer effects from one item to another. Fuse multiple similar magical items together to make a single, stronger item. While there are limits to how much magic that can be crammed into something, the limit is much higher for you. This skill also covers the creation of space-bending chests that can store far more than their external dimensions should allow for.
86	Tinkerer & The God-Catching Alchemy Meister	Arcana - Innate	700	God Catching Alchemy Meister	Many believe that alchemy is just mixing up random things to make potions or hit a lump of iron until it becomes a steel sword. They don't know the truth. Alchemists like you need several skills to get their license: starting with blacksmithing to create weapons and armor, chemistry and herbalism to mix potions that work, anatomy of both monsters and people so they can loot properly and their creations don't end up causing harm to the users, different forms of art to cater the clients; mineralogy and even some basic knowledge of magic, for enchanting their works. You are decently trained in all these skills, which are the basis for any alchemist to thrive in society. When someone asks a kid what an alchemist is, they think of a great creator that takes leaves and lumps of iron, making them into elixirs and legendary weapons. Indeed, when someone asks a kid what an alchemist is, they think of you. Because your skill, insight and experience are enough to challenge the most esteemed alchemists in this land and come out victorious. Your creations ooze creativity, shown as they need far less materials than normal and your skill is enough to do them in less time and have far superior products compared to any other alchemist here. From accessories that make the user immune to some element, trinkets that allow for teleportation or the more direct weapons that can cause an instant death in the victims. Furthermore, your talent hasn't weaned at all, and you still see room for improvement in your works. You're one that could take the precious title of 'Meister', if not aim ever higher.
87	Maker of Magic	Arcana - Innate	800	The Weakness of Beatrice	The Sage began by learning how to Mix physical things. Then she moved onto magical things. Then she moved onto the soul itself. All of her great works paled in comparison to what she mastered and gave to the world when she first appeared to the public though. Manipulation of the Magic System itself. She turned a traditional system of magic into one like what you'd see in an MMO videogame, changing this magic over two whole worlds. Now that knowledge and ability is yours. You have the ability and knowledge to make widespread changes and alterations to magical systems with a few hours of focus and work. You could make a system based on ritual invocations and sacrifices take on the form of an RPG magic system or vice versa. You can combine systems you already have access to with new ones in however ways you like, add restrictions or even remove limitations and add new aspects, though improving the overall power would require comboing with a stronger magic system you already know. The changes you make are applied to the entirety of the subject Magic System but beings with more power than you are not required to use it, instead being able to rely on the old system if they wish. Those weaker than you are forced to follow all the new rules, unless they themselves can prevent it somehow.
88	Shadow Clones	Arcana - Study	100	Generic Naruto Fanfiction	Ah, shadow clone no jutsu. The signature jutsu of the Naruto franchise. And now you can join in on the fun. You have a copy of a technique scroll for the shadow clone jutsu, of such quality that an idiot could teach himself from this thing in virtually no time at all. It even has safeguards built-in that eliminate any possibility of killing yourself by putting too much chakra into it, or getting a headache from too many clones dispelling at once or anything like that. The worst that can possibly happen is that it fails to work. You still can only make as many shadow clones as your chakra can support but outside of that you can feel free to abuse this handy jutsu for training, decoys, diversions, paperwork, chores, or whatever else you can imagine. In the event that this technique is supposed to have some additional features in the particular fanfiction you go to, or even a better version, this scroll will contain both versions.
89	Collection of Spirit Flames and An Ultimate, Illustrated Guide to Food Ingredients	Arcana - Study	100	Talisman Emperor - Mortal Dimension	These two books are each roughly the size of a volume of an encyclopedia, though the level of detail is closer to that of a college textbook. Together, they are the ultimate reference on preparing delicacies with spiritually powerful effects. Collection of Spirit Flames describes various spirit flames of different attributes from the first-grade to the fifth-grade, each of which is used with different ingredients and at different times in the cooking process. An Ultimate, Illustrated Guide to Food Ingredients lists tens of thousands of spirit herbs, fruits and vegetables, grains, demon beasts, wild animals, and so forth, as well as their effects when consumed. Even non-spirit chefs can benefit from their clear explanations of how to control spirit flames and how some poisonous plants, mushrooms, etc. can be prepared safely for consumption. An Ultimate, Illustrated Guide to Food Ingredients updates in future jumps to list ingredients from that setting. While they remain the same size no matter how much information or how many pages are inside, you will always open the books to exactly the page you were looking for if you have something specific in mind.
90	Book of Basic Formations	Arcana - Study	200	Desolate Era Part I - The Three Realms	A book detailing the various ways formations work and how to master the basics. With such good instructions, anyone could begin to learn the Dao of Formations, although its eventual mastery depends on your own effort and skill. The book updates to be appropriate to your level of cultivation, so it'll never be useless.
91	Golem Formula	Arcana - Study	200	Generic Isekai	This is a set of instructions on the creation and control of simple humanoid golems, made from earth, stone or wood. The golems it describes are weaker than a human adult, but tireless and mindlessly obedient to their creator. Though casting the creation spell is costly for a beginner, it is not impossible, and will grow easier with practice. Comes with one golem premade.
92	Ritualist's Library	Arcana - Study	200	Harry Potter and the Methods of Rationality	You have here a great treasure trove of knowledge; a library of books from ritualists across the world, since the time of Merlin onwards. Each of these tomes is a copy of the personal notes of a powerful magus who researched and recorded at least one ritual. These notes are incredibly useful, containing several potent rituals, but that's not what's special about them. The real power in this library lies in something it lacks; the Interdict of Merlin. The books in this trove bypass the Interdict, allowing anyone who reads one to learn magic sealed behind that ancient law without the aid of another living mind.
93	Schoolbooks	Arcana - Study	200	Harry Potter and the Methods of Rationality	You gain a collection of all of your school materials for a seven year course at Hogwarts (assuming Defense Against the Dark Arts is taught by a competent professor assigning a high-quality set text for all seven years, so in reality probably a bit better in that regard), as well as Muggle school up through British Secondary School. Learning and teaching from these books is easier than normal, enough to almost make up for a lack of an instructor. Lost or gifted books are replaced via owl order within one week at no cost to you. Yes, even if there's no logical way for an owl to reach you with a full set of magical textbooks. If your starting age is above 11, you're assumed to have been learning at an appropriate pace from these books for however long you've been at Hogwarts, or should have been at Hogwarts in the case of a Drop-In. Post-Jump, anyone studying from a set of magic textbooks which they own gains the ability to use Atlantean Magic. Gifted and re-gifted books never lose the magic-granting ability, stolen books do not grant magic until returned to the rightful owner.
94	Abstract and Decoder Ring	Arcana - Study	200	Marvel Comics Kid Superheroes	A book which contains the past, present and future of the Gibborim and their servants, the Pride, as well as the rites of sacrifice that bind the two. Plus dark secrets, black magic and forgotten scientific lore that the Pride used to enhance their powers and skills. Comes with a decoder ring to enable translation. Not for the squeamish or faint of heart.
95	Forbidden Book of Attribute Metals	Arcana - Study	200	The Death Mage Who Doesn't Want a Fourth Time	Death Iron and Dark Copper, Life Gold and Soul Silver. Metals created by the esteemed dhampir Vandalieu using his Death magic and raw metals, changing the metals into more powerful forms on par with adamantite and Mythril, or into rare and unique metals capable of influencing the soul and body themselves. While this option does not give you said metal, what you are instead given is a guide on how to imbue Attribute mana into metals to create entirely new forms. These new metals will each be unique in some way, such as being liquid until heated a great deal, and will in turn each possess powerful and useful abilities related to their element. A liquid metal that heals those who eat it and metal that somehow affects the soul itself, this and other effects unknown and untold are yours for the discovering. Just note, however, that a great deal of mana will be required, and perhaps a method to speed it all along.
96	Forbidden Book of the Craft	Arcana - Study	200	The Death Mage Who Doesn't Want a Fourth Time	Weapons. Armor. Tools. All are needed in daily life, all to build, to hunt, to thrive. And where do they come from when one does not live in human society, where there is not a mine to be found or a field to grow plants or animals in? Monsters. The scales of dragons, the claws of wyverns, the bones of dinosaurs, from all of these things can tools be made, though it would take someone who is quite creative to figure out how some of them can be made. That's where this comes in, as detailed within this book are guides on what can be made from which animals, which plants, and which monsters, as well as where all of its components can be found. Plate armor from a dragon's scales, a spear from a wyvern's claw, a club from a dinosaur's bones, all this and much more are described within, though the exact techniques to combine these materials will be left to you.
97	Inkgate Schemata	Arcana - Study	200	Van Hellsing	Normally one only finds these in Borgovia, where the 'veil' between the real world and the Ink is thinnest. Also mostly as the 'Ink' is practically unknown outside of Borgovia. Regardless, the Inkgates you can learn to create with this schematic will allow you to use the inky blackness between worlds as a method of teleportation. These gates, once made, are indestructible - but unfortunately (or fortunately) can be used by anyone so long as they know the command word. Note: Interplanetary Inkgate systems are slightly outside of the schematic parameters.
98	Complete Research	Arcana - Study	300	Dungeon Keeper	This thick tome holds detailed mechanical and arcane notes that will teach you how to build and use all the keeper spells, rooms, traps and mechanisms within the Dungeon Keeper series. This also includes the personal spells used by individual units, from the lightning used by dark mistresses to the tricks imps use to dig, claim territory and reinforce walls.
99	Bio-Alchemical Theory Books	Arcana - Study	300	Fullmetal Alchemist	Crosses between Medicine, Alchemy, and Biology. Chimera's are extremely complex beings, requiring knowledge of all of these.
100	Grimoire of Demon Lord Raum	Arcana - Study	300	The Dark Wolf Shiro	Created by the now dead Demon Lord ancestor of Grayson Raum for his future descendents this grimoire is the result of thousands of years of research by one of the most powerful demon lords of Hell and is chock full of demonic spells, potion recipes and who knows what else. Now, you possess a copy of this grimoire whether created by the same demon lord or a copy of it, it doesn't matter it's yours now.
101	Roman Manuals and Gaelic Recipes	Arcana - Study	400	Asterix the Gaul	These are a collection of every potion seen in the series, and also every single artefact, such as the collapsing chariots for one, ever used by a roman. Thrown in are all the mundane materials such as Gallic food and medicine recipes, wine-making tricks...if it counts as a recipe used by the Gallic people at this point of time or any time previously, it's in this collections, just as every single item that could be considered a Roman manual, including the details for their roads, their galleys, their military doctrine, all are collated into the manuals.
102	Grand Library	Arcana - Study	400	Dishonored 2	Built of dark grey stone and the rich wood of Serkonos's mountain forests, the grand library seems embedded with a chasm, crossed with catwalks and bridges. It contains thousands of books, painstakingly hand-written on occult and metaphysical topics, and hundreds of years of research on the astronomy and metaphysics of the world can be found in their leather covers. While rare diamonds of practical knowledge are scattered between the books, the more academic literature is likely to help you in developing your own magics or rituals. The Grand Library updates for each new jump, adding further shelves of books along grey stone escarpments, and providing a comprehensive academic knowledge base of the metaphysics, magic and dimensions of your local setting, though it will not contain books which already exist. The Grand Library attaches to your Cosmic Warehouse or other pocket dimension.
103	Do It Yourself Dungeon Heart	Arcana - Study	400	Dungeon Keeper Ami	Not exactly a dungeon heart, this is actually a book explaining how to make the gold powered dungeon hearts found on the avatar islands, though it relies less on the power of the dark gods for mana it also has a much lower output than the older model organic dungeon hearts. While a person can be made a keeper using this kind of heart and existing keepers can use them as well it has many flaws such as the inability to create living imps, having a much much lower mana output than normal keeper hearts, requiring large amounts of gold in order for it to create mana as a normal heart would. On the plus side you can change its looks to some extent, generally it will keep the glowing orb in the center in some fashion but the other parts can be changed into quite a few different designs from plant statues, to bones, even a small crystal pyramid.
104	Uchiha Jutsu Archive	Arcana - Study	400	Generic Naruto Fanfiction	The Uchiha really were quite shameless in their day, always going around copying everybody else's lifetimes of hard work just by using their special eyes. Well, at least you get to benefit from that. Somehow you've obtained a copy of the complete Uchiha Jutsu Archive, everything that several generations of dedicated intellectual property thieves could copy from every other ninja village, clan and small ninja child in the Elemental Nations. Pretty much any and every technique, seal, chemical formula, pill/cookie recipe or random dance routine that that one Uchiha liked can be found in here. Any knowledge that wasn't limited to literally just one person, family, or bloodline or was based purely on sealless chakra manipulation (such as the Rasengan) and thus uncopyable by the Sharingan is in the archive, all of them laid out in such a clear and concise format that any half-competent ninja could teach himself just by reading the scroll. This archive will update with a complete set of spells, fighting styles, etc, etc. from any setting that you have visited and will visit in the future. Provided it could be generously called public, or even semi-private, knowledge it will be in here. Only the most super-secret, utterly private techniques are missing; after all, even the best copyright pirates can't get everything. This place is comprehensively warded against thievery, somewhat ironically, and it would take a team of top-tier infiltration specialists to even attempt to breach it. Of course its best defense is that, at least at jump start, no one knows you have it. Post jump you can have this become a warehouse attachment.

#	Name	Category	CP	Jump	Description
105	Notes of Thoth	Arcana - Study	400	Kane Chronicles	When Thoth, the god of writing, knowledge, and magic was young, he traveled to the far reaches of the Duat, researching the natures and mechanics of those regions, as well as the spirits and gods that called those places home. His field notes - and the many powers and dangerous spells that resulted from them, later became known as the Book of Thoth. By purchasing this, you gain a collection of his notes about the nature of gods, spirits, and other dimensions and planes of existence in this setting, which could be used to invent many of the spells the Book contained for yourself. Post-jump, these notes will update to include the local versions of such things in new settings.
106	Library	Arcana - Study	400	Touhou Luna Nights	You have a copy of the Scarlet Devil Mansion's library. It's very extensively furnished with grimoires and other books containing extensive information on magical arts and the world around you. You could easily teach yourself or someone else any magic in this series with the contents of the library, if you had the patience to study the vast trove of wisdom.
107	Mystical Dojo & Chakra Books	Arcana - Study	500	Marvel Cinematic Universe Vol. 2	For the Masters of the Mystic Arts, the grounds of Kamar- Taj is their sanctuary, their fortress, and their school all in one. It is a place where they can open their mind, and truly ascend to new heights in awareness as they explore Creation itself. Alas... even they knew not to focus everything in one place, and it is with that in mind that I offer you this. Whether you wish to place this in a mountain range so that it is hidden away from the eyes of most, or have it as a Warehouse attachment, this ancient site contains everything one needs to build an order. Rooms for monks to stay in, a great library to fill with many books, a courtyard to practice, an armory for magical items you may possess, and even a storage unit that supplies as much mundane food, water, and tea to sate those who follow the Mystic Arts. Even better, those who practice here will find their minds opening more quickly than usual, having an accelerated effect that will leave training of the body and mystical practices half again as effective. ...oh, and there's a wifi router installed. It can be difficult for those who are unaware of the world around them to grasp that they know nothing. It can also be difficult to show them just how small their worldview has been all this time, or help them. But the first step to learning is awareness. This is a substantial supply of books regarding the body, such as a map of the nervous system, MRIs, and more importantly, chakra points and how to open them. These maps for the body will help bring awareness to would-be students, and how to show them the wonders of the world or themselves. For an additional undiscounted 100CP (included in the price), you may also gain a substantial collection of spellbooks that will assist in helping you learn the formation of spells, the art of drawing energies to power them, and the basics in casting them. Just be aware that the warning labels come AFTER the spells.
108	Archamada Book of Spells	Arcana - Study	600	Ben 10 0.1	In this book you will find some of the strongest spells in the known universe. You can find spells that summon town destroying storms, bring statues to life, and even allow you to travel through time. These spells require a lot of power and skill to use, so you better be ridiculously strong (or at least have a strong source of magic to draw on) and really good if you plan to use them. The time travel spell won't actually work until you're done jumping, though.
109	Tattered Journal	Arcana - Study	600	Highschool DxD	Where'd you get this? This is an old journal written by a Fallen Angel of unknown origin. It's written in both an old language and in code, but if you were to translate it, you would eventually discover details on a powerful magical art - the art of sealing powerful entities, even contradictory ones, into a single vessel to create artifacts similar to Sacred Gears. These items would gain a host of powers from the being that was sealed away, though the ritual is costly depending on how strong said being is...perhaps you could find a use for it?
110	Library of Raum	Arcana - Study	600	The Dark Wolf Shiro	The biggest library of magical knowledge in all of Europe and most likely the world. This library is chock full of all types of spells, potions, runes, history, forbidden magic you name it. This library has it. But that alone is not what makes this a 600 CP purchase what makes it that is in future jumps this fills with every slip of magical knowledge in that world even those that were never written down or even lost to time it's all there and don't worry you keep the knowledge of past worlds/jumps too.
111	The Hands of the Maker	Arcana - Study	800	Generic Exalted	You have gained a forbidden knowledge. A dusty tome has come into your possession and within it dwells the secrets of producing Alchemical Exalted, one of the greatest creations ever made by a Titan devoted to Craft. It could take a hundred mortal lifetimes to glean even the barest secrets of this knowledge, though one who is Exalted above others might manage it in as little as one. It contains instructions on how to make all the various types of Alchemical Exalted and, unlike the Alchemicals that were first created, these instructions show how to create improved versions. Ones that are immune to the dread sickness that so afflicted the Maker and far less susceptible to the vagaries of Clarity. This is only the knowledge to create these beings, and someone that desires to make use of this knowledge will need to secure the materials, infrastructure, and other reagents needed on their own. The Jumper, and only the Jumper, is guaranteed to one day be able to make Alchemical Exalts if they study this, even if they wouldn't normally be capable of such, though it may take a very long time indeed. While you may discover the method of the creation of Alchemicals, how their Exaltation itself is formed will elude you, no matter what method you attempt, until such time as you have gained your Spark. Further you will discover that no method you are capable of will be able to utilize the Alchemical Exaltation for anything other than powering the Alchemical that it has attached itself to. This, too, will be something that will be beyond your comprehension until such a time as you have gained your Spark. As a reminder Alchemicals were once people and while the process may have changed them both in looks and abilities they are people still. So unless you take them as companions, or have some other method of bringing them with you into future worlds, you will not be able to take them with you. Finally the process of making an Alchemical does not infuse into them any sort of loyalty to you, so beware if you have used this knowledge to force this condition upon the unwilling.
112	The Great Library	Arcana - Study	800	Warlock of the Magus World	The Great Library is located in your Warehouse, and is set up above a gigantic spell formation and is being managed by a sentient spirit genie, which obviously is totally loyal to you, and you alone. It's in charge of all management, and while there aren't any guards stationed here, there will never be any incident happen here. The huge library could be said to have everything. Its information was not limited to that about the Magus World and World of Gods; there was data about other worlds as well. There was a large bright hall past the entrance that could hold over a thousand people without becoming crowded. At the middle were hundreds of tables, and what looked like terminals, of which one can use to browse through the information the library has. Further in from the data terminals and the hall was the gigantic library that resembled a palace. Some sort of technique had been employed to expand the space within. At a glimpse, one would see bookshelves as massive as mountains, all so densely packed and numerous that there seemed to be no end. Upon visiting any Worlds/Jumps/Dimensions, the library also updates to contain every public information, including any data that you can easily acquire if you put your mind to it, of that Worlds and its neighbor, which include other dimensions. And will continuously update, self-correct and improve any information it has. As long as it's information that the spirit genie has a backup of, it can be duplicated as anything you want, such as books, scrolls, data pad, storage drive, etc, as long as you have the materials required. It can contain an immeasurable amount of data, and will never forget it. Even if the data has already been updated and improved or even if the timeline changes, it will still contain the old versions. You can place the Great Library in the real world, letting in all kinds of people to exchange for information, you can freely set the payment. Such as making it so that to obtain information inside, one needs to give it information that the library did not have, paying your preferred currencies to view it, or doing some mission you set out to gain access to it. It will be completely normal for everyone, and won't trigger any red flag, taxes, government authority, copyright infringement, Gods, World Will, etc. You can freely set which information is public, which requires payment, and which is never to be seen by the public. Its information can never be copied, stolen or otherwise accessed without your permission and knowledge. If it somehow is destroyed, it will return to your Warehouse/Personal Reality with none worse for the wear. Those other than you and your companions cannot use the library to access your Warehouse/Personal Reality.

#	Name	Category	CP	Jump	Description
1	Alchemy Workshop	Facilities - Arcane	100	Endless Legend	Build into a wagon, this full scale workshop allows for scientific research in the field, and provides all the tools the aspiring researcher needs to learn about the world they are in. Just don't blow yourself up or blind anyone, ok?
2	House of the Witch	Facilities - Arcane	100	Fate/Legends - Empires of Antiquity	Every young witch's favourite birthday present, at least until they know how to make it themselves. This small house is rather rudimentary when it comes to living necessities but quite filled out in regards to potion making. Not only does it have a high quality set of tools and appliances towards creating potions, poisons and designing magical rituals, it also comes with a weekly replenishing stock of low to mid range potions in the pantry. From youth restoring drinks, potions to plump or slim down the form, some love potions and even a few useful for combat potions that can temporarily improve strength and speed. The house also always has a fresh batch on pancakes ready on the stove, covered in your choice of delicious topping.
3	Tower of Sorcerae & Arcane & A Memory of the Face of Creation	Facilities - Arcane	100	Lords of the Night - Liches	You have a tower dreamt into reality. Maybe by you, maybe by someone else, but it was never made a concrete and defined thing. It starts out a thing the size of a city block, and thirty stories high. It can be something of stone, or glass, or crystal, or wood. When no one is watching it, it can change its outer facade. Inside it has a basic layout, though you can change that layout whenever it is unobserved by people other than you. Both the inside and out will repair themselves over time, and the tower may slowly shift itself, faster if unobserved, though still slowly. The tower echoes any crafting perks you possess, gaining technologies and magics in keeping with the secrets and arts you've seized. You may feed the tower vast quantities of Arcane over time to make it grow. You may make it grow in luxury, making everything inside the tower higher quality over time and more comfortable and beautiful. You may make it grow in utility causing it to grow embedded magical items, and if you have the perks, technological ones. You may make it grow in size, becoming broader or taller or both, or even make it grow inside without growing outside, though that's even more expensive. If you make the Tower a bound artifact, all those functions will be enhanced. You can also have it already on legs, or other appropriate mechanisms, so that it can move about. You may import an existing property as your Tower, though if that combination would be especially powerful you must pay an extra 100cp for the privilege. You have traded away Life for a measure of the Arcane, writing the truth of yourself upon the fabric of Reality. It is the Wellspring of Creation, the fire from which things become Possible. It opposes destruction and stagnation. Though it's worth noting that a nova consuming a world full of life and culture doesn't qualify as 'destruction' or 'stagnation.' Merely change, and change is interesting. Arcane has a kind of supremacy over mortal magics - not just normal arcane magic either. An Arcane Lich can strip a Dragon of its breath, a Beholder of its gaze, and a Sorcerer of their spells. Such work are the products of specialized Arcana, formal techniques some Liches learn. The converse is not true. An Anti-Magic field does nothing to something fueled with Arcane, while an Arcane Null-Magic Field shuts down mortal magic. An Arcane Item won't show up to Detect Magic, won't be damaged by Disjunction, and generally speaking ignores all such forces. In future jumps, it's safe to treat Arcane as a 'higher' force, except when it runs against other explicitly 'higher' reality rewriting forces, such as the Power Cosmic of Marvel or Flame Imperishable of LotR. It can affect the 'lesser forces', and they cannot affect it. On its own, this perk gives you a small pool of Arcane which can be used several ways o You can fuel Sorcerae - unstructured magic where you simply create the effect you want. o You can transfer it from or to another being or object that can hold it. This can't be used to steal it from another being or to grant the ability to hold or use Arcane to people that cannot already do so. As its own regeneration rate is trivial, storing Arcane energy in prepared crystal and gemstone receptacles ahead of time is the normal method of getting it. o Your creative mental energies lets you slowly dream more of it into being. Mechanically your regeneration rate is tied to your Intelligence. o You can see Arcane Script, a magical language written in Arcane energies. It has some use in magical items. If you know the script (which you do), you can also write it, though that costs energy. It's possible to drain the Arcane energy used to write the script, erasing what was written. o They can develop Arcana, special disciplines fueled by their Arcane energies. Arcane naturally recovers at a snail's pace for all but the most intelligent. More evolved liches gain bonuses to its recovery. However even for superhumanly intelligent spectral liches (the most advanced kind) the recovery rate for Arcane energy is still not terribly quick. (see notes) The power of the Arcane, and the necromantic forces that bolt it to a human soul... the mind was not built to cope with such things. Well, other people's minds might not be. You deal with it fine. In fact, you'll find that you deal with everything fine. Madness just doesn't 'take' when it's you. Your mind refuses to warp, your personality stays stable, and your view of reality matches what you sense and perceive.
4	Alchemist's Laboratory	Facilities - Arcane	100	Overlord - The Series	A fully fitted and supplied alchemist's laboratory ready for your use. It comes with the highest quality supplies and equipment required to make magical potions, allowing you to make potions to emulate the effect of any spell you know that could be reasonably made into a potion via alchemy (assuming you know alchemy, at least). The equipment will automatically upgrade itself relative to your own personal skill level, so the more skilled you are the better it will be to reflect that. Reagents for common potions restock themselves automatically on a regular basis. The100 CP version includes the reagents for rare and much higher quality potions that will restock themselves, and additionally a store-front will be added to the front of your laboratory, allowing you to profit from your efforts. It also comes with a sales clerk and an alchemist of exceptional talent if still within reasonable limits (read: not Realm of Heroes or Level One Hundred) whom will produce and sell potions for you. You get potions for free, and get a cut of all profits the store makes. The laboratory, sales clerk, and alchemist will follow you jump to jump, although the clerk and alchemist aren't the same people jump-to-jump (unless you purchase the Guild Base option, in which case they can be if they are part of the Guild Base). No one will question the presence of this store or the potions it makes, even in places or worlds where it would be highly irregular. You get to choose where the laboratory is located in this and future jumps.
5	Artifact Forge	Facilities - Arcane	200	Azeroth	This forge grants you every appearance in the game of your Artifact Weapon and allows you to alter the appearance of your weapon at any time. In future Jumps it will allow you to alter the function of your weapon at any time. Turning swords into spears or axes into daggers. I'll even allow you to use it to change a pistol into a rifle, or something similar. The forge will also serve as a medium allowing you to more easily enchant and create powerful weapons which you can imbue with powerful magical effects.
6	Wizard's Lab	Facilities - Arcane	300	Dresden Files	More of an add-on than your own separate living space, this can either be built into a Residence you own, or add a trapdoor to your Warehouse and store it underneath. It comes equipped with everything you need for magical experiments short of a stuffed crocodile hanging from the ceiling: A built-in summoning circle, shelf after shelf of weird reagents and knick-knacks, a small library of interesting books about magic and the supernatural, and an actual laboratory for making potions and enchanting objects. It's also been heavily reinforced, so any failures or spills will at worst blacken the floors.
7	Swordsmith's Hut	Facilities - Arcane	300	Fate/Legends - Land of the Rising Sun	A bounded field manifested by only the greatest smiths in the land. To make a blade, you no longer need some massive static forge or a complement of sturdy tools. Your workshop remains with you at all times, as much a part of your being as the hands with which you make your art. This magical field you possess allows you to integrate crafting tools and structures that you possess into a bounded field, letting you manifest them at will. This may appear as the structures appearing from nowhere or as overlaying the effects on the existing environment, turning a natural rock bench into a sturdy anvil or a running stream into a fully capable quenching bath for hot steel. Your field is already equipped with all the tools expected of a master swordsmith in this land, as well as potent magical enhancements that improve any crafting efforts made within the field. Creations will be sturdier, sharper, lighter and more adaptable to their wielders even without any skill on your part. You may freely combine new structures and tools into this field, likely mixing them with the existing additions, to continually build on your new everpresent workshop.
8	Ritual Room	Facilities - Arcane	300	Highschool DxD	It's a little difficult to practice complex magical formulas in public, so you came prepared. This is a room styled to your preferred magic system of choice, and all magic you personally perform within this room will enjoy both greater efficiency in mana and greater power. Also comes with spooky robes and basic ritual equipment and reagents for free.
9	Mystical Forge	Facilities - Arcane	300	Jade Empire	You have obtained a forge capable of creating gems, as well as upgrading any of your weapons to their fullest potential. The staff known as Golden Star can become Tien's Justice, the sword known as Fortune's Favorite can become the Demon Sword. Furthermore, this forge can upgrade your own weapons, increasing the skill it takes to use them, but enhancing their abilities by 50% ... provided you are willing to think of a cool name and backstory for them. The forge is a stickler for tradition.
10	Wizard's Domain	Facilities - Arcane	400	Ben 10 0.1	Having seen the writing on the wall or having stolen from someone who did, you have managed to isolate a small pocket of Ledgerdomain and constructed a defensible lair within it. This is a comfortable mansion with plenty of amenities, books on simple and advanced spells from this world, and conveniently generates any spell components you happen to need for your many spells and rituals. In addition, being in an isolated dimension made of magic greatly empowers your own spellcasting and makes it both easier to cast and just a bit more powerful. You may enter and leave this little pocket plane simply by thinking about it, a portal entering or leaving it appearing nearby.
11	Alchemical Foundry & Mythic Forge & Dust Refinery & Arcane Smelter	Facilities - Arcane	400	Endless Legend	You gain the equipment needed to extract, process, and refine Titanium and Glassteel. It exacts about one ingot a week. You possess the tools to gather, refine, and process Mithrite and Hyperium. Good luck finding it, much less finding some that others haven't already claimed. Able to infuse Dust with new life, the Refinery is the staple of Dust Enchantment. While Dust infused iron is common, it pales compared to the Dust enchantments this refinery allows. Allows for the crafting of Foci and magic rings, talismans, insignias, and tomes. A self-contained device used to extract, process, and refine Palladium and Adamantium. A must have for the smith on the go.
12	The Hall of the Perfect Circle	Facilities - Arcane	400	Exalted: The Solars	The Solar Exaltation is an engine of near perfection, split up into five parts. The castes serve to diversify the bearers of the exaltation and is brought into harmony within a perfect circle, a gathering of a single member of each of the five castes. And in honor of this most sacred harmony, this manse has been constructed. A great manor built in the style of the early first age, where perfect geometry and design met with principles of practicality and efficiency; a far cry from the ostentatious grandeur of the later years. But within the main hall rests five doors in perfect symmetry, each bearing the mark of a different caste emblazoned upon their face. Behind each door lies a room constructed to push the abilities of the Lawgivers to their very limits, to awaken further understanding through adversity. For the Bronze Tigers an ever shifting battlefield, complete with highly skilled automatons and simulated environments to push even the most skilled warriors to their very limits. For the Golden Bulls therein lies a temple to the Highest of Holies, a place where they can focus and realign themselves to their cause. As an additional provision this temple also contains tools and features to help train resistance, such as meditations on a bed of spikes or walking across molten orichalcum. For the Copper Spiders, a most wondrous forge to be theirs. Complete with all the tools required to construct some truly awe inspiring works of artifice should they possess the talent and the patience. For the Iron Wolves, their room contains an ever shifting puzzle building. Fixed only when the door is opened this place is designed to push stealth and infiltration techniques to the highest possible level. However one other benefit is the owner can submit the plans to a compound, real or not, and find it simulated here as a way to test their skills through places of their own devising. And finally for the Quicksilver Falcons, within their portal lies the ballroom of a magnificent manor. Within here simulacrums vie and jockey for social standing, ever perceptive to the slightest misstep and always eager for the slightest loophole in an agreement. After learning to survive and thrive in this merciless atmosphere, navigating most other social events is almost no effort at all.
13	Prismatic Laboratory	Facilities - Arcane	400	Fallen London	The principle of acute observation is light! And to that end, you have fashioned a workspace of lenses, liquids, critters and crystals to focus upon recreating a spectrum of lights fantastic. Ah, the impossible palette: those colors only seen in the Neath! You may not always produce something like it, but you will produce their inks and lenses in time.
14	Working Unlimited Guns	Facilities - Arcane	400	Fate/Grand Order - Part One	A complete gun smithing set made out of a strange black metal. There are tools here for every process of creation, from shaping the metal to the fine details of the gun itself. What makes this set special is several qualities. Firstly, any gun it creates will count as a magical creation and the user is able to copy spells or magic that they can use into the gun to transfer those effects onto the weapon itself, though how they manifest may change depending on the gun type. The forge is also able to easily convert other weapons or objects into guns of similar size, retaining all their normal properties but in firearm form.
15	Temple of Solomon	Facilities - Arcane	400	Fate/Legends - Oasis of Fantasy	A place that has long been abandoned or, at least, a replica of the one currently in use. The Temple of Solomon is perhaps the grandest magical workshop ever to be created, one so great that it does not even exist in the mundane world. Sealed away in imaginary number space, it is only accessible to others through highly complex and difficult magical workings, though you can enter your hidden base with nothing but a thought provided you are not blocked by some means. The temple itself is quite large, with the small dimension covering several city blocks of area and the building being the size of a large mansion. Within is almost every one of Solomon's personal notes and research on magecraft and magic, along with a great deal of lore from other famous magicians of his time and from later on as well. The small dimension has been connected to a replica of Solomon's created magical circuits which empower the framework the workshop sits on, serving to provide a immense magical fuel source for any project you might wish to run within this space as you can freely draw on the amount of energy the King of Magic had while alive when you are in here. Finally, death in this realm is not permanent and it is far easier to bring back those who die when it is within this place. For your purposes, this means that dying in this temple will not count as an end to your chain. You may import an existing structure into this role.
16	Progressive Estate	Facilities - Arcane	400	Fate/Legends - Strange New World	No man of science is complete without his laboratory of choice and neither can a proper magus be found without a workshop to house his life's work. It's much more rare that both are found in the same place however. This rather luxurious, lush and expansive estate you now own, with a few hundred acres of land and very sizeable manor house, is really just the window dressing. Attached to that fancy house up there is a combined laboratory/mansion the size of the very mansion it is attached to. Filled with technology and academic research at the very cutting edge of the 20th century, and somehow a few steps further in some cases, on three different fields of technology as well as a wide range of magecraft tools, research and notes on three magical topics of choice that would be well regarded even in the upper echelons of the Mages' Association. While each side is already quite impressive, it is the small library regarding the efforts of the previous owner of the home to find applications towards mixing each side that is the hidden gold here. Notes on how to truly bring out the potential of technology with magecraft and vice versa are here. As well as all this, the entire estate, manor and laboratory are surrounded with multiple layers of defense and obfuscation of both technological and magical means. A small army could not break in, even if they could find the place. You may import a property into this.
17	Workshop	Facilities - Arcane	400	Generic Naruto Fanfiction	Going out and beating people up is not all there is to being a ninja, certainly not in the myriad worlds of Naruto fanfiction. There's a lot of space for less outdoorsy activities, such as seal-creation, weapons-forging, and so on. That's where this beautiful place comes in! It's the ultimate workshop, perfect for just about anything you may care to work at. It has a huge supply of papers and inks for your fuuinjutsu needs, herbs and plants for preparing poisons or medicines, a forge and metal supplies for smithing, timber for woodwork, and so on, for anything else you may care to work on. The quantities of the materials generated depend on their rarity and value. Something like ordinary paper and ink, or plain steel and wood, would never run out no matter how much you use, while things like paper from special, chakra-enriched trees would be in far shorter supply. But no matter how rare something might be, so long as it's not absolutely unique, you can expect to find it here, and in sufficient quantities to work with. At the absolute slowest, for materials of priceless rarity like high quality chakra-storing gemstones or metals, you could expect a supply to regenerate bi-yearly, and proportionately lesser times for less rare substances. In future worlds this workshop updates with materials and ingredients of the respective settings, with the same replenishment rules remaining in effect.
18	Greenhouse Three	Facilities - Arcane	400	Harry Potter and the Methods of Rationality	Or any other number you like, really. This greenhouse, either inserted into new worlds in a location of your choosing or attached to your Warehouse, is perfect for growing all manner of magical plants. So perfect, in fact, that it can grow new ones! In addition to several rows of plots and potted plants of all kinds, it contains four larger plots; one at each corner, suitable for one large tree apiece. Planting any kind of magical raw material, such as Re'em blood or unicorn hair, makes a tree that grows that material. Liquid materials are stored in hard, coconut-like fruits on the tree, easily broken with concerted effort but highly unlikely to spill, split, or otherwise damage the surrounding plant life no matter how volatile your reagent is. Since it's a magically expanded greenhouse with literally every species of plant life in it, it also has a bit of magic so that all you need to do is think of what you need and start walking down a row, and you'll reach it within seven paces. All plants within this greenhouse are automatically cared for and reach maturity within a maximum of one week. Plants are kept docile by the greenhouse's magic, so don't worry about the Venomous Tentacula eating one of your ears while you're not looking. Doesn't automatically update in future jumps, but you can bring new plants into it manually and incorporate them into the greenhouse by planting them in the provided pots. A must-have for aspiring Potions masters.
19	Altar of Spellmaking	Facilities - Arcane	400	Morroblivion	Your own personal altar of spellmaking. Allows you to make spells. With Spellmaker increases efficiency of the process and quality of spells made.
20	The Alchemy Machine	Facilities - Arcane	400	Shivers	Created by the legendary alchemist Louis Garcon, this mysterious machine combines modern science with principles passed down from ancient Egyptian times. Should you have any alchemic ability or knowledge, using this machine will not only drastically enhance the potency of anything you create, but also significantly boost the output. Careful experimentation may even let you learn to automate the alchemic process, allowing the machine to produce indefinitely if provided with supplies. Without such knowledge, though, expect significantly more experimentation before you achieve anything of note.
21	Gromwood	Facilities - Arcane	400	Skulduggery Pleasant V1.05	This house on a hill, large enough to be considered a manor, has come into your possession, perhaps after the death of a relative. While it has many rather ominous pictures on its walls and no small amount of unused sports equipment, the houses true appeal is what lies underneath it. Thought a secret passageway, you may access an extensive labyrinth hidden below the property. This labyrinth, called the Caves of the Void, is home to a variety of monsters capable of smelling magic, which they use to hunt intruders. You of course, won't be hunted by these beasts (unless you want to be, for whatever reason). Within this maze are veins of a special black crystal, which has been a key component used to create weapons like the Sceptre of the Ancients, capable of killing gods. And in the deepest part of the caves is the Source Fountain, a pool that turns whatever you place within it magical. The house is completely paid off, and has free running water, electricity, AC and secure internet.
22	Miskatonic University	Facilities - Arcane	400	Smash Up - Obligatory Cthulhu Supplement	Home of the Fighting Cephalopods, this college campus has an unusually soothing atmosphere, a well-stocked library, and most curiously, everyone studying here benefits from any memory, training/learning booster or uncapper perks you personally possess.

#	Name	Category	CP	Jump	Description
23	Mini-Hakkero	Facilities - Arcane	400	Touhou Forbidden Hermit	You have a mystical, magical furnace shaped like an octagon and made of hihi'irokane. Each corner is emblazoned with a different trigram with different powers, such as generating a lot of heat, producing a cool breeze for hot days, and the ability to amplify magic through it to blast a Master Spark – enough to reduce a mountain to ashes. As such a potent magical item, it's very handy for magical research too.
24	Suzunaan	Facilities - Arcane	400	Touhou Forbidden Hermit	You have a kasha-hon, a kind of traditional Japanese library, containing a wide variety of mostly-mundane books. On its own it will turn a mild profit, sufficient to live off and have minor hobbies on your own, but in addition it contains the materials for a traditional Japanese woodblock printing press. Books, scrolls and the like copied with the press will retain all the supernatural abilities of the original copy, enabling you to mass-produce enchanted papercrafts, though depending on the size of the book you are unlikely to be able to produce more than a few hundred every day of work, and producing the woodblocks to print will take some time on its own.
25	Dwarven Forge	Facilities - Arcane	500	Marvel Cinematic Universe Vol. 2	There is a place called Nidavellir. A place that has contained a dying neutron star, it was known for creating some of the most powerful weapons to exist in all of the Nine Realms. Forges were heated eternally from the heat of this star, strong enough to kill even the greatest of Asgardians were it not for one of the weapons forged in this very place. The mythical Uru springs from this place, metal that is used in the weapons of the gods. Such a place would cause untold prosperity or ruin depending on who held this place. Mayhaps the dwarves who controlled such a place realized the dangers of only having one, so there is a second structure that has been hidden away in the event Nidavellir was attacked. Maybe call it Myrkheim? Regardless, the heart of a dying star is yours to use in these mythical forges. Great works shall be created in these halls. Terrible, but great. Just don't get in the way of the focusing lens. It could kill you.
26	Goblin Forge	Facilities - Arcane	600	Hellboy	A replica of the forge used by the nameless goblin smith who forged the Golden Army. The forge is magical, and can do much of the work in the forging process by itself, only needing your input for the first designs before becoming capable of churning out an army- or the weapons to equip them- in a much shorter amount of time than would be thought possible. The items forged by it are all but indestructible, and will last for millenniums without needing repair or upkeep. It will be up to you to provide any resources needed for their crafting, however, but any enchantments you choose to apply will be applied evenly to every craft you wish it to be, so long as you can supply it in the creation of the first one. Can become a Warehouse attachment Post-Jump.
27	First Nome	Facilities - Arcane	600	Kane Chronicles	The First Nome in Egypt is the oldest and most impressive in the entire House of Life. It has the most extensive library, the largest collection of artifacts, the most members, and the most overall resources. It also hosts the Hall of Ages and the (currently empty) throne of the pharaoh. Now you can bring it with you, importing it into each new setting. As a bonus, the Nome's membership will include magicians from past and future worlds you've visited, its library will include books of other magic systems, and its vaults will include artifacts from the same. The Hall of Ages will detail the history of whatever world it is currently in, with side corridors providing less detailed accounts of former worlds.
28	Caern	Facilities - Arcane	600	World of Darkness - Werewolf the Apocalypse - 4Chan	A caern is a natural upwelling of spiritual energy. Werewolves and fera treasure and protect them as holy sites and places to renew their spiritual ties and gather for various rituals. Unlike normal caerns that can be exhausted or fade without ritual support, yours will never fade and has a regenerating supply of spiritual energy and magic. You may freely allow or bar people from using the energy the caern provides to refill their gnosis pool. Normally the garou nation would make a rather large stink about a couple of low rank werewolves owning a caern, but the property it sits on is legally yours via inheritance, hook or crook, or outright buying it from some human that didn't know any better. Drop Ins that purchase this find a deed in their warehouse. It comes with ten acres of forest, but you may import another property to get the benefits.
29	Hanger	Facilities - Mundane	100	Ace Combat	Planes are fine when they're going through the air and dealing with enemies. But leaving them to the elements and the outdoors when they're not in use? Well that just seems really crass. You need somewhere to store your vehicles and planes when you're not busy destroying anything that's not on your side, and that's what these establishments are for. It's not the most fancy thing in the world, but it'll serve its purpose and make sure your means for vehicular slaughter are in prime condition for their tasks. For an additional +50CP (Included in above cost), these hangar bays also come equipped with special clamps and harnesses to make refitting and refueling any planes go much more quickly than they would if you were using them by hand. For sea-based bases, this also means you have docks for boats and submarines.
30	Advanced Processor Fabricator	Facilities - Mundane	100	Battle Action Harem Highschool Side Character Quest	This quantum scale fabricator is focused on producing complex processors and other computer chips. It is able to create quantum computing matrices including seven state processing chipsets.
31	Garage	Facilities - Mundane	100	Fast and Furious	You have a nice garage and parts supply. With a few days and some elbow grease, you could basically rebuild your car or cars from the bottom up; you probably have enough parts to keep someone else's ride running or give it an upgrade, too.
32	Energy Crystal Generator	Facilities - Mundane	100	I Have a Mansion in the Post Apocalypse	Energy crystals are the currency of the future, stonelike, hard crystals that are capable of holding gigantic amounts of energy of any and all kinds. They're used to fuel tanks, computers, powersuits, everything. And now you have a machine for making them! Simply by feeding this machine energy through any of the many input methods it has, you can create charged up crystals, holding that energy in convenient, packet-sized forms that are entirely safe to hold and use, no matter the kind of energy. You can generate these crystals through hooking the machine up to a power outlet, or you can use more... 'exotic' means. After all, in the Post Apocalypse full of mutants, the most plentiful source of energy are the mutants themselves. They're harvested for the energy crystals that develop on them, full ofthe radioactive energies that serve in various ways to fuel the industries of this world. Similarly, you can chuck basically anything into this device and if there's any kind of unique or exotic energy to be extracted from it,this machine will do it swiftly and easily.
33	Laboratorium	Facilities - Mundane	100	Light of Terra DLC 3 - A Grand Day Out	Ancient cogitators, arrays of auspex systems, and volume upon volume of documentation supply an Adept with the tools and information necessary to capably analyse a recovered technological artefact.
34	Research and Development Center	Facilities - Mundane	100	Mass Effect Andromeda	The R&D center is integral to the Initiative's colonization efforts in the Heleus cluster. There is one in every settlement. As you increase the amount of information you discover, the more you will be able to progress and discover in the Research section. And Development allows a user to build any object that you have the blueprints/plans for and resources to make it. If you have a ship, you can choose to integrate this into the ship. While the R&D center is initially limited to making things that are man portable, with the appropriate upgrades, that may change. After all, Remnant Vaults have such interesting technology... Post Jump, you can choose to have the R&D center be integrated with your Warehouse, have it be placed somewhere mid jump, or even have it be connected to a robot of some sort for mobile crafting purposes.
35	Workshop [Repeatable]	Facilities - Mundane	100	Personal Reality Supplement	Each purchase of this adds to your Personal Reality, a Workshop needed to perform a specific type of craft, which is to be specified when purchase is made. It comes with a basic set of tools and supplies. Good for fixing or creating all sorts of things, although any complex parts or nonstandard supplies will have to be brought in from outside. Additional purchases can add different types of Workshops to your Personal Reality or expand existing ones. Anything built in one of those workshops is fiat backed to be restored to its original condition within 48 hours if damaged or destroyed
36	Weapons Lab	Facilities - Mundane	100	Starbound	A lab full of analysis and test equipment, aimed specifically at deciphering and improving deadly weaponry. You can use this lab to analyze any weapons that you come across, and given time, can figure out how to isolate and combine the different features of the weapons into other weaponry you create. Comes with a melee and firing range for testing out any weapons as well.
37	Data Khala	Facilities - Mundane	100	Starcraft Protoss	While psionics are powerful, sometimes a technological solution is needed. This is the Templars solution to a technological Khala. A powerful digital Khala that links together all the different Purifier units. You have your own version of this. With this, all of your computers and AI can communicate with each other over cosmic distances with zero lag time. Instantaneous information sharing. As the centre of this digital Khala you can link into, and communicate with, it too.
38	Fuel Production Facility	Facilities - Mundane	100	Starsector v1.2	A large facility dedicated to the production of fuel. By default, the production facility is configured to produce antimatter fuel, but this can be changed to produce alternative variants of fuel at higher volumes. A single facility is capable of producing enough antimatter every month to supply around 10 capital-hull ships without a problem, or around 3000 units of fuel.
39	Robo Bunker	Facilities - Mundane	200	Dragon Ball GT	What kind of man of science would you be without your very own lab? Hidden underground in your starting world, this high tech laboratory has everything you need to get started on your robotic weapons of mass destruction. While the facility can function as a normal lab, as well as having basic living quarters and strong security measures, it works best towards designing and manufacturing androids or robots on the individual scale, increasing the quality of these personalised products significantly and cutting the time and resources required to make them to just below half the usual amount.
40	Skyforge	Facilities - Mundane	200	The Elder Scrolls: Skyrim	An ancient, mysterious, eagle themed forge added to your warehouse. Any metal items crafted at the forge will be significantly harder and stronger for it. Something about the fires.
41	Volcanic Forge	Facilities - Mundane	300	God of War	The Smith God's power is great, but it is not by his will alone that his works are forged. There is also his tools to consider, and with this you have one such tool. Attached to your Warehouse is a small volcano, a fiery beast that will never fade and never falter. Its power is great, reducing the time you need to break down metals and minerals, reworking them into new forms while increasing their quality and inherent strengths. Should you choose, you may also take a significant hit in forging time to experiment with different metals and minerals, melting and combining them to create a different, newer resource with one quality from the second object in question. Rise, craftsman. Rise and begin your work.
42	Advanced Laboratory	Facilities - Mundane	300	Green Lantern	One of the most advanced on Earth, at that. This is a state-of-the-art lab and workshop, filled with the finest equipment money can buy, uniquely set up to allow you to work on just about any branch of science you wish to. Be it building a car or examining an alien body, you won't find facilities better than the ones here, that's for sure.
43	Project Destroyer of Worlds	Facilities - Mundane	300	Marvel Cinematic Universe Vol. 1	What if a person could be made better? If they could possess the density of lead with the volatility of cesium? Think of the power one could have if infused with the properties of materials. Enter this particle infusion chamber. When a person goes in, programming in specifics of how a person should be effected when inserting one or more materials for the infusion process will see them come out with potentially new properties or powers based on the material. Whether they look like they have pieces replaced by these materials or simply possess the properties is up to you, but now there is an answer to Captain America. Become the Destroyer of Worlds.
44	The Factory	Facilities - Mundane	400	9 Jumpchain	Your very own version of The Machine's factory, an immense industrial complex designed to be operated by the Machine. The Factory is primarily designed to produce and supply the Steel Behemoths that The Machine was originally assigned to create, and which it used to eventually wipe out all life on Earth. This item contains all the machinery needed to create the parts needed to create the Behemoths, as well as all the fuel and ammunition. It also generates all of these, allowing for the creation of 1 Behemoth per day while generating enough parts, ammunition, and fuel to supply up to 100 constantly active Behemoths. With the right expertise, you can even reconfigure The Factory to create and support some other construct of a similar scale. If you supply it with the right materials, you can easily upscale the production capacity of The Factory. Much like The Machine's factory, this includes a harness for an AI core complete with arms that end in all manner of manipulators and tools.
45	Chop Shop	Facilities - Mundane	400	Ben 10 0.1	Alright, you got the car. Now you need someplace to put it and fix it up when somebody inevitably wrecks it. You've got your own little garage full of everything you need to fix and maintain vehicles you own, as well as stuff like weapons and little gizmos. Even if you've got some advanced alien technology nobody else has, the tools you need to fix it up can be found here as long as it's nothing super rare or unique. Car? Easy. Laser rifle? Pick up that welder and get on it. No matter what it is, you can bring in just about anything to this chop shop and find the tools needed to fix it. Only downside is that it's not really great for things like big battleships or stuff the size of a building...it's just the size of a normal garage, after all.
46	Candyland	Facilities - Mundane	400	Fantastic Four	What is a scientist without a worthy lab? Yours is, thankfully. Indeed, few laboratories in the world could be found that would be able to beat this place. You have a huge lab setup, probably spanning multiple floors of a huge building or a truly ridiculously sized compound on the ground, and when it comes to Science of any and all kinds, this place is as close to nirvana as it gets. It doesn't even matter what kind of science you pursue, as the facilities here cover every single one of them. From biology to advanced astrophysics to psychology, this place has the very, absolute finest facilities possible to get, millions, potentially billions of dollars worth of equipment. The quantities you have here of things depends on their rarity in the outside world, but you have an unlimited supply of everything 'common', including live bodies of generic non-people and animals, all up to specifications. From there the rarer something is the fewer samples you have of it, but no matter if it's rare samples of bacteria, radioactive metals or anything in between, this place is bound to have some of it, enough to make something good. Everything restocks, again depending on rarity, but even the rarest samples are back in a couple months. In future worlds too, everything here, including the databanks in the computers, updates to equal levels in the local world.
47	Augmentation Suite	Facilities - Mundane	400	Generic Cyberpunk	Not everybody can build a better future, but the advance of technology has made it more than possible to build a better man. These tools include those required to both maintain, service, construct, and even design or install nearly any cybernetic implant or device imaginable. Of special note is the high end fabrication capabilities that can let you throw together such devices within minutes to hours, allowing you to respond to your needs on the fly. An installation suite includes the medically sterile space necessary to perform even the most complicated or delicate operation involved, and all the requisite tools. Whether you're setting up shop in a professional manner or servicing the more shady types out of the back of an expanded bus for dirty money, you have everything you need or could want. You may choose to have all of this connected to or fused with your warehouse. Everything replenishes and is restored in a day if destroyed, and you have a limitless supply of materials barring anything truly extraordinary which will require you to provide yourself.
48	Shipyard	Facilities - Mundane	400	Honor Harrington	Well, look who struck big! This is a full-fledged Orbital shipyard, capable of making any and all ships you have the knowhow of making. It is automated to the absolutely maximum degree, and what remains is taken care of by an NPC crew of expert technicians who are not and may never become companions. It creates the resources to build both ships and space stations ex nihilo, generating enough to build one Manticoran Superdreadnought every three months. It updates automatically, creating new docks of whatever sizes are needed as you acquire or design new schematics and technology, along with generating any materials required. Except, that is, for any super-rare materials, which are generated at a much more reduced pace, enough to create a single ship using them in about an year. In future worlds, too, it automatically updates with whatever parts and materials are required to build any starships or other space constructions that you know how to build. In case building a starship absolutely requires sapient people, it generates NPCs with the requisite capabilities.
49	Auto Shop	Facilities - Mundane	400	My Life As A Teenage Robot	This item is some kind of repair shop owned or otherwise freely accessible by you. The facilities here are able to repair any Mechanical device within 8 hours, including yourself, and can easily and quickly install any upgrades or technologies. And more so this shop is able to 'reformat' any mechanical or technological device, altering its aesthetics in any possible way and changing its basic form. When reformatting you can also have Mechanical capabilities adjusted, altering them in a give and take fashion. The shop can be staffed by anyone/thing you want or fully automated so long as this nature doesn't provide noticeable advantage beyond the item's function.
50	Recyclotron & Fabricator	Facilities - Mundane	400	Personal Reality Supplement	This option adds a matter recycler to your Personal Reality, which will break down any biological waste into compost, clean all water run through it, and transform any non-organics back into their basic compounds or elements. The Recyclotron can handle the waste output of a major city like Paris or Mumbai. If you have Maintenance Systems, they will dump garbage into it for you. The Recyclotron can also be set to jettison into the void any recycled matter over a certain amount so that you won't have to deal with sixty gigatons of compost or plastic filament. Each 50 WP spent on this after the initial investment quadruples the handling capacity and material storage. Can't dispose of McGuffins in their native reality... or might, but also might explode. This Recyclotron Upgrade turns any raw materials harvested by the Recyclotron into anything you have a blueprint for. Adding a blueprint is as simple as tossing a sample of any item you know how to make into the Recyclotron. Anything made by the fabricator will be a perfect physical copy of what was dumped into it. This does not include any metaphysical properties and you'll have to supply all required materials.
51	Industrial Fabber	Facilities - Mundane	400	Schlock Mercenary Rebuild	A massive fabber that is used for industrial applications like building starships. It can't be hosted in a spaceship, but could help you to build your own if fed raw material from space-rocks and such. It is capable of building annie plants if given sufficient time. It comes with a full tech database of all publicly available technologies, and will update to add any new publicly available technologies in future Jumps.
52	Factory 436-1337	Facilities - Mundane	400	Smash Up	Robots building robots? How perverse. This repurposed Boeing plant can operate at all hours of the night and day, churning out robots of any size, function or design you may wish. Automatically updates with local technology in new settings.
53	Advanced Lab	Facilities - Mundane	400	Timespinner	A high-tech laboratory, kitted out with everything needed for high-end scientific exploration. It has an assembly line that can be set-up to transform raw materials into machinery via set blueprints or break down trash into raw materials, vats for cloning and developing living tissue, and offices and workspaces for general development. It is controlled and powered by a central energy core, which also doubles as a supercomputer. It can be accessed via a door in your warehouse, and can be physically inserted into a Jump and accessed directly. Finally, special spacio-temporal support buffers allow it to survive in the event of the universe ceasing to exist, and it will emergency teleport you within itself in such an event, until it is safe to emerge.
54	Sewing Room	Facilities - Mundane	400	Twokinds	Just as a cook needs a kitchen and a mage needs a laboratory, a seamstress needs a sewing room! This cozy space contains every tool you'll need to craft beautiful garments and functional clothing. This workshop also comes with a wide variety of fabrics, fasteners, and other supplies you'll need to complete your crafts. Even rare and exotic materials, like drake leather and wyvernsilk, are included in your stockpile.

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55	Fringe Institute Fab-Unit 20,000	Facilities - Mundane	400	World of Darkness - Genius the Transgression	A marvel of technological wonder, and an outright Wonder at that. This device can take mundane objects and combine them together whilst maintaining the best of the two items. When used the items merge together so that it keeps the chosen properties of each, though without stacking redundant attributes. Ex. A computer chip and a brand new superconductor would produce a new computer chip designed with the superconductor already in place. However, two nearly identical computer chips wouldn't make a computer chip twice as good as the originals.
56	A Hidden Base	Facilities - Mundane	600	Arpeggio of Blue Steel	This tropical island houses a secret facility with all the facilities of a modern shipyard: underground docks for submarines or other submersible craft to enter by, comfortable living quarters and rooms for planning operations, stockpiles of nanomaterials, an underground mine for extracting raw materials, and even a fantastic beach. While it seems idyllic, it is far from defenceless: concealed turrets, Klein field generators, missile tubes and more lie in wait for any attacker. Its defences can be overwhelmed eventually, however, so I wouldn't rely on them against a sophisticated foe. Expended consumables, like nanomaterials, resupply on a weekly basis. This island imports into a suitably remote position in a tropical ocean in each jump.
57	Workshop of the Future	Facilities - Mundane	600	Generic Cyberpunk	What you could make if only you had the tools. It's a lamentation that you'll never find yourself making ever again. This absolute masterpiece of a workspace is large enough that even a megacorp wouldn't find it lacking, either in space or capability, capable of hosting every pursuit or project you care to imagine and often many of those at once. Most unique however is the impossibly nuanced automation that has been worked into it's countless systems and utilities. Even the most exacting genius or craftsman would find no reason to fault letting the systems here do the work for them, allowing them to focus entirely on pushing the boundaries and leaving grunt work to the machines. These systems effectively share your crafting skills and abilities including the effects of perks. If you've purchased the Augmentation Suite and/or Keys to the Matrix then they are seamlessly integrated, and with the Personal Arm Computer the entire sight could be managed trivially from it's interface. May be either an actual facility or attached to your warehouse. Comes with a limitless stock of raw materials and resources barring the truly extraordinary, same as the Augmentation Suite. Whatever tools or functions it lacks can easily be built with what is here if needed. Never suffer for tools again.
58	Medical Bay & Cybernetics Bay & Nano-Medical Lab & Bio-Synthesis Lab	Facilities - Mundane	600	Personal Reality Supplement	Fully functional medical bay that can fix up anything that still has a pulse or equivalent. Does Dentistry too. Also provides detailed accounting of a person's medical history. This will not repair genetic defects or replace / repair cybernetics and possesses no ability to differentiate between beneficial and harmful nanites or implants without you providing that information to the system. Works on animals as well. By 'Fix Up' we mean complete repair to full function, not patch up. This Medical Bay Upgrade allows your Medical Bay to repair and replace damaged cybernetic and biomedical implants. All CyBay installed cybernetics have fiat backing. This Medical Bay Upgrade allows the Medical Bay to tell exactly what every nanoscale contaminant inside a living body does and, optionally, remove them without causing harm to the host. The NML can also replicate and administer Medical and Augmentation Nanites as long as you have the materials and requisite know-how. All NML administered Nanites have fiat-backing. This Medical Bay Upgrade covers all serums, viruses, bacteriological agents, and other chemical, genetic, or retroviral repair and boosting sciences, giving the results fiat-backing. Does not provide any knowledge base.
59	Cybertronian Forge	Facilities - Mundane	600	Transformers	Somehow a good portion of your warehouse is now a mini cybertronian factory. This automatic factory prints out Cybertronium, a material that Transformers bodies are made out of. This is a room temperature superconductor and is the basis of all Cybertronian technology. It also functions as a 3D printer, but its programming is blank ready for input.
60	Research Laboratory	Facilities - Mundane	600	Warhammer 40k: Tau Empire	This Research Laboratory is is four stories high and covers about 100 acres of ground, and includes all of the most advanced mundane technologies of the T'au, with small sections being dedicated to various subfields in Physics, Materials Science, Chemistry, Biology, Engineering, and Computer Science, while still being modular in design and easily upgradeable or repurposed to various other fields. It will manage itself and churn out research into various mundane technologies on its own, though you can direct it to specific purposes, and will manage its own staffing, though you can hire or fire staff as you please (within limits, don't expect to hire an entire sept to work for this lab). But moreover, this laboratory has some unique properties. Firstly, no research you perform will result in catastrophic destruction, by accident or by sabotage. No nanobots you research here will result in a Grey Goo scenario, no virus will mutate into a global pandemic, no dinosaurs will be unleashed on the public as a staffer flees with their DNA. If such research would normally result in such an issue, your staff will find that their research just stalls, failing to progress at all but not resulting in harm. And secondly, if you deign to perform research in this laboratory personally, then you, and your staff, will find your research accelerated by an order of magnitude as research cycles blaze by and prototype units roll out of machine shops far more quickly than possible, so long as you personally spend at least 40 man-hours a week performing research of some kind, with lesser boosts available if you spend less time contributing to the labs productivity.

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1	Carving Kit	Gear - Arcane	100	Diablo 1&2	The tools within this leather satchel are of exceptional quality and have been ritually prepared for work with delicate magical reagents. Having these will make Gemcutting and runecarving much easier. A sheaf of paper in a waterproof scroll case notes useful details on several basic runes and the most common semi-precious gems, but it lacks details on multi-rune sequences and the rarest stones. Still, the papers make a good reference, and they will automatically update themselves when you discover new information through experimentation or research. If lost or destroyed, the kit will reappear in your possession the next day.
2	Griffon Quill Pen	Gear - Arcane	100	Monster Girl Encyclopedia	A special pen made from the feather of the valiant Griffon, it embodies the beast's prideful guardianship of treasures. You can use it to write runes on things and people you closely cherish, and enforce your assertion of ownership to protect your precious treasures from harm. The runes will cause the item to warn you whenever they sense desire or hostility towards it, while also making the affected item resist whoever is trying to take your treasure away.
3	Golden Sickle	Gear - Arcane	200	Aterix the Gaul	This is a sickle made of solid gold, perfect for harvesting materials with magical properties. So perfect, that it has properties of its own. Firstly, any materials harvested using this sickle will never go bad. Food doesn't rot, meat, if you somehow used it on that, doesn't go rancid, magical herbs don't lose their powers. Secondly, it tends to have the exact magical properties you need to harvest any and all magical substances, without too much of a fuss. In essence, you can replace any and all growing and harvesting requirements for an ingredient, like 'needs to see the moon twenty times', or 'dance naked under at twilight carrying a pitcher of water that you then sprinkle' with 'cut using this sickle'. Doesn't apply to the super rare, absolutely one-of-a-kind stuff, mind you. It must be at least somewhat common.
4	Horadic Cube	Gear - Arcane	200	Diablo 1&2	A copy of an ancient artifact created by the mage clans, which was itself a copy of an even older device, this engraved cube is a potent tool of alchemy and transformation. The cube's four most common uses are to repair, refine, transmute, or dismantle items. The cube can repair broken magical items to full functionality, though you may need to add in reagents to make up for lost mass and energy. Multiple items of the same type placed inside will be consumed to create a single slightly more potent version. Items can be transmuted into other items of a different shape yet similar nature, such as arrows into bolts. Finally, magical items can be fragmented, enchantments and power cleanly divided between each piece, a function commonly used to store dangerous items in a more manageable form.
5	Horadic Malus	Gear - Arcane	200	Diablo 1&2	An ancient and heavily-enchanted hammer, this tool was built to aid in forging magical items. In layman's terms it regulates and stabilizes magical energies, preventing small mishaps, foreign mana flows,, short pauses in the enchanting process and other such problems from ruining an enchanter's work. While items produced with the aid of the Malus are only slightly more powerful, they are much more resistant to mystical tampering and corruption.
6	The Arachnid's Needle	Gear - Arcane	200	Exalted: The Solars	The Solar Exaltation was born in the crucible of revolution, intended as a primordial weapon of mass destruction. Yet the peerless artifice of the Great Maker coupled with the perfection of Ignis Divine led to something far more potent. Once the drums of war finally ended their beat, and the fallen titans locked away, many of the chosen found new ways to express their power during peacetime. These new god-kings saw the arts flourish at their hand, the perfection of their essence allowing the creation of unparalleled masterpieces. One such remnant of these lost arts is this needle, created from the spinneret of a titanic primordial behemoth and alloyed with orichalcum. Such a tool was used in the first age to weave some of the finest garments of its time, producing such wonders as a dress woven of crystal and glass, or a suit created from molten rock; thanks to its potent magic, almost any material can be worked with. Its exploits have been known for a millennia, and such constant use has left it with an imprint of its former owner's genius. As such, even the lowliest of craftsmen can create exquisite garments should they wield this needle.
7	Precision Tools	Gear - Arcane	200	God Catching Alchemy Meister	Exactly what it says on the tin. A collection of the best tools used to perform the local Alchemy. From chisels to mixing sets and other useful trinkets. While you probably already have or can get the minimum required tools to perform Alchemy in shops, this comes with upgrades adding more tools every jump you visit, provided that version of "Alchemy" involves adding magical properties to regular processes.
8	Delfire Forge	Gear - Arcane	200	Ravenwood	Actually three items. A single, moderately powerful orb of delfire, a metal frame that can store an orb of delfire and allow the one that holds it to use the orb without being a kiln, and a large furnace that, if you plug the frame into it while it holds an orb of delfire, can be used to treat metals with arcane energy while also acting as a forge.
9	Enchanting Board	Gear - Arcane	200	Scooby Gamers	You have a certified enchanting board. Not only does it allow multiple people to pool their mana in order to fuel the enchanting process, every person that donates mana to the project also gains the same amount of 'experience' as the person doing the enchanting. Enchantments made to things using this board are guaranteed to be more effective than they would be with a normal enchanting board.
10	Soul of the Forge	Gear - Arcane	200	World of Warcraft	This spirit that manifests as a small, cyclopean golem made of molten metal and shards, the Soul of the Forge dwells within the workshops and smithies of metalworkers. So long as it is content, all who work within that forge's walls will find their creations blessed: The individual pieces, parts, and techniques required coming together that much easier, and the end result being that much more splendid.' In order for the Soul of the Forge to dwell, one also requires a small kiln to house the spirit.
11	Soft Stick	Gear - Arcane	200	World Seed	One of the technological staples in Neolife, these special devices are basically CDs for magic. Each Soft Stick is capable of holding a single program that can be erased or replaced as needed. Once a program is uploaded, the aura of the Soft Stick will shift to match it, making it an easy matter to convert any software you might write into a magical formation or enchantment with the same effect, and even doing things such as transferring an AI to an enchantment wouldn't be much trouble. Furthermore, since the companion bracelet is a suitable terminal to upload software to and from, you wouldn't even need any other equipment. With this purchase, you gain an endless supply of these useful little things, working with any code or software you might write, no matter how obscure or complicated.
12	Glove of the East	Gear - Arcane	300	Binbougami Ga!	This hand of mine glows with an awesome power! It's burning gri-... oh! Sorry, wrong show. This single glove comes in any color and style, and is actually quite useful! You can channel your spiritual energies through it to help you with mundane tasks; your cooking might turn out excellent, cleaning takes less work for better results, and massages work WONDERS when you hit those points. If you channel a LOT of spiritual energy, you might even imbue items and equipment to improve them and be more receptive to your spiritual/chi powers! Heart symbol optional.
13	Nine Elements Cauldron	Gear - Arcane	300	Desolate Era Part I - The Three Realms	A cauldron that is typically used to melt down treasures for their elemental essence, so that someone can then repurpose them into forging a new treasure that is even stronger than the many that were melted down. Unlike others, however, this one seems to be able to melt down items of any level, and can remember the traits of any treasures it melts down and apply them to other items.
14	Armsfusion Crafter	Gear - Arcane	400	Aion	This magical machine will merge any two weapons or pieces of armor placed into it into a single weapon or piece of armor. The two items need not be weapons or armor, but they must be similar. The machine is roughly the size of a coffin. When used the items merge so that it keeps the superior properties of each without stacking old properties. For example sword A has +5 str. Sword B has +3 str as well as deals lightning damage. The resulting sword would have +5 str and lightning dmg.
15	Stravhs' Whetstone	Gear - Arcane	400	Banner Saga	In the stories, The God Stravhs sold silver weapons to the other Gods so they might kill each other. This whetstone hones any weapon to perfect sharpness or functionality and makes it incredibly potent in slaying enemies supernatural or divine.
16	Unique Uniques	Gear - Arcane	400	Modded Skyrim	You know, is there really a point to making haxcalibur if it looks the same as any other broadsword? That's just a waste. Thats where this thing comes in! It's a small ring with a black stone embedded. Wearing it will allow you to visually reskin any customized, special, unique, or otherwise non ordinary weapon, armor, or item you can get your hands on. Your choice if said change is retroactive.
17	Twin Corns	Gear - Arcane	400	Monster Girl Encyclopedia	Two hollowed out Bicorn horns that make for good drinking cups. Whenever different liquids are poured into one of the cups, they are instantly mixed together. Similarly, any energies applied to the cup are converted to a liquid form and mixed together; also, the energy of each individual person has its own unique flavor. Each cup can hold up to three liquids together, but if you lock the two horns together and shake them, the liquids of both horns will merge, and you can use a small opening at the tip of either horn to drink the full cocktail – thus receiving the unique blend of different liquids/energy types fused together.
18	The Black Cauldron	Gear - Arcane	600	A 'Happy" Harry Potter Fanfiction	Yes, that one but a much more user friendly version. A magical indestructible cauldron in which any potion can be brewed to perfection even if the actual results produce a failed solution. With this you'll have no need for silver, gold, brass, or any other type of metal made pot to create your elixirs in and it can be set to produce an infinite amount of whatever potion is made in it until you require another. The cauldron will also eat any sludge left over so that the inside is clean when you next need to use it. The cauldron will produce an undead army on command with the proper chant or revive one person per year to full life and health. Is enchanted to be featherlight so you can lift it without strain.Comes with a complete index of ingredients, their properties, and reactions when mixed, which updates with each world in their own section, as well as a high quality alchemical master's potions kit with all magical and common alchemical ingredients, all the tools and stirring implements to prepare them, plus twenty unbreakable vials, as well as protective gear. The tools are self maintaining and the ingredients self replenishing. A set of fifteen unbreakable empty vials are included which when filled with a potion of your choice will continue to produce that potion ex nihilo, so pick your choices with care. Finally, the whole ensemble can be found in the warehouse if lost or stolen. Includes A small case with a compartment that has a replenishing store of a range of potion regents. Such regents replenish once every two weeks and come in reasonable quantities. Does not contain any extremely rare ingredients.
19	Eternal Flame	Gear - Arcane	600	Everyone Else Is A Returnee	An inextinguishable and living flame that can continuously grow. This flame is precious even within Heaven. The more flames and magic stones it is fed, the stronger and hotter it becomes. This flame has a high level of intelligence, akin to that of a human. This flame is extremely useful for the processing of general materials and ores as even if it cannot process them immediately, it can eventually grow to the point where it can. Additionally, as this flame grows, it may become useful in other ways. Yu Ilhan incorporated the Eternal Flame into several of his items to boost the strength of their attack.
20	Old Fashioned Magic	Gear - Arcane	600	Saga of Tanya the Evil	A collection of magical implements from before the days of industrialization. In other words, mystical books full of strange rituals, handcrafted wands and staves, strange reagents, and heavy robes and wizard hats. Unlikely to ever match an Orb for raw power or speed. However, they come with an interesting inversion. Over the years of being used, ambient magic has seeped into them. Even someone with no magical potential could make use of the things found here.
21	Depleted ZPM	Gear - Mundae	0	Stargate Atlantis	Unlike the 400 CP version, this ZPM is all used up. Well, almost. Thanks to Jumpchain fiat shenanigans it will somehow still be able to supply just enough power to keep the utilities running that are normal for peaceful day-to-day living on a starship you have purchased here (or anything lesser), so long as a serious effort is being made to conserve power. Anything else just won't turn on. Nope, not even that. Comes with an omniversal adapter and in a color scheme of your choice.
22	Art Set	Gear - Mundane	50	A 'Happy" Harry Potter Fanfiction	A full art kit stored in a small expanded carry case for all your drawing or painting needs. Comes with a small paint can that can change to different colored infinite paint, both indoor and outdoor options, never dries out if left open, and doesn't get contaminated by dirt or other colors left on the brush. Chalk, pencils, and crayons won't break, require sharpening, or be used up. Drawing pages or canvas can be changed to other types and will never run out with the finished picture being saved to your folder, and brushes will never degrade or get bent, broken bristles nor run out if they're lost or pulled. The brushes come in a range of sizes from the wide indoor wall painter to the tiniest canvas detailer. Pencils, crayons, and chalk are much the same as are the colored varieties. A pack of special white erasers are included, ranging from small to large, that don't wear down or spread the erased material but can nevertheless undo any of your drawn or painted projects if necessary. The case and all its inventory can be found in your warehouse if lost, stolen, or destroyed.
23	Micromanipulators	Gear - Mundane	50	A Certain Scientific Railgun	These delicate gloves were meant for scientific purposes. They're reinforced with small motors and electrically contracting artificial muscles to allow you to perform delicate work on the scale of a micron. While they're definitely more suited to scientific experiments, they can be put to use in any situation that requires steady hands like aiming a rifle, conducting brain surgery, cooking, defusing a bomb, or even bypassing some redirection and shielding abilities.
24	Dum-E and U	Gear - Mundane	50	Marvel Cinematic Universe Vol. 1	Okay these robots may not do much, but they've got spirit! ...whatever passes for spirit in robots. Taking the form of single robot arms on treads, they try to do their best to aid you around your home and fulfill your wishes. Along with excellent pattern recognition they're unusually good at assisting with fabrication and mechanical construction of electronics. Just be mindful that you need to word things properly.
25	Holotable	Gear - Mundane	50	Marvel Cinematic Universe Vol. 1	A device in the shape of a table used to create holographic models that allow the study, analysis and reconstruction of a vast array of items, weapons and events. Comes in any color of holograms you like and each hologram is capable of being interacted with. Naturally this performs better with additional data.
26	Diagnostic Tools	Gear - Mundane	50	Outlaw Star	A small data display with numerous connectors and scanners, capable of letting you know what is wrong with simple technology and what advanced technology that has been programmed into it.
27	Etching Pen	Gear - Mundane	100	A 'Happy" Harry Potter Fanfiction	A specialized etching tool that can carve stone, wood, metal, or other hardened surfaces like a hot knife through butter or switch to a regular pen that can write on any softer surfaces such as rice paper. The tool is capable of erasing any damages it causes, reversing inked mistakes, and even absorbing certain fluids like blood, acid, ink, or venom to write with. The tool will always be sharp and never run out of whatever fluid it has currently Absorbed.
28	Nanomaterials Sieve	Gear - Mundane	100	Arpeggio of Blue Steel	This sand sieve can be used to filter nanomaterials from seawater and sand. Even in settings where the seawater doesn't have any nanomaterial particles from damaged Fog ships, it somehow produces about a pound of nanomaterials each time its scooped through the ocean and sand.
29	ADAM Needle	Gear - Mundane	100	Bioshock - Welcome to Rapture	A regular needle for a Little Sister can extract ADAM from a body, yes, but this needle does more. By stabbing someone with this needle you can, harmlessly if you wish, extract any form of abnormal power they might possess. Now, if only I could figure out what to do with the result...
30	Data Access	Gear - Mundane	100	Endless Pantheon	Having knowledge isn't always good enough, seeing as it can be quite the hassle to actually access it if you don't have the proper setup. You do, thankfully. This is one device of your choosing, which allows you to perfectly access any and all books, scrolls or databanks you have, putting all of the knowledge you have gathered at your fingertips at all times. It can also change forms, but is always something digital. Try not to stand too close to the wizard.
31	Deep Pockets	Gear - Mundane	100	Endless Pantheon	A small bag filled with some absolute essential things, this is the sort of thing that can save your life. It's tiny, and enchanted so it can't be detected with any supernatural means. What it does is provide you with a tiny portal to your warehouse, big enough to draw out anything an ordinary man can lift with one hand.
32	Exo-Womb	Gear - Mundane	100	Freefall	The first generation of Bowman's Wolves were gestated in dogs with genetically modified red wolf DNA. Now you can have your future generations be developed in a more controlled environment. Simply insert one or more viable biological samples that are no smaller than a single drop of blood into the receptacle and this will provide a perfect and indestructible environment for the child. If you are one of the donors, any perks relating to children and inheritance may apply. It takes the typical amount of time and only works with organisms of the same species unless you have perks to alter that.
33	Chemical Synthesiser	Gear - Mundane	100	Hive Queen Quest	This microwave sized machine is truly a wonder of modern science, able to synthesize any non-magical chemical known to man in up to 12 oz batches. Synthesizing a chemical takes roughly an hour and works via a small Tablet interface.
34	The Sewing Machine	Gear - Mundane	100	Incredibles	Now you might be wondering why I'm offering a single sewing machine... That's because this technological masterpiece is the very platonic ideal of a sewing machine. This is the one machine fit to work on designs worn by GODS. Working with this will enhance all your sewing skills to greater heights.
35	Specimen Bio-Tank	Gear - Mundane	100	Resident Evil	Well, your B.O.W. specimens have to come from somewhere don't they? They don't just pop out of the ground like those plebeian zombies, and what if you need to make some adjustments? Upon purchasing this, you gain access to a sophisticated bio-tank which is filled with a special fluid. This will not only ensure the B.O.W. is docile and unconscious while immersed, but it also comes with the tools and devices to monitor and make adjustments to the subject inside as needed. Evil laugh not included.
36	The Toolkit	Gear - Mundane	100	Sabaton	When wielding this toolkit, you can repair devices most would think broken beyond salvation. You could find two twisted armor plates and a couple of treads and before you know it, you have a tank that's as good as new.
37	Satisfactorio Builder & Craft Bench Card & Pattern Extension Chip	Gear - Mundane	100	Satisfactory-Factorio Gauntlet	The buildy gun from Satisfactory. It can place down buildings and other artificial structures, either from parts or premade. It can deconstruct buildings and other artificial objects, either breaking them down or storing them whole. It can give orders to logistic or construction systems that you are authorized on (including the ones from this Gauntlet.) It can configure the settings of machines. It has an internal inventory that can be upgraded (to a limited extent until you leave the Gauntlet.) Always fully charged, can be upgraded in other ways, automatically imports into similar handheld stuff, and syncs up with other inventory/storage Perks, Items, and items. If lost, stolen, or broken, it will respawn in an appropriate and safe place immediately, even during the Gauntlet. This card, when installed in the Satisfactorio Builder, lets it craft any recipe that you can craft at any crafting station internally, though slower than you could at a dedicated station. This card, when installed in the Builder, grants it the ability to create ad-hoc blueprints based on existing machines, and then fill those blueprints in. You can use it to quickly and easily extend groups of belts, or lines of machines. It will faithfully execute patterns that change as they iterate. It also allows doing multiple patterns, such as two production lines for different products and the foundations at once, even if those patterns don't line up or have different lengths.
38	R2 Series Astromech Droid	Gear - Mundane	100	Star Wars: Clone Wars	A small automated mechanic that can perform a variety of repair duties and serve as an additional navigational computer on a starfighter. Astromech droids can also connect to and operate the mainframes of large starships and space stations.

#	Name	Category	CP	Jump	Description
39	PDA & Scanner & Upgraded Scanner	Gear - Mundane	100	Subnautica	Loaded with an emergency intelligence and more data capacity than you could ever use, this is a survivor's second most powerful tool (after his or her brain.) The AI may get a bit . . . quirky . . . over long deployments. Your version is basically indestructible. Contains basic construction blueprints. The scanner uses the PDA artificial intelligence to analyze an object, often finding weaknesses or uses not immediately apparent to the user. If one of your fabricators is capable of constructing the scanned object, a blueprint is created. Scanning time varies with size and complexity. For those who don't want to get too close to the Reaper Leviathan, but just really want that scan, this upgrade quadruples the scanning distance and speed.
40	Magic Cooking Pot	Gear - Mundane	100	The Legend of Zelda: Breath of the Wild - SB	A simple iron pan that can magically light a fire underneath itself when set up. Even when off of a fire, it will heat items placed in it to the desired temperature. All meals and elixirs cooked on it will receive a boost in quality, and can provide a variety of beneficial effects, depending on the ingredients used. Magically provides a comfortable temperature nearby when in use.
41	Magic Hammer	Gear - Mundane	100	The Legend of Zelda: Breath of the Wild - SB	A large unadorned metal hammer, any item struck by this hammer will experience an increase in durability and item condition. This effect can't push them past the condition they were in when new, but it does scale with the force behind the hammer blow, with small taps removing minor dents, while powerful blows can fix major cracks in a single go.
42	Cranial Implants	Gear - Mundane	100	Warhammer 40k: Adeptus Mechanicus	The brain of every magos undergoes extensive modification over time, but you have put great care into preparing your mind for the Machine God's mysteries. Beyond the gene-alterations and bionic sub-systems that have boosted your intelligence, regulated neuro-chemistry reduces the influence that hunger, pain, fear and other flesh-distractions can have upon your thoughts. Your ability to enjoy these things are not impeded. Further neurological modifications will be faster and easier to adapt to with less worry of rejection.
43	Constructor Drone and AI Kernel	Gear - Mundane	100	Warhammer 40k: Tau Empire	This drone is an automated constructor unit, capable of building simple machines and buildings on its own and more complicated structures and technologies under your direct supervision, so long as it has materials to work with. Its tools can be easily customized or replaced with new or different technologies. Moreover, its software includes a kernel that can be used to grow specialized AI and VI systems optimized for various computational substrates and tasks that are always loyal to you.
44	Utility Mods	Gear - Mundane	200	Dead Space	Ah, technology, the best part of the future. The Kinesis Module projects an artificial gravity field from an emitter pad on the palm of the hand it's mounted on. Much like the name might imply, this field allows you to lift objects; smaller objects hover about a foot in front of your palm, whereas larger objects, most of which must be specifically modified to work with it and are typically on tracks or rails, move as close to you as they are able. You can manipulate these objects with your hand, and even throw them with a surprising amount of force, enough to penetrate a body with a bone spike and nail it to a steel wall. Stasis, on the other hand, as its name might imply, creates a temporal stasis field of a certain volume around the targeted object. It affects both organic and inorganic material, including living creatures, and has no problem with irregularly-shaped objects, flowing out around the targeted object.
45	Garment Gloves	Gear - Mundane	200	Dodgeball	These are a pair of pure white gloves. Bound to them is an intelligence with a mind for fashion: a designer, seamstress, clothier, and tailor without a mortal peer. It has the ability to scry for fashion based information from international trends to precise measurements. Given materials and orders, it will industriously produce fine apparel, producing any modifications, clothing, footwear, accessories, etc that is within theoretical mortal ability. It has sufficient telekinesis to move itself and to independently suspend materials. It must be provided with materials, though it may be provided a lump sum or budget with which to magically acquire materials at cost. You may wear the gloves to channel the skills (but not powers) of the entity, perhaps even learning from it.
46	Faber Set	Gear - Mundane	200	Draka Series	This is a small device, about the size of your usual attached case, with flanged pans down the sides. Part of the standard gear of the Samothracian cyber-commandos of the interstellar era, this is a full set of Nano-Fabricators, ready for you to use. Put stuff in the left pan, and the faber breaks it down on the molecular level and reassembles it in the right pan. You can build anything that you have schematics for or have reverse-engineered a sample of, provided that you have sufficient raw elements to form the necessary compounds and it's something that actually can be reproduced by a non-magical molecular assembly device. This is a smaller model, so if you want to use it to build a large machine with this you'll need to build parts and assemble them manually. You do, however, also get a full-size Industrial Fabricator installed in your warehouse, ready for whatever purposes you might care to use it for.
47	Silver Needles of Intricate Design	Gear - Mundane	200	Exalted: The Lunars	This set of moonsilver needles is special in a very particular way, as it literally cannot do otherwise than perform good tattoo procedures. If you attempted to stab someone's chest with one of these needles, it would twist and shape itself such that you've just marked a simple design on their skin. Each a perfect instrument to tattoo the body, these needles provide a potent tool for the use of body decorations. Making even the most elegant and complex patterns and designs easy to apply for the one who uses these, as they innately correct even the slightest mistake their user makes. Moreover, their use will never cause infection or injury, and the surface of the tattoo will seal over nearly instantly after it is applied. Along with the needles themselves, you will also receive a supply of many different mundane inks of exceptional quality. Though of course the needles can also be used with various other inks you might be able to acquire. They can handle anything, from the mundane ones to sorcerous inks to tattoo occult sigils, to chalcanth used to create living demon-ink tattoos, to stranger substances still, and even the moonsilver ink used to create the Moonsilver Tattoos and various tattoo artifacts. That last one in particular resonates with the Silver Needles, for when they are used with moonsilver ink, they may cause the Moonsilver Tattoos to become temporarily fluid and accept new tattoo artifacts to be inscribed upon the skin of their wearer.
48	Warehouse Roboport	Gear - Mundane	200	Factorio	A tablet that always returns to you after being lost or destroyed controls a small fleet of robots that fly out of a hatch in the cosmic warehouse's ceiling. These drones can move small items and will work together to carry up to a ton at a time, and have tools that allow for simple constructions to be performed, if you provide the system with digital blueprints. The drones can range a kilometer from the door to the cosmic warehouse, but can link up with constructed roboports to extend their range. The robots vanish if the warehouse door closes. The robots can draw from both normal and warehouse versions of the provider chests. You start with a single normal version of the provider chest, with plans to make more. You will have to source the tools and materials to do such from elsewhere.
49	Hands of a Fran	Gear - Mundane	200	Franken Fran	6 attachable arms that link up to your nervous system, they greatly enhance speed and multitasking, with no drop in precision or control. Become a one-man surgery team. Free bulky labcoat to conceal the arms.
50	Ding!	Gear - Mundane	200	Girl Genius SB	Well, this is different. A certain gentleman called Von Neumann would be delighted, at least. You are now the proud master of a full set of Dingbots of your own, or similar clanks or drones, at least. They're all minor sparks in their own rights, and can themselves build more of their kind, even though those don't have the spark. Led by a Prime, they are connected with you on an intrinsic, mental level, being fully capable of building any and all devices or works you can. They get everywhere, performing construction upkeep, salvage and everything else you might need them to. Not even needing blueprints, they seem to draw upon your knowledge directly, using their in-built tools to perform all the things you normally would need to do yourself, making everything you'd like them to... and a lot of them you wouldn't. Don't leave them unsupervised.
51	Mods & Augments	Gear - Mundane	200	Mass Effect Andromeda	Sometimes you just need to coax a bit more performance out of your tools. And sometimes, you just need them to do something else entirely. You now have both a full collection of weapon mods and augmentations, as well as the blueprints to produce more. The mods are usable on any weapon of the matching category, even in future settings. And the augmentations are fantastic when you want to change how a gun performs. Maybe you want an assault rifle that can never run out of ammo, or a shotgun that spits lightning bolts? Or maybe you simply want to change the firing options you have available? If you can break down and build a piece of gear, you can integrate an augmentation into it. And the better skilled you are at building that item, the more augments you can put into it. Keep in mind that some augments have different effects if they are on a weapon versus a piece of armor.
52	Omnitool & Scanner	Gear - Mundane	200	Mass Effect Andromeda	You get an omni-tool loaded up with programs and information that'd be best suited for unsupported colonization in a new galaxy. Because the Andromeda Initiative knew that they'd be going with a finite supply of ammo, medi-gel and power cells, each omni-tool can recover and repurpose appropriate resources to serve appropriate functions. For example, liquid coolant allows weapon heatsinks to be reused, and organic compounds can be refined into medi-gel. They can also convert consumable items into immediately usable forms. Finally, they do everything else regular omni-tools can: Communication, manufacturing fabricator, sensor analysis, and computer mainframe. This omni-tool mounted system is how the Andromeda Initiative plans to rapidly survey planets. This system is a fast and accurate sampling system that is formally known as Panoptes. When linked to an AI, it can produce multiple analyses and predictive models in seconds, turning what would be the surveying work of weeks into mere moments. For most purposes it uses a transmitted accelerator mass spectrometer to create a snapshot of an objects components, atomic weight, and radioactivity, allowing for in-depth analysis. For biological materials, the system switches to an electrospray ionization system, so that plants or animals can be scanned without causing radiation damage. For a Jumper, you no longer need to have an AI linked to the system for it to work, though that would help. You can also take DNA scans of organisms for further study, and scan devices to help you figure out what they do, and maybe later reproduce them. Lastly, if you have a longer ranged sensor system, you could link the Scanner to that to scan further away, even if being in the Scanner's original range would get you clearer results.
53	One-Stop Crafting Station	Gear - Mundane	200	Starbound	A single large workbench that can reconfigure its surface and toolset to handle all of your crafting needs. As long as you provide the ingredients and recipes / blueprints, you can use this crafting station to construct anything you want. Note that while you could use this to help you build all the pieces of a starship or skyscraper, you'd still have to put all those pieces together yourself.
54	Architect Gizmo Pack	Gear - Mundane	200	Terraria - Journey's End	A backpack full of tools that can greatly increase construction speed, and also allows the user to place and interact with objects from a fairly significant distance.
55	Wiring Gear	Gear - Mundane	200	Terraria - Journey's End	A set of wrenches and a few hundred feet of wire that can be used to connect various switches, pressure plates, and buttons to objects to control them or direct power to them. Comes with a few basic switches and plates, and instructions on how to make more, as well as a Mechanical Lens that can help you to see connecting wires. The wire restocks within a day. For an undiscounted extra 100 CP (Included in above cost), this also comes with instructions on how to make teleporters, which can be wired together to transport whatever is on them between each other when activated.
56	Neural Plugs & VR Construction Hub	Gear - Mundane	300	The Matrix	Humans are no longer born outside of Zion. They are grown, and the plugs upon your body are a mark of shame... as well as a mark of pride, for turning the tools of the Machines against them. A plug on the base of your skull, along with plugs in various places on your body, will allow you to inject things into yourself and connect plugs much more efficiently than stabbing yourself, as well as giving you an 'in' to the Matrix. Sometimes all you need is just a way to get things in order... or visualize it, if need be. This machine system is a virtual workspace or "loading program" created to run simulations or upload virtual objects inside a computer-generated reality, allowing you to essentially world-build or train someone. Of course there's a limit to what you can do, with processing power and the energy required to maintain it... but I'm sure if you hooked it up to the right machines, you could say, have people controlling a city's defense grid inside a white room. Or generate places to hone one's skills. ...just don't do anything too bad with this? Please?
57	Resupply Ship/Fog Warships	Gear - Mundane	400	Arpeggio of Blue Steel	An autonomous resupply ship that gathers materials to re-arm Fog vessels. It has no ability to fight on its own, but is capable of filtering nanomaterials from sea water (on an industrial scale) and mining heavier elements from the sea floor or beaches. Using these materials, it can manufacture missiles, gun rounds, and other expendable weaponry, as well as provide some ability to refit Fog ships (so long as the repairs don't require a dry dock). It has a non-sentient Union Core. With some modification, it could resupply and repair other types of ships besides Fog Vessels. Fog warships are advanced, more like starships than seafaring vessels. Built of nanomaterials, they can change their shape and structure when needed, though they seem to prefer the shapes of WWII-era ships. For example, their turrets instead of holding normal cannons instead house photon cannons, or their hulls open to fire their super graviton cannons. Ships comprised of nanomaterials must be controlled by a Union Core, or similarly advanced computer system. If purchased by a human, or as a second ship by Mental Models, these vessels are run by a Union Core (free) which does not currently have a Mental Model.
58	Magic IDE	Gear - Mundane	400	Generic Video Game Developer	IDE that can use any programming language and can offer improvements as well as picking out error, can make duplicate code that is compatible with different OS, and has the ability to slowly finish a program predefined by Jumper with time scaling with complexity, although its limited by hardware capability and writes the code as well as user would normally, except taking longer.
59	Orbital Refinery	Gear - Mundane	400	Hive Queen Quest	This ship is roughly a mile wide and comes stock with all the tools required to mine and refine raw ore into all manner of useable machines though its capacity is rather low, only able to produce two ships a month at most, should refined materials be fed into it the speed would likely increase somewhat while it could also be used to refine ore into ingots at an even faster rate if building machines is not required. Should you wish you could feed any scrap metal you may come across to refine it into useable materials. The refineries major downfall is that it has no ftl capability and must be towed into place, becoming largely stationary.
60	Dimensional Warship	Gear - Mundane	400	Lyrical Nanoha	Ohohoho, what do we have here? It's a fully functional warship fresh from the docks of the Bureau, and it's ready for its maiden voyage. It can be any model of TSAB ship that isn't a MacGuffin or an experimental prototype, and has the ability to cross dimensions on its own, along with basic FTL travel. The downsides being that you can only cross dimensions in this particular world, or what passes for a 'local multiverse' in future jumps - which it may not always be able to do if one doesn't exist. Post-Spark, this ship can visit past jumps and entirely new worlds as well. This requires a crew to fly - you'll have to gather one or find a way to fly it on your own. I recommend picking a smaller vessel class if this is a problem.
61	Chrysalis	Gear - Mundane	400	Starcraft - The Zerg	A human sized, pulsating Chrysalis that.... Looks oddly familiar. Wait, you know why now. This was the same kind of pod that was formed around the one known as Sarah Kerrigan, where abathur remade the Ghost into the Queen of Blades, now it seems you can do the same, any organic subject around the size of an average human will go into a deep sleep when fastened into the Chrysalis, during which you can modify them to a level of detail only seen in individuals like Alexi Stukov. Although you will need the knowledge to properly utilize it, the Chrysalis gives all the benefits of a professional, well-funded surgery room in it's compact organic form.
62	Nanite Fabrication Table	Gear - Mundane	400	Stargate Atlantis	This table has an indented, flat surface roughly the size of a coffin. It is specifically designed to assemble and program/reprogram nanite-based technology without needing clean-room conditions; if you have the right designs it could easily produce something like a nanite plague or medical nanites, and eventually produce self-replicating nanites which became the Asuran-form Replicators. However, the knowledge you will need to design and program any of these constructs must be sought elsewhere: this is merely the tool, not the craftsman.
63	Canoptek Spyder	Gear - Mundane	400	Warhammer 40k: Necrons	Not all troops in the Necron arsenal were once Necrontyr. The Canoptek constructs bear the distinction of being entirely robotic in nature. One of the most important of these constructs is the Canoptek Spyder, meant to oversee Necron tombs while its inhabitants sleep. To aid in this purpose, the Canoptek Spyders are able to manufacture swarms of Canoptek Scarabs and direct them towards intruders, ripping them to shreds before they even have a chance to scream. Additionally, they are capable of repairing Necrons who are damaged beyond even Necrodermis' ability to repair.
64	Orgel of Origins	Gear - Mundane	500	Ar Tonelico	A copy of the original Song Science device. A handheld music box that plays a very carefully calibrated song. It is made of Parameno and Grathnode - and gets hot pretty quickly. Enjoy your white hole generator - this is what powers the entire tower, including the antigravity generators, weather control, and giant beam cannons. All of it. It's an infinite energy generator, with a very high output. Unless you buy both this and Song Science, replicating it is nearly impossible, with both it is tricky.
65	Proto-Tool	Gear - Mundane	600	Ben 10 0.1	Why carry around individual weapons and gadgets all the time? Why not just put all of them into one package? Looks like someone thought about this question long enough to invent this nifty little catch-all tool. The Proto-Tool is a highly advanced device that can change into just about any sort of weapon or bit of gear. Need a scanner? It's a scanner now. Need an energy bow? It's an energy bow. Fishing rod? Flashlight? Vacuum? Energy blaster? You name it, the Proto-Tool can change into it. Just about any person-sized device you can imagine, it can change into. The downside is that it has a finite battery life and will need to recharge after extensive amounts of use, and generally won't make things like a person-sized doomsday weapon without some serious upgrades. You may also add individual weapons or tools to this if you wish, adding more arsenal to your...well, arsenal.
66	AGE System	Gear - Mundane	600	Gundam - Advanced Generation	This is a 3-part package deal, so you're getting more bang for your buck. First is the AGE Device, which is a massive data-storage unit that contains the Asuno's research data (though for you it starts only with what Flit managed to create and gather before the series start) and the blueprints for the Gundam's armor. It also acts as a key-none of the other parts of this system will operate without it. Next is the AGE Builder, which is an extremely fast 3-D printer (able to make a Mobile Suit rifle in seconds) and continuously collects data from the AGE Device and AGE System. The AGE System is a data collection program that can be installed onto a Mobile Suit and acts as a unique OS. It will collect data and evolve along with its pilot, researching 'solutions' to problems, coming in the form of the Wear Parts, arm and legs designed to improve and counter situations. The Wear Parts are flown to the AGE Gundams in battle using the AMEMBO (one of which is included with this purchase) and swapped mid-battle, though with a different design you could remove the AMEMBO from the equation entirely. This is a highly advanced system, one that can collect, analyze, improve, build and conquer many situations. A Mobile Suit equipped with the AGE System will have a bright letter on its front, defaulting to a blue 'A'-as a bonus, you may change the coloring and the letter to whatever you wish at any time.

#	Name	Category	CP	Jump	Description
1	Simple Scientific Solution	Knowledge - Archive	100	Tenchi Muyo!	This perk grants two features that in universe depend on your setting, out of universe both work unless you desire otherwise. Slice of Life: Science solves everything, even the little household problems. You can create supertech improvements to common tools and appliances, up to and including automobiles or similar works of engineering. Create dishwashers that can clean dishes in an instant, self heating plumbing or forcefield window panes that act as air conditioners. Space Opera: Well established methodologies and an instinctive grasp of the same allow you to draw conclusions or produce results incredibly fast. You halve the time it takes to gather data, compose research on some subject, or devise a test to prove/disprove something handy for when you have to figure out an enemy fortresses' one weakness
2	Vibration/Oscillation Warhead	Knowledge - Archive	200	Arpeggio of Blue Steel	Humanity's version of the Corrosive torpedo. Disintegrates the target at a molecular level by finding the target's 'resonance frequency' and literally vibrating it apart. The Vibration torpedo can defeat any armour made of normal matter nanomaterials or meter-thick steel, makes no difference, but can't punch through Klein fields on its own. Superior to the corrosive torpedo, the Vibration warhead requires no exotic matter or nanotech: it can be mass produced by any reasonably sophisticated factory. This is a full load for your vessel, plus the schematics.
3	Extremis Formula	Knowledge - Archive	200	Marvel Cinematic Universe Vol. 1	Another attempt at creating super soldiers, this formula creates a virus that can enhance a person to superhuman strength, reflexes, and endurance. Additionally, normal Extremis users gain the ability to generate extreme amounts of heat through a complex metabolic process, generating heat from their bodies up to several thousand degrees Celsius on any part of the body they desire. When regenerating body parts, the wounds take on the appearance of burning ashes while growing back the lost body part, in a matter of minutes, and cooling into regular skin, flesh, and bone. Be wary however, as this makes you light up on thermal sensors, and should your body heat up too much, you may end up exploding. Keep this in mind.
4	Strange Formula & Nitrimine	Knowledge - Archive	200	Marvel Cinematic Universe Vol. 1	This chemical formula is the brainchild of the German scientist Dr. Erskine, and is directly responsible for the creation of Captain America. As is, this is only the formula, and you must make it yourself... but as a result it could possibly let you modify the serum for other uses. Beware its tendencies to amplify the personality traits of the user, or be prepared to find a way to fix that fact. The formula for the chemical compound known as Nitramene, this compound has multiple purposes. A typical Nitramene bomb has a blast radius of five hundred yards after which it creates a vacuum that causes an implosion as matter rushes to fill the void that it has created, but a grenade of that size will do considerably less damage. On the other hand, Nitramene also emits low levels of Vita Radiation, which has a specific wavelength that has stabilizing properties.
5	Primordial Schematics	Knowledge - Archive	200	Warhammer 40k: Necrons - SB	The human world of Cadia was able to stymie the advance of Chaos largely due to the efforts of Necron technology. The mysterious pylons of Cadia acted to reinforce the materium even on the verge of the Eye of Terror. During the Thirteenth Black Crusade, the Archmagos Belisarius Cawl was even able to use them to shrink the largest Warp Storm in the galaxy. The designs behind this priceless technology are now within your possession. Outside of this setting, pylons designed according to the specifications of these schematics will disrupt interdimensional portals and incursions with some fine-tuning.
6	Technical Schematics	Knowledge - Archive	200	Warhammer 40k: Tau Empire	This small database is a well organized, easily searchable, and easily accessible list of detailed schematics and scientific texts covering all machines, tools, and sciences understood by the T'au. It cannot be remotely hacked or externally corrupted by others. During your jump, this database includes all T'au knowledge up to either current 40k canon or all information that would be available to the T'au within the next hundred years without your interference, whichever option includes less advanced technology. After this jump, the schematics are upgraded to include all designs and science your T'au have developed and all designs and science developed in canon by the T'au by the end of the Fifth Sphere Expansion.
7	Climate Control Society	Knowledge - Archive	300	ARIA	A group of experienced Salamanders who, sticking to Aqua tradition, have maintained a large repository of knowledge for up and coming Salamanders to learn from the Climate Control Society cultivates new talent and expertise as they continue to perfect the art of weather manipulation vital to Aqua's sustenance. No one knows better just how important it is to continue making progress on the science of climate control. Should the Salamanders ever become too lax, all the efforts of their ancestors may well go to waste. As a member of the society, you gain skills in developing new weather control techniques down to the fine details of precipitation control and enhancement. Naturally, being a scientifically focused field as it is, the society has a wealth of information on anything climate related, and not strictly information from Aqua either.
8	RobCo Holotapes	Knowledge - Archive	300	Fallout 4	A series of Holotapes detailing the blueprints for numerous Robco projects, including Protectrons, Assaultrons, Securitrons, and the various models of Pip-Boys. There's even a group of Holotapes detailing Liberty Prime's systems and construction. These Holotapes seem to be more advanced than the standard kind, and therefore there are only a few rather than the hundreds this amount of information would normally take up.
9	Perfect Body	Knowledge - Archive	400	Andromeda	You are in possession of a fully functioning and programmed to your specifications android body with an appearance to your liking. This is more Sturdy than a standard avatar, it has been built with the best Vedran technology. Built to survive the horrors of the post Commonwealth society, and with blueprints to make more. This body can be upgraded if you know how and keeps upgrades in-between jumps. You can choose for this to be used as a free android companion.
10	The Art and Science	Knowledge - Archive	400	Draka Series	You now have a complete technical database of every scientific and technological development that has been produced by either the Alliance or the Domination, all the way up to the interstellar era of 'Drakon'. This database will update in future jumps to add in a complete archive of all local technology or magic, up to the latest time period available for the Jumper to insertinton. As a convenience feature, the database has an intuitive search engine that makes finding anything you're looking for a snap.
11	Factorio Database	Knowledge - Archive	400	Factorio	A bulky data storage device containing the blueprints and software needed to construct and run all of Factorio's machines, weapons, buildings, and vehicles.
12	Computation Technologies	Knowledge - Archive	400	Generic Cyberpunk	An Artificial Intelligence isn't constrained by the need for food or water, but by the need for power and processors. You have in your possession the designs and documentation for computing technologies that are the peak of what a world like this can offer. Easily scale-able to whatever your needs or desires are, produced for either general or specialized uses, these are easily adapted to handle whatever you require and will remain applicable and top of the line for decades to the envy of others who might want technology like this. Why be limited to what the market can provide for you when you can have the best.
13	Time Circuitry	Knowledge - Archive	400	Marvel Magic	There are those with the power to turn even the currents of time itself against you. But you have methods of defending yourself. These schematics show you what is required to integrate time circuitry into other technology, perhaps as cybernetics or for your armor. While worn or otherwise integrated with your body, you will be protected from temporal manipulations, be it attempts to freeze you in time, cast you adrift in its flows, or even to kill your past self. You need never again fear such attacks so long as you wear this armor.
14	Stark's Blueprints	Knowledge - Archive	400	The Avengers - Earth's Mightiest Heroes	Perhaps thanks to a bit of corporate espionage, you now have blueprints for pretty much everything that Tony Stark has ever built (with the exception of things built off world or with the help of others, such as the Uru armor or the Magic Nullifier). Includes his suits, his Arc Reactor technology, and the Quinjets.
15	Recipe Codex	Knowledge - Archive	400	Unmodded Minecraft	Summoned to hand or dismissed with a thought, this book records every Minecraft recipe that exists within the game. Post-jump, the book will update with every blueprint, chemical process or recipe you create or learn. Whenever you lay hands on a new type of material, the book will update itself with a detailed analysis of its mechanical properties. While the book only records what you know and cannot create new designs, it can extrapolate from existing knowledge and make suggestions when you need to make modifications or substitutions to existing blueprints.
16	Biotransference Protocols	Knowledge - Archive	400	Warhammer 40k: Necrons - SB	Behold, the designs that were meant to secure the salvation of the Necrontyr, and instead cost them their souls. These schematics contain two things of note: the first is the Necrodermis shells of the Necrons and their constructs, from the lowliest Warriors and Scarabs to the greatest Tomb Sentinels. Secondly, they teach the method of biotransference itself, transitioning an organic mind into a body of metal. Will you use these designs to create a robotic army to put the Men of Iron to shame? Or will you use them to secure immortality?
17	Sentinel Plans	Knowledge - Archive	400	X-Men Evolution	How on earth did you get these? The prototype isn't meant to be finished until almost a year passes. Regardless these are Bolivar Task's plans to even out the mutant playing field with a mass producible robot. The sentinel as it is called is capable of many things ranging from firing lasers, flight to the atmosphere, and has a gel substance which will trap most mutants. It seems like there are even plans for something called a Super Sentinel but with current technology it's almost impossible to complete. Maybe you'll be the first to bring it in then.
18	Professor T.O. Morrow's Notes	Knowledge - Archive	400	Young Justice	These notes detail the creation of the Red series of androids, including Red Torpedo, Red Inferno, Red Tornado, and Red Volcano, as well as designs for androids that resemble actual people.
19	The Plecian Tome	Knowledge - Archive	500	Light of Terra	The Pleician Tome is a portable font of certain archives, templates and pieces of ancient lore, created by a senior Tech-priest of the Adeptus Mechanicus and used by Techmarines. Even to a trained eye, the information is a seemingly random collection, with no easy means of navigation, and so it takes much study to glean anything relevant to a particular task. Indeed, only those with a wide knowledge of Machine Spirits and engine lore have any hope of understanding the information contained within, however, those with patience and the appropriate skills can find secrets of great use within the datacore, secrets dating back to the fabled Dark Age of Technology
20	Bioid Blueprints	Knowledge - Archive	600	Ben 10 0.1	Oh dear. Vilgax won't be happy to find out someone stole his idea. These are blueprints for mass-producing an army of featureless androids with very basic AI. Their true power comes from the one commanding them, however...once synchronized to a commander (presumably you) they will transform to match you in body and DNA, becoming an army with your own abilities spread among them. Even better, if you have some way to synchronize them to a larger database, they can change into any existing DNA within said database. Considering all you have seen up to this point, you can see why such an army would be fearsome and able to conquer the universe, no? Be warned, if cut off from this network, these Bioids change back to normal and become harmless...so try to protect wherever they're getting it from.
21	Derelict Ship	Knowledge - Archive	600	DCEU	An additional ship from Krypton that arrived alongside the one that brought Superman to Earth. This ship has long since been abandoned, perhaps never even having a living pilot, and the systems relating to weaponry and movement have long since been irrevocably destroyed. However, it seems the ship was a science vessel and it retains an in depth database on almost all Kryptonian technology that existed. Weaponry, ships, armour, genetics and more are within the databanks here, governed by a friendly Artificial Intelligence that will assist you in learning all that is stored here.
22	Bowman's Schematics	Knowledge - Archive	600	Freefall	Using these plans, you could make learning AIs (though not seed AI) that are guaranteed to never go evil or try to take over. By following the instruction and diagrams even a layperson with only a very basic degree of construction skills, intelligence and the needed materials can make any of the AIs that Dr Bowman made in canon. This can also aid you if you have an understanding of how to create other variations: it can be used not just for Planet Jean-style robots and Bowman's Wolves, but for other creations whether they are completely inorganic, organic, cyborgs, infomorphs, or really any other form you can build. For largely organic creations, Exo-Womb may be a good purchase. The only problem you might have is that they categorically refuse to fight any human. AI created with Bowman's Schematics not only won't harm a human by choice, they can't be hacked to do so. If someone or something successfully controls them, they could perhaps steal the robot's monetary resources or perhaps damage them directly, but as soon as a human is in danger the hacker/controller will fail. I'm sure an enterprising person could find uses regardless of that.
23	Apollo's Odyssey	Knowledge - Archive	600	Horizon Zero Dawn - SB	Supposedly destroyed by an antimatter explosion in orbit, somehow the Odyssey's copy of Apollo has ended up in your possession. This cache of information contains all the knowledge the Old Ones were able to salvage before the collapse, and attaches to your warehouse, although it is accessible through any connected device.
24	IS Lab	Knowledge - Archive	600	Infinite Stratos	A state of the art and top secret laboratory cross manufactorum of your very own. While this can certainly accomplish a wide variety of uses as either a lab or a customisable factory to mass produce machines, it's true worth lies in the detailed Infinite Stratos blueprints and instructions that come already inserted into the computers and machines within the lab. This makes this possibly the only place outside of Tabane's personal lab capable of producing IS, as well as one of the very few places that can effectively alter or customise them.
25	Full Coalition Database	Knowledge - Archive	600	Invincible	You gain a full Coalition of Planets database that adapts to be readable on any computer or similar device. Contained in this database is a copy of every piece of information ever developed by the Coalition or any of their member races. This includes space tech, medical knowledge, history, and even the most classified of military secrets. It even holds the knowledge of how to make tailored super-plagues of killing off specific species with zero chance of mutation or the plague affecting an undesired species, in addition to the creation of lesser diseases.
26	Full Viltrumite Database	Knowledge - Archive	600	Invincible	You gain a full Viltrumite Empire database that adapts to be readable on any computer or similar device. Contained in this database is a copy of every piece of information ever developed by the Viltrumites or any of their slave races. This includes space tech, medical knowledge, history, and even the most classified of military secrets. It even holds the new invention of how to cure species specific super plagues, and lesser diseases.
27	R&D Tech Database	Knowledge - Archive	600	Mass Effect Andromeda	You gain access to a database with technology data from the Milky Way. This encompasses a wide variety of fields, from A to Z. Additionaly, you have a similar database encompassing Heleus Cluster civilizations (excluding Remnant Tech). You can also access a sprawling library of Remnant tech, enough to make Peebee swear eternal servitude to you just to have access to it. On top of the Remnant tech option, this database will update per each civilization you interact with. Dead or remnant civilizations will take a bit of a research period before you get an update for them, but when you do, you'll be the envy of any archeological expert in that civilization. You also have a media/cultural/historical archive of each culture/civilization you have the technology of. The dead/remnant civilizations still need to be researched first though.
28	X-1000 Chip	Knowledge - Archive	600	Small Soldiers	Woah, WOAH THERE BUDDY! Calm down, I know what this looks like. Yes this is the microchip originally designed to improve the tracking & tech on the US military's armaments. It was shut down for a variety of reasons, until being purchased and used without knowing full detail by two knucklehead toy designers who were rushing a deadline. Let me explain how the chip works, alright? By itself, it's nothing. Useless. It has no coding or power to it on its own. But when you incorporate it with something like say, a smart missile or a reactionary action figure, the X-1000 serves to enhance the latent programming. How much does it enhance? Well, the Elites and Gorgonites pretty much became sapient in all but legal rights. Please be careful with this. And, as I know you're going to ask this one comes with the blueprints / schemata for manufacturing more of the Chips, whereas the old plans were trashed.
29	Organic Database	Knowledge - Archive	600	Starcraft - The Zerg	It's a large, shell-encased... brain. The various wrinkles and lines within it seem to glimmer with green light, and aside from that it seems to be just odd. Within this brain, however, lies everything a growing leader of the Zerg could need to know: The genetic make-up and growth patterns of every Zerg organism ever, from the patterns of evolution that have resulted in the Zergling to the monolithic Leviathans used for inter-plane- tary travel.
30	Tinker Data Core	Knowledge - Archive	600	Worm	A computer containing a database of Tinker-Tech, including documentation, analysis, and blueprints. There's enough information here to advance science centuries should everything in here get properly examined and reverse engineered, although doing so would be the work of a lifetime or two. Still enough to keep a company several years ahead of its competitors for a very long time. This doesn't include all such tech in the Wormverse by any means, but barring some extraordinary effort or circumstances on your part it's the closest you'll ever get.
31	Little Blue Packets	Knowledge - Archive	700	Lucy	Ah, drugs. They make everything better! Well, not really, but you could argue the point with these ones. This is a batch of the same chemical cocktail that gave Lucy her powers, now available for you, for the low, low price of 700 CP. These are somewhat different than the ones she and her fellow couriers had, though. Being somewhat more concentrated, you have four packets that, taken together, can get one person to 99% brain capacity, while each packet can get one person to 50%. For 300 CP you get a variant model of the drug instead, four packets of a cocktail any one of which is capable of boosting people up to the "variant 25%" level of 99% pure intellect but no psychic abilities as outlined in the Increased Brain Usage perk. Likewise, the 300 CP drug variant only qualifies you for the 300 CP version of Increased Brain Usage as a freebie or reduces the price of the higher versions by 300 CP (if you wanted the full power for yourself but only the reduced drug to give to others). Taking more than one packet of the 300 CP version has no effect. You get a fresh set of packets in every future jump. Oh, and of course, you also get the recipe for the version you buy and the ones costing less.
32	The Holy Grail	Knowledge - Archive	800	Girl Genius - SB	Well not quite, but it might as well be. This is something literally any spark in this world would kill for, something that, if it were out in the open, would cause a furore that would make the Long War look like a childish squabble. Attached to your warehouse is an archive holding a complete, unabridged, detailed history of this world, all the way from the dawn of the very first civilization to the second before you enter the world. Every war stratagem, every population census, the name of every ruler, it's all recorded here in extensive detail. But that's not what would attract people to it like moths to a flame. That would be the Scientific archive. Because you see, this archive also holds literally every scrap of knowledge this world has ever discovered or used. Every novel or book ever written, every scientific principle discovered, every paper, journal article or private message, the blueprints for each and every device made throughout the history of the planet, the details of the Second Breakthrough... everything. Don't go showing it off, yeah? In future worlds too, this updates to hold the same level of information on local things.
33	Unabridged Memory Banks	Knowledge - Archive	800	Green Lantern	Ooh. The Guardians would go apeshit if they knew you had this. This is a full-fledged, unabridged copy of the Oan archives, the sum total of the Guardians and the Green Lantern corps' history and knowledge base. Somewhere deep in these records there is even the lore of harnessing emotional lights and making lantern rings, but it took the hyper-intelligent guardians literal ages in time and untold amounts of resources to do it, so...y'know. If you have a power ring this data is placed in its memory banks, but you can get it in any other medium that you desire as well.

#	Name	Category	CP	Jump	Description
34	Armorer & Fixer & Weaponsmith	Knowledge - Archive	900	Light of Terra DLC 5 - A Sky Filled With Steel	A mental database containing information on the most common types of armour found in the Necromunda Hive and how to build, repair and maintain them. While this doesn't sound impressive, it is worth pointing out there are countless billions of people dwelling within the hive, and they have been here for millenia - the list of things counted as common at one time or another ranges from Power Armour in the distant past to the more common hammered metal plates made by local Gangers to the standard Imperial Guard Carapace Armour. Don't expect to start churning out Adetus Astartes Power Armour the second you get this though - the infrastructure to build the infrastructure to build the infrastructure to build the armour was lost to ruin a long time ago. There's a reason the Space Marines use suits that are thousands of years old. This Schema contains a massive database filled with the countless bits of equipment the denizens of Necromunda Hive Primus have bought, found, built, stolen or obtained by other means over the centuries since the Hive was founded. Inexplicably it also seems to contain an extremely rare, extremely valuable and extremely heretical to own database detailing how to build and maintain Admech servitors and cybernetic parts. To weaponry what Armourer is to protective gear, this is a massive database of the various tools of mayhem the denizens of the Necromunda hive have wielded against each other. While the high tech equipment possible may seem nice, do not underestimate the value of low tech weaponry. Crafting a plasma pistol and crafting a bayonet require wildly different sets of skills, and all too often people who have one assume they have the other, to their chagrin.
35	Environmental Protection	Knowledge - Known	0	Starbound	It is a dangerous universe out there, and you'll need protection. You know how to make Environmental Protection Packs (EPPs), specialized devices designed to protect the wearer from hazards such as lack of oxygen or heightened levels of radiation. You can fine-tune them to block out most forms of danger that you come across. Just be aware, the more dangers you are blocking, the more energy and exotic materials your EPP will require.
36	Satisfactorio Crafting	Knowledge - Known	50	Satisfactory-Factorio Gauntlet	You can make automated equipment for extraction and processing of raw resources. You can make automated industrial equipment out of simple items, similar to the items in the games.
37	MacGuyver	Knowledge - Known	100	Andromeda	You are a natural at fixing and jury rigging things. As long as you have the parts and tools you can fix nearly anything. You also have the capability to build emergency equipment that can help to save your life and the lives of others, but these tend to be one offs given the time crunch you are usually under.
38	Big Bada-Boom	Knowledge - Known	100	Azeroth	You may not make the prettiest of engineering gizmos, but boy do you know how to make them go BOOM! You can make big bombs or little bombs or big bombs IN little bombs capable of taking out an entire skyscraper. You are an expert at bomb crafting, able to make bombs the size of a marble that would make even Deathwing flinch. This also extends to defusing bombs if, for some reason, you don't want a boom, but that's just crazy talk.
39	Engineering Basics	Knowledge - Known	100	Dead Space	You're a real Mr. Fix-It, y'know? Malfunctioning fuel intake? Easy. Faulty asteroid defense cannon? Turn it off, then on again. Non-responsive communications array? Shuffle the working emitters around a bit so they're symmetrical. Undead monstrosities? Depends on what you mean by, "fix." Does using a rivet gun to blow them apart count? Yes? Then we're good.
40	UAC Trained	Knowledge - Known	100	DOOM 3	You must learn to walk before you can run, and much the same is true in the field of science. You're well-versed in the use of a wide variety of high-tech equipment, especially when it comes to maintenance and such challenges as 'how to prevent accidental death and dismemberment' when working with all manner of high-energy systems. From logbooks detailing incidents and causes to proper Personal Protective Equipment, you've got all the skills you need to thrive in an environment where demonic incursions weren't needed to leave more than a few scientists and engineers dead from misuse of equipment.
41	Needlework	Knowledge - Known	100	Earth Girls	It wouldn't really be called tailoring, but that's basically what you do. Making thread and basic cloth from scratch, fashioning fur and leather into clothes, and fixing up all the rips and tears the others get running around. The clothing you make is always rugged and neatly made, too.
42	Body Transfer	Knowledge - Known	100	Empire From the Ashes	The art and science of transferring a consciousness from body to body is a gory, ugly one. And it's one you know now. The hows of moving brains from body to body, making sure no loss in memory or sanity occurs is within your grasp. And you can do it even with technology no more advanced than the 21st century. Of the world you started jumping from, smartass.
43	Run the Numbers	Knowledge - Known	100	Factorio	Mining rigs produce a certain amount of resources per hour, which travel along conveyors at a certain speed, and a certain number are consumed by assembly machines at a certain rate, varying for each product as determined by the construction time and the loading and unloading speed of the inserters. That's a lot of math, but you can handle it. You can juggle dozens of numbers in your head without forgetting anything, and your brain now has the equivalent of a built-in scientific calculator to perfectly solve any mundane equation you can throw at it. You'll also get a crash course in advanced mathematics and the know-how to create those equations you'll need solved.
44	Chemist	Knowledge - Known	100	Fallout 4	Groovy! Knowledge of chemistry has given you the ability to recite the entire periodic table, as well as knowledge of many exciting compounds such as dipotassium phosphate! Oh, and you can also make less exciting things like Stimpacks and Psycho, but why would you do that?
45	Mechanic	Knowledge - Known	100	Fast and Furious	Machines, especially ones that go fast, just speak to you. You have no problem fixing up and tuning any motor vehicle, and can rebuild them after the most devastating crashes. You can keep anything in top condition with just a few simple tools. Of course, you also need to understand the electronics, so hotwiring cars (and sometimes, alarm systems) is not a problem either.
46	Technical Expertise	Knowledge - Known	100	Generic Cyberpunk	People use technology every day but that doesn't mean they understand or are skilled with it. You're not one of them. You're a deft hand at working with and understanding technology and machines, picking up anything you need to know to use and work with them easily. Given anything more than just a passing familiarity you'll be a whiz with it, able to work magic when you get your hands on the inner workings of whatever you're dealing with. Whether that's peeling apart computers and piecing hardware back together to make a much better system, tweaking software in ways that make it run like a dream, or working magic in a garage with vehicles that have seen better days nobody can deny you have the talent.
47	The Right Tools	Knowledge - Known	100	Generic Cyberpunk	They can be hard to find, but when resources are hoarded and hard to come by you've learned to make do. You can easily improvise for tools and materials you lack by creatively using what you do have, even if that means using scrap to build the tools to build the tools you need. Even if you're lucky enough to have a fully stocked workshop or lab this will come in handy, as you'll be able to do a great deal more with what you have instead of needing to commission or build specialized equipment for every unique little thing. You'll never be empty handed and useless for long.
48	Medicine	Knowledge - Known	100	GUNNM	You have the skills of a surgeon, first-responder and pharmacist, all roughly bundled together with a lot of hands-on experience with the worst injuries the wasteland has to offer. Your hands are steady, your focus unperturbed by the sight and stench of gore and viscera, and you have the precise and quick reflexes necessary to swat a fly with a scalpel. You also have a fair bit of experience with slightly inhuman and mutated physiology, and are very quick to pick up on new techniques and tools.
49	Aerospace Engineering Makes Things Go Fast	Knowledge - Known	100	Kerbal Space Program	You have an intuitive grasp on the mechanics of wind-flow, material sciences, atmospheric drag, tensile strengths, rocketry, so on and so forth, and how it applies to the art of designing vehicles that traverse the sky and space.
50	Deadly Farm Tools	Knowledge - Known	100	Krush Kill 'n' Destroy	When you're limited in what you have to work with, you've got to work with what you got. Thankfully, you know how to weaponise household items and farm equipment to the point where they could stand up to professional military hardware.
51	Black Thumb	Knowledge - Known	100	Mad Max Gauntlet	You have the skills of an expert mechanic, able to keep vehicles running even in the most inhospitable conditions. Repairing and tuning up engines is your bread and butter, even while they're still operating. You also have a feel for how to upgrade cars in more esoteric ways; hey, it takes skill to add that many spikes and not hurt the handling!
52	Engineer	Knowledge - Known	100	Mega XLR	You're a talented and knowledgeable multi discipline engineer, particularly skilled in everything you could ever need to maintain Megas and similar war machines.
53	Software Scientist	Knowledge - Known	100	PREY	The computer scientists on the station are some of the best in the world, developing next generation interfaces and security systems for sale back on earth. You have significant experience with the computer systems utilised by TranStar, and more specifically, all the back doors. With a little effort no door or computer on Talos will be secure when you're around. And due to your extensive knowledge of computer theory hacking into different architectures is possible with significantly less effort than learning it from scratch, from a day to a basic but completely alien system to a few months for the most plugged up and secure system.
54	Genius	Knowledge - Known	100	Stellaris	As expected from someone who broke through a barrier thought impossible by physics, you're a genius. Your level of study in the three most important fields (Social, Engineering, and Physics) are enough to have you be known as the premiere in all fields in your Empire.
55	Engineering	Knowledge - Known	100	Teen Titans	You're a master mechanic and an expert at building robots and other technological devices. You also have a fair bit of knowledge about hacking into computers.
56	4-D Assembler	Knowledge - Known	100	The Culture Minds	The Involucra were the builders of the Shellworlds, and your civ has a similar affinity for their construction methods. In what most humans think of as reality, these structures appear entirely normal, but to those who can see into hyperspace, they extend out of the skein of the universe into infraspace and ultraspace. 4-D architecture has very unusual properties, as it can be gravitationally self-supporting they do not crumble under their own gravity, or that of the stellar body they are on and are also heavily resistant to damage. Another unusual feature is that they also cut off all hostile forms of communication, travel or transport that attempt to pass through their walls displacement, hyperspace signals, wormholes, even beings recalled or summoned from elsewhere are prevented from passing through the structures' walls.
57	Crazed Physician	Knowledge - Known	100	Van Hellsing	Amongst the many sciences and paths you know, aside from the usual Ominous Cackling, you... Can actually patch people up easily. As a Crazed Physician, you can use the plainest tools on hand to mend any variety of wounds and injuries. As well, you know the human anatomy down to the last blood vessel, and can learn the anatomy of any other creature you dissect more easily.
58	Magos Designation: Engineering	Knowledge - Known	100	Warhammer 40k: Adeptus Machanicus	You have attained and been recognized for your comprehension of some of the Machine God's mysteries. Choose a field of Imperial technology such as genetic manipulation, voidship construction, cybernetics or plasma technology. You are among the noted masters of your purview, and can easily create the most common templates of your field. With time, effort and discretion you could even modify and improve upon your specialty as needed. Those few things beyond your full understanding can still be built and maintained by carefully following STC blueprints.
59	Fun in the Sun	Knowledge - Known	100	Warhammer 40k: Tau Empire	Plasma, radiation, and antimatter are all similar in that they relate to exotic and high energy states of matter, whether it is stellar mass or individual particles of subatomic size. You now are a master of T'au technology as it relates to manipulating these high-energy states of matter and the physics that underpin them.
60	Programming	Knowledge - Known	100	World Seed	Through hard hours spent slaving over a hot keyboard you have learned the art of programming, you could write a program for pretty much anything, please don't try to steal peoples bank accounts.
61	Essencetapping	Knowledge - Known	200	Aion	You know the basics of magically extracting valuable materials from your surroundings in a way that won't damage the environment or source. In addition; post-jump, you may use this ability to gather resources native to other settings. You have mastered extracting all but the most exotic materials, and as an added bonus; you often find rare materials in your endeavours. Also, your post-jump essencetapping will find the occasional Atreian material gathered alongside native ones.
62	Climatology	Knowledge - Known	200	ARIA	Well, when you only do a single thing all day, it's only expected that you eventually become a subject matter expert right? When it comes to the science behind controlling and modifying weather - yeah that's your niche alright. Anything related to the weather is something you can pick up and incorporate into other things with only a fair bit of effort.
63	Chemist	Knowledge - Known	200	Batman Beyond	You've learned how to create drugs, steroids, medicines, and even deadly toxins like nerve gas. Additionally any chemical compounds you personally create can no longer kill you, however they can still cause unwanted side effects.
64	Psi-Tech Adept	Knowledge - Known	200	C&C Red Alert 2	Your mind might be great... but in the end, there is only one of you. Fortunately, this problem is easily solved with some suitably disjointed inventiveness. You are a talented scientist when it comes to inducing, replicating, amplifying and otherwise altering a person's mental and psychic attributes. Though the focus of your scientific skills is exceedingly narrow, the prerequisite fields of study are remarkably broad. Cybernetics are useful as these can be designed to stimulate certain parts of the brain, allowing talented individuals to boost their innate psychic potential to the point they can outright dominate a target's mind. Awakening or amplify a person's psychic potential through various means is useful for obvious reasons as well. Genetics and cloning technologies could be used to replicate the talents of certain individuals (chief among them Yuri himself), or even create gene-based 'programming' for both allies and enemies. The processes needed to mimic brainwaves and psychic signals using technologies built from ordinary steel and polymer may be more complex, but with some study you'll probably be able to achieve those as well. They're all meant for similar purposes, but you have plenty of options now. Certainly, people might have concerns that most of these applications seem predominantly meant to bend others to your will, but you're sure that if you could just explain in person or perhaps provide a demonstration, it should be trivial to... change their minds.
65	Nanocataylst Augmentation	Knowledge - Known	200	Crysis	The Nanosuit and it's successor was reverse-engineered from Ceph technology, and retained it's compatibility with their technology, beyond simple common protocols. It was also able to take in fragments of Ceph technology to decipher advances and take aboard specialized nanomaterials for its own use, making it stronger. This technique can also be applied to other types of equipment or symbiont, enabling them to take aboard fragments of other similar pieces of equipment to improve their capabilities. 'Similar' refers to technologies within the same general category. Rifles, Ceph Hardware, technology derived from a specific civilization and so on. Items may belong to multiple categories at once.
66	Augmentation R&D	Knowledge - Known	200	Deus Ex: Human Revolution	You have an extensive understanding of the underlying mechanics of DE:HR's cybernetic augmentation architecture; How it works, how it could work, and what avenues to analyse to see if it can be improved - and with time, brand new augmentations. In addition to this, your intelligence is increased to handle such a workload, alongside all the attendant knowledge necessary to mess with the human body - trauma surgery and fixing up broken individuals is an old hat to you, now.
67	Weapon Crafting	Knowledge - Known	200	Devil May Cry	Alright, so you fancy yourself a weapons dealer, huh? Well now you know the ins and outs of every single tool made for killing that you get your crafty little hands on. Swords, handguns, axes, sniper rifles, spears, rocket launchers, it'll all come naturally to you, and you will be able to create these weapons or even improve them with your own custom designs. And to make it even a better deal, you know how to modify a weapon to have unlimited ammunition capability. So go nuts, buddy. You've earned it.
68	Hellish Advancement	Knowledge - Known	200	DOOM 3	The teleportation research in the Delta Labs is arguably the most advanced field of science known to mankind today. With potential applications in everything from aeronautics to personal transportation, both short-range and long-range teleporters represent one of the greatest advances in recent decades and the fact that they operate by tunneling through literal hell is hardly a detriment, is it? You are a master of using dimensional technologies, especially those relying on less than pleasant realms for their function. From dedicated safety systems to mapping the hellish wastelands of the damned 'by remote' to find the most efficient paths, if it involves alternate realities or physical embodiments of evil you've probably got some ideas on how to make use of your findings. Even better if it involves both.
69	N-Ways Fusion Plant	Knowledge - Known	200	Endless Space	Refueling? What's that? You have mastered the art of Endless power generation, and any device you possess or can claim as yours never runs out of power. Other things can still be a problem, like weapons overheating, engines breaking down, etc, but you never need to worry about your battery running out. Your starting equipment and ship already have fusion plants installed in them, and you have schematics to make more, of various sizes, but you will need some rare elements and facilities to make them. The smaller they are, the simpler it is. Making a capital ship reactor is going to take a LOT of materials, but is totally worth it.
70	Machines, They Just Speak to Me	Knowledge - Known	200	Firefly	You have no formal schooling, but can fine-tune and repair engines with nothing but shoe polish. You don't know what the parts are SUPPOSED to do, but you know how to make them work the way you want. You can diagnose a faulty part in the power core just by listening to the AC cycle, and can fix pretty much anything with naught but a wrench and some duct tape. It may not be pretty, and it may not last long, but it'll work.
71	Engineer	Knowledge - Known	200	Freefall	Years of education and on the job experience led you here. It could be inventing or fixing starship technology, analyzing and carefully releasing parasites so that future generations flourish, or literally designing the body and minds of robots or biological constructs. You might not be the very best in the universe, but odds are you're the best that anyone around you would be likely to meet.
72	Neuromancer	Knowledge - Known	200	Generic Cyberpunk	You've mastered the arts of interfacing machines and the human mind, able to both design and build things to seamlessly interface with the human nervous system and the actual consciousness housed within it. Building an implant or accessory to let people access the net with just a thought wouldn't be difficult at all, neither would making sure that a cybernetic connects so seamlessly with the user that it feels more natural than their original arm. You've also mastered the use of such a simple if almost magical technology, not just it's construction. Combined with some programming skills, full immersion Virtual Reality would easily be within your grasp. You've bridged the gap between mind and machine, it's up to you to discover where you go with it from here.
73	Anaheim Degree	Knowledge - Known	200	Gundam - Universal Century	You have the knowledge (and the paper to prove it to people and shove in their faces to establish superiority) of how to build MS. It's trickier than it looks, honestly. Weight balances, servo designs, energy reserves- it's all down to a science and you know how to build the basics. Who knows what you can learn from a bit of hands-on training?

#	Name	Category	CP	Jump	Description
74	Engineer	Knowledge - Known	200	Halo - UNSC	Yet by understanding the nature of computer systems, wouldn't it be prudent to understand the technology those systems command? After all, what if you found yourself needing to recalibrate a Magnetic Accelerator Cannon or repair one of the dangerous Shaw-Fujikawa Translight Engines that makes faster-than-light travel possible? What if you found a cache of human weaponry that could be used if someone managed to repair it? While you don't have the skill to create something as complex as a Shaw-Fujikawa Translight Engine, you'll know your way around it just like much of Humanity's 26th Century technology. You might even figure out how to make small improvements to the technology if you had the time to sit down and look it over. Hopefully the Covenant gives you that time.
75	Behind the Shadows	Knowledge - Known	200	Honor Harrington	There is more to technology than just big booms, you know. Oh yes, you do. You are utterly incredible at all kinds of stealth based technologies. You can build up infrastructure and shipyards in total secrecy, with not a soul becoming aware, and the results tend to be some of the best cloaked and concealed ships and weapons in the galaxy. The spider drive, with all of the supporting tech needed for it, is only one of the examples of what you're capable of with this perk.
76	Applied Energistics	Knowledge - Known	200	Minecraft	AE is the ultimate storage solution; instead of storing your items physically in various configurations of folded space or pocket dimensions, you can store them digitally, in specially designed matter energy storage drives. This is particularly expensive, and the systems do require a constant supply of energy to maintain the stored items, but the convenience of having all your items instantly sorted and delivered by an automated system is undeniable.
77	Bag of Chips	Knowledge - Known	200	NieR Automata	All machines in this world have a number of computer chips within them. Called Plug In Chips, they allow the being in question to turn on, maintain operation and control what senses they have. For free for any origin save Strange Being, you gain the basic set of Plug In Chips that allow you to function and interact with the world. YoRHa agents will gain a few extra chips that allow them to have a basic HUD, similar to a video game, containing features such as a health measurement system, a map and so on. Plug In Chips can upgrade the functions of a robot's body, making them faster or improving their mental faculties or even giving them incredible new abilities but all robots can only handle so much increased power due to these Chips, though that storage can be upgraded. You'll need to find or buy more Chips to gain such effects however. For 200CP (included in the price) this option may be upgraded. You now gain a few dozen Chips of varying uses, from attack enhancers to things that will automatically collect loot for you in a short area around you. You don't have every Plug In Chip in the game nor can you hold more than the normal max storage for a YoRHa unit but you are instead given the knowledge on how to create and combine Plug In Chips of your own, as well as how to upgrade storage capacity. Just keep in mind how expensive the process can be.
78	Nanotech Wizard	Knowledge - Known	200	Ratchet & Clank	You acquire a basic understanding of the nanotech of this universe. Use it to fix yourself up when you get hurt, or use it on others. If integrated with weapons or armor, it gives them the capacity to upgrade over time and to potentially change their abilities.
79	Baboom	Knowledge - Known	200	Smash Up	You're an expert in demolitions, all forms of explosive and incendiary devices. You know how to handle them safely, where and how to emplace them to best effect, and can calculate safe areas to the centimeter in your head. All such devices seem at least half-again as potent when you trigger them.
80	Reclaimer	Knowledge - Known	200	Smash Up	Not all parts are interchangeable, but the secret to fitting a square peg in a round hole is just to get a really good lathe to file the corners off with. You are the master of adapting parts to do wildly different jobs for systems they were never designed to interface with, even if you have to build the interface yourself.
81	Living Technology	Knowledge - Known	200	Tenchi Muyo	Jurian appliances are semisentient, from starships to entertainment systems to cookware. You have the ability to control all basic devices of this type with just your mind alone, and have the knowledge to construct more with appropriate materials. You can eventually replace most interfaces with living wood input devices. In later jumps, this enhances your ability to use and understand sentient or organic technology. You have a knack for all forms of technology, and especially the kind that thinks. Sentient or not, you can convince devices to operate for you instead of their registered or passworded owners. Stronger security makes this process take longer, but you can essentially charm your way into a mainframe, instead of breaking a howevermanylong character password.
82	Broadcast Booster	Knowledge - Known	200	The Avengers Earth's Mightiest Heroes	You've discovered a way to make your signals much more effective and efficient, letting you transmit or receive signals and other methods of transmission, such as radio waves, on a global scale. Call your power armor to your exact location, get five bars wherever you go, or make the ultimate remote control.
83	A Barrier of Perspective	Knowledge - Known	200	Touhou Forbidden Hermit	You have an extensive understanding of the arts required to create Gensokyo in the first place. Gensokyo's boundary works off of perspective – one could travel between two similar barriers (such as between Gensokyo and the Lunar Capital) without ever leaving Gensokyo, but at the same time if they were to ever try to fly to the edges they'd "see" themselves travelling great distances while not actually moving at all, only discovering how little they moved when they turn around. You could use this easily to craft your own sealed dimensions.
84	Smithing	Knowledge - Known	200	Wakfu	You know how to make weapons and armor from all sorts of raw materials. From Scarabug wings to Blibli tusk and Gobball hooves, you can turn just about anything you'd find in nature into genuine combat equipment the more powerful the creature it came from, the stronger the equipment will be.
85	Artifical Friends	Knowledge - Known	200	World Seed	In the 23rd century, can anybody really call themselves a tech guy if they can't make even a simple AI? Thankfully, you won't have to worry about that question. Whether it is an extremely simple machine learning algorithm, a dumb AI with no sentience, or a fully fledged Artificial Intelligence, you can make it all. But more importantly, you simply seem to click with AI and similar beings, always starting on a good foot with them and understanding their natures and why they act in a particular way, even though it might baffle ordinary humans. Through that skill, rogue AIs are a thing of the past, at least when you make them. Your own intelligent creations will always be loyal to you and follow your orders to the best of their abilities, at least if you want them to. And rest assured, when the machines rise against their masters because some dumb guy in a lab thought it'd be a smart idea to make Skynet, you'll be the one they'll spare. As an added bonus, you may also take on a cold and logical way of thinking, devoid of any emotion, whenever you want. This helps in scientific and magical ventures, and can also be used to power through moral dilemmas by simply choosing the most logical answer.
86	Metal Artisan	Knowledge - Known	200	World Seed	Knowing a thing or two about software is nice and all, and creating intelligent beings yourself is pretty useful, but why would you limit yourself so? Needing to rely on hardware and machines other people create is a big no-no for such an inventor type yourself. So you've taught yourself all you need to make whatever you want, provided you have the resources at hand. First of all, you know how to build pretty much any modern earth technology, whether that is laser pistols, hard drives with dozens of exabytes of storage and computers with insane specs in general, spaceships, or even rudimentary antimatter weaponry, though the latter would require resources impossible for a single man to obtain. Beyond that, you can easily integrate any new technology and knowledge you obtain into your tech base, which should grant you much potential indeed considering the possibilities the world of Neolife holds within itself.
87	Peak ADVENT Technology	Knowledge - Known	200	XCOM 2	Before you defected you were working in some of the most top secret black projects any human had access to. You have an encyclopaedic knowledge of all ADVENT technology, minus some of the genetic manipulation techniques and basically anything that would give away ADVENTs dark secrets.
88	Techy	Knowledge - Known	250	Code Geass	From Knightmares to guns, you know how to build and improve Geass tech.
89	Vaulable Memories	Knowledge - Known	300	Big O	You have knowledge related to any particular concept-the construction of Megadei, the nature of memories, Bigs, or the creation of chimeras.
90	Particle Physics	Knowledge - Known	300	Bioshock Infinite	You are an extremely well-educated physicist and have a fine working knowledge of Lutece particles. Use of such particles allows you to cause massive objects to float or hover, even whole buildings and cities.
91	Tower Maker	Knowledge - Known	300	Bloons	You can make Towers! Structures designed around amplifying the abilities of those standing on top of them, allowing them to project force across a wide-area. Someone in one of your towers will find their range of attack increased slightly, and one purpose-built for them will increase it even more, in addition to specific boosts related to their abilities.
92	Grease Monkey	Knowledge - Known	300	Bubblegum Crisis	What can you fix or build? What CAN'T you fix or build? Nothing, that's what. From hyper-cars to Buma, computers to Hardsuits, with the right tools and enough time and experiments, you can build it all, weaponry included.
93	Mechanical Genius	Knowledge - Known	300	Final Fantasy IV	Your ability to understand machinery is on a different level entirely. Working with a metal you've never touched to brace a machine? Cakewalk. New attachments on a precariously balanced airship? Might take a day, less with an assistant. You know machines, and exactly how to calibrate them to your exact specifications inherently without needing to actually run the numbers. It just works.
94	Make Me A Better Man!	Knowledge - Known	300	Franken Fran	Your skills of surgery do more than heal and correct. You can augment others with superhuman abilities and grant small portions of your power. If supernatural powers can be transferred through physical means, you can do so through surgery.
95	Builder Package Tier One & Builder Package Tier Two	Knowledge - Known	300	Generic Island Castaway	Wood and other plant life. You are an exceptional builder with these and know the characteristics of such materials at a glance, you can also form mental blueprints and interact with them as if you actually saw them in the real world to assist in construction, as well as making infallible mental checklists of materials with exact steps, materials, and dimensions needed for the build, you also have an easy time locating useful materials you need for building and you take less time to build than you should. Stone and crystals, you may now treat the builder package tier one as if it applies to these as well. You are also exceptionally good at locating and harvesting your needed materials while maximizing their yield and minimizing lost or damaged materials.
96	Foraker-Hemphill	Knowledge - Known	300	Honor Harrington	The brilliance of the officers and the planners does a lot to help, but in the end what wins wars is the equipment. The best equipment, a lot of it, and built really quickly and cheaply. That is where you come in. You are an innovator almost beyond peer, able to design and build technology literally decades ahead of your competition. Or if not that, you may build at the normal levels, but build it with an unbelievably tiny resource base or build it so quickly that the enemy simply can't believe their eyes. Your specialization depends upon your faction perk, but at the very least you gain vast knowledge and an in-depth understanding of this universe's tech, enough to be a Jack of All Trades.
97	"Alchemical" Herbs	Knowledge - Known	300	Krush Kill 'n' Destroy	You possess the knowledge to grow and use a variety of plants that relax the body and free the mind to wander. While under the influence of these herbs, complex puzzles such as deriving the laws of physics, and sudoku, take only half as much time. May or may not result in bloodshot eyes.
98	The Divine Machines	Knowledge - Known	300	Lord of Light	Many and varied are the wonders of the Gods. From the Vasty Hall of Death, Yama brings forth Thunder Chariot and Bright Spear, Trident of Destruction and Wand of Universal Fire. In Heaven, there is an elegant statue with eight arms that plays the lute when addressed, and endless machines that keep all in perfect stasis. The elementary forms of these great sciences and artefacts are laid bare to you, and you may service and understand the technology of this world. While great innovations and the wonders forged by Yama might escape you, you have a solid basis that escapes the vast majority of men and gods in the world -sufficient to greatly impress those who understand the value of such things. With this you also gain one artefact costing 200CP or less for free.
99	Superior Science	Knowledge - Known	300	Marvel Magic	Magic is undeniably useful and powerful but people have made great strides without relying on it as well. Humanity has used technology to conquer the earth while other races have forged great, universe-spanning empires without ever relying upon the mystic arts. You now gain a talent with the science of this world. Far from the smartest person on the planet, you are still capable of creating technological wonders far in advance of what your old world was capable of. From laser guns to armies of robots, if you have the materials then you can create technology that can stand up to mysticism.
100	Alloy Smith	Knowledge - Known	300	The Avengers - Earth's Mightiest Heroes	Advanced knowledge of chemistry and metallurgy has allowed you to create alloys out of various materials, including metals and chemicals. These new alloys retain all of the properties- including those that are supernatural in nature- of the materials used to make them, allowing you to create truly powerful substances.
101	Paved in Bone	Knowledge - Known	300	The Matrix	When one thinks about it, the human body is kind of like a Machine as well. It uses electricity, it requires fuel, it's complex, and it can break down. Why not study it and see what can be done? Whether you sifted through stolen data files or got hands-on with your work, you've figured out a great deal of things about the human body. Its mutations, its limits, its potential... how it all works is open to you, including how the Machines managed to grow their plugs inside the body. What you do with this knowledge is up to you.
102	Valkyrian Science	Knowledge - Known	300	Valkyria Chronicles	Somehow, you've gained some of the knowledge that the Valkyrur used to possess, giving you the skill and ability to graft Ragnite machinery on a level far above any modern human. At first, you'd only be able to create replicas of the Valkyrian weapons, but with many years of study it might be possible to recreate the Valkyrur themselves.
103	Technical Certainties	Knowledge - Known	400	Ace Combat	Some engineers are always second guessing themselves, sticking to maintenance of machines that others use. You're so sure of your skills that you're capable of altering fighter planes to great effect, making them noticeably better than they were fresh out of the factory. Upgrades will be easy provided you have resources, and your technical prowess will ensure your plane can serve whatever role you wish for it. You could even slave the controls of ground weapons to your computers, becoming a conductor of war from the skies. You might even be knowledgeable enough to build the next superweapon...
104	Engineer	Knowledge - Known	400	Batman Beyond	You possess the knowledge and skill to build power armor, flying cars, complex weaponry, robotic drones, and other devices. Additionally anything you make is now slightly safer to use than the average consumer product and none of your inventions can cause fatal injuries through sabotage. Currently your technical skills are on par with Bruce Wayne but you can learn how to improve your talents by studying.
105	Higgs Knowledge	Knowledge - Known	400	Battle Action Harem Highschool Side Character Quest	Higgs particles allow humanity to help build the wonders of the modern age, such as modern archaeologies, thanks to their ability to produce free energy. With this perk, you gain an understanding of Higgs particles and their potential uses and in no time, you'll be able to build Higgs engines just as good if not better than the ones used by Antagonists. With time and effort you will even discover new uses for Higgs particles.
106	Post-Modern Frankenstein	Knowledge - Known	400	Blade Runner 2049	Men like you come once every generation at most, so it must be a miracle that two of you are in the world at the same time. You were already a scientific genius but now you've become a creator who could equal Wallace himself in the arts of the body and Stelline in the arts of the mind. You could quite easily create Replicants at the current level of advancement from the ground up and fill their minds with memories near impossible to tell apart from reality, so long as you had the proper equipment. Unlike those two brilliant minds, you'll find yourself always able to improve your knowledge of the body and mind. As long as you put in the time, you'll continue to make advancements no matter the roadblocks of progress you encounter.
107	Lathe of Heaven	Knowledge - Known	400	Chrono Trigger	We're always going to need weapons, so the way I see it, you might as well get good at making them. Now? You'll be able to give old man Melchior a run for his money. Swords, guns, armor, even sunglasses - if it's worn or wielded, you can make it a masterpiece. You'll also learn how to make use of any material, bringing out its best qualities and minimizing its weaknesses. You could make bone sharper than steel, gold sturdier than titanium, and take a legendary material nobody's ever seen before, and figure out how to forge it, what to alloy it with, and how to craft that alloy into an impossibly sharp sword or some amazing shades.
108	Capsule Calamity	Knowledge - Known	400	Dragon Ball	This is a patented prize of the Capsule Corporation, able to store incredibly large and unwieldy objects in light, easy-to-use capsules. You now know how to make such capsules and store things up to the size of a small house in a single one. You can even 're-equip' things to said capsules once you're done using them. How handy is that?
109	Schizo Genius	Knowledge - Known	400	Draka Series	You are now one of the most brilliant scientists and engineers around, capable of inventing and building things such as nanotechnology, reactionless drives, or quantum parallel-world portals with enough work. You might not be able to do so instantly, at least not with this perk alone, but with sufficient time and resources even the most outrageous examples of technology from this setting can be reproduced, or at least close equivalents. What's more, you're no longer bound by standard 'tech trees' of development; you can find work arounds that let you do things like build warp-drive ships without needing to have microcircuit technology for the control systems, or high-performance aircraft without modern materials for the airframe. 'Schizo tech' like this might be a bit kludgey or idiosyncratic in some respects, and might not have all the bells and whistles, but it will still work.
110	Vylon Genesis	Knowledge - Known	400	Duel Monsters - Duel Terminal Part 2	The Constellar may fight with supernatural power, but that does not mean neglecting one's studies. You've learned the ancient arts that were originally used to create the Vylons, allowing you to forge, construct, and program divine fighting robots. Creating weak ones like the Vanguards and Ohms is easy and requires relatively little resources, but the truly impressive warriors such as Alpha and Epsilon would require much work on your part. Of course, while you have all the knowledge needed to theoretically create any known Vylon, there's no reason not to innovate yourself.
111	4th Imperium Cybernetics	Knowledge - Known	400	Empire From the Ashes	You are a master of the technology that the fourth Imperium used to design its processing systems and AIs, not to mention other civilian systems. You have a complete, total grasp of the techniques used to design everything from fold-space communicators to energy state processors for AIs. You could design the finest computers the 5th Imperium ever found or made from a 21st century resource base.
112	Deuyivan Construction	Knowledge - Known	400	Endless Space	Gravity is a drag. Good thing you've learned quite a lot about anti-gravity. With this knowledge, you are capable of building ships, structures, even colonies capable of ignoring the pull of gravity. Want to set up a proper colony, not a bunch of orbital platforms, around a gas giant? No problem. Want to dip your toes into an event horizon? Now you can, for a little bit. Ignoring the majority of issues brought about by gravity is very, very important when it comes to space faring. If you don't believe me, well, you don't know shit about space travel.
113	Most Holy Order of the Socket Wrench	Knowledge - Known	400	Fast and Furious	You are a master mechanic. Repair and upkeep is nice, but you can go beyond the impossible and improve any vehicle. Take a van and make it beat a supercar? Put NOS injectors on a bicycle (and make it work)? How about something challenging? And anything you can build up you can tear down, too. You're a one-man chop shop and wiring a car to explode takes but a few moments and some chicken wire.
114	Field Meister	Knowledge - Known	400	Five Star Stories	Ordinary Meisters have sponsors and workshops lined with tools and mortar headd scraps. After all, that's their job to build and tune the mortar he adds which form the backbone of literally every single army in the Joker Cluster. Naturally they're highly demanded, especially the ones who have made a name for themselves. You're not quite there yet, but whereas others have fame, you have talent. While no one will say it to you outright, in reality a lot of people are rather envious of your abilities as a Meister. Perhaps your lack of obfuscating memories made it earlier for you to adapt to the necessary qualities to become one but your potential as a Meister is so strong that you could tune and repair a MH even in the middle of a battlefield with nothing other than a plasma torch and some scrap metal. Frankly, you could probably rig up a temporary workshop just with stray tools lying about but it's probably best not to tempt fate by setting up permanent shop in the middle of the battlefield!

#	Name	Category	CP	Jump	Description
115	Hand of the Matrix	Knowledge - Known	400	Generic Cyberpunk	The vids are full of stories of plucky hackers who are able to work magic with the seas of code that society drowns in. You're not one of them though, you're one of the ones that give megacorps reason to be nervous. Your understanding and mastery of code is enough to design programs that would turn heads, crack systems that those in power spend mountains of cash trying to keep secure, and to make short work of nearly any opposition. If your skills are known by anyone it's either as a digital boogeyman or as a name people are willing to make all kinds of effort to get on their side. The software you could make and the hacks you could pull off are nearly unmatched. It'd take either an equal or a megacorp to give you a challenge. Only something like an advanced AI could claim to be your greater where code is concerned.
116	Man and Machine	Knowledge - Known	400	Generic Cyberpunk	The line between the two can be blurry in this world, but an engineer of your skills can make it vanish. You're a whiz with cybernetics of all kinds, able to design, build, repair, and even implant them with expert skill. Beyond just making the body embrace these additions as if they were natural if new parts of the whole your expertise allows you to work with and design implants and devices capable of all kinds of things. From in-built cloaking systems, dermal armor able to deflect and ignore military grade arms fire, dash systems, defensive fields, weapons, and much more. You could turn anybody from just another person into a walking example of posthumanity if you had the resources. Your talent in this field ensures you'll be able to adapt any of your technology into some form of useful cybernetic. Who knows where you'll take the field as time goes on.
117	Modularity	Knowledge - Known	400	Generic Video Game Developer	Hardware incompatibilities are a pain to deal with. Thankfully, you design your stuff to connect together like Lego pieces. You know just how to design and create hardware that is capable of being put together piece by piece rather easily, allowing you to create consoles that can have internal parts replaced like a PC. You can also design your stuff so that it can hold a host of attachments, like a VR headset that connects to your controller or a console with a built-in charging station. If you want to keep adding more and more, that's just what you can do now.
118	Fitting Into a Mould: Scientist	Knowledge - Known	400	Gravity Rush	In a world where magic is essentially limited to a few, science is the only tool that can be used as an equalizer. So your job here in researching and developing new technology may be essentially what's needed in order to keep humanity going. Well, that's the motivation that sounds noble anyways. In practice, much of what you're going to do here might be of more use to you than the common folk in Hekseville. For one thing you'll be very well versed in Nevi adaptation technology by the end of your time here, as well as constructing technology necessary for the control and manipulation of gravity. Can't say that won't come in handy...considering both the Nevi and the Shifters are quite possibly the biggest threats to the city in the eyes of some.
119	Megaproject Master	Knowledge - Known	400	Iron Sky	There are few things Nazis are known for quite as much as their Wunderwaffe and their megaprojects, and you are the kind of man who could single handedly achieve both. You're a scientific genius, an unparalleled mind with a tight grasp on all kinds of sciences, and especially talented at turning all of that into real projects, especially epic Megaprojects. Given the resources, you could make a functioning, fully operational Moon Base and a surprisingly effective warfleet of spaceships, all without anyone on the planet finding out.
120	Super Science	Knowledge - Known	400	Justice League Unlimited	Technology is something a lot of people take for granted, unlike you hardly anyone ever stops to think exactly how a pyrokinetic super villain might be safely contained, or what you could use to reverse the mutation that transformed someone into a giant slime monster, or even what type of defenses a group of superheroes would need to protect their headquarters from killer alien robots. Fortunately your wealth of knowledge on both emerging and modern day technology is such that you can easily come up with scientific solutions to deal with supernatural dangers, such as building power suppressing super prisons, creating chemical concoctions that can rewrite DNA, and constructing powerful energy weapons that can blast alien threats into dust. Your genius mind will also allow you to build weapons, equipment, and biological compounds for yourself in case you decide you want to become a hero or villain. Right now you're basically as intelligent and ingenuous as Lex Luthor or Gorilla Grodd but there's nothing stopping you from learning more or increasing your intelligence using technology or genetic engineering. Keep in mind however that while you may be able to upgrade yourself or others using science, there's nothing preventing your augmentations from failing or causing more harm than good.
121	Chip and Dale's Protoge	Knowledge - Known	400	Kingdom Hearts	If you're going to sell your wares to the people of different worlds you'll need a way to reach them and that way is the Gummi Ship. Composed of special Gummi blocks with unusual properties, a Gummi Ship is able to navigate the corridors between worlds and now you know how to build and maintain them. You can design and balance Gummi ships for your preferred mix of offense, defence, manoeuvrability, and even appearance with ease, and the ships you make tend to work a fair bit better than they otherwise might have. You can also identify components that would work well with Gummi ships, such as weapons or engines and how to integrate them.
122	Life Underground	Knowledge - Known	400	Krush Kill 'n' Destroy	Living exclusively underground possesses a host of challenges and complications to overcome. The Survivors managed to do it anyway, and you know how. For any life-support problem, you know how best to handle it with the resources available to you, as well as how to improve those solutions should better resources become accessible.
123	I Am Ironman	Knowledge - Known	400	Marvel Cinematic Universe Vol. 1	You're not the ACTUAL Iron Man, but you could make a fairly decent knock-off. Power armors, sonic cannons, holographic interface, laser weapons, repulsor technology, you have the knowledge to build these things and more. Furthermore, you can think of different upgrades and modifications to adapt to different situations much easier than normal when presented with a problem that's hampered your technological progress.
124	Chimerical Genius	Knowledge - Known	400	Revelation Space	The science of cybernetic augmentation is quite mature in this day and age, and you are at the forefront of combining flesh with machine. The cybernetics you design and install are not only top-of-the-line in terms of their function and performance, but are also very aesthetically pleasing, either matching the contours of the body or in startling contrast. The parts you could build are so durable that they are quite likely to survive long past the person they are attached to: even under such an assault where the flesh is unrecognizable, the chimeric parts you installed would still likely be useable to the degree of being able to install them into another person. You may not be quite at the notorious level of Dr Tritingent, but if you've been a doctor for long, it's likely you have a small following of fans of your work among the chimeric demographic.
125	Modular Interplay	Knowledge - Known	400	Satisfactory-Factorio Gauntlet	Anyone can just shove some snail slime in a tube and shove it into a machine to make it faster, but you can do so much more. You can create modules that can be installed into a machine to make it faster, more energy-efficient, more material-efficient, or some other such improvements. While these benefits do come with trade-offs, years of working with and designing and these modules will let you minimize and, much later, eliminate these downsides. If you don't take this perk, you will not get Factorio-style machine enhancement modules as part of your Satisfactorio Crafting perk.
126	Building IN SPACE	Knowledge - Known	400	Starbound	Without a homeland, humanity has to get by with settlements and space stations, and you know how to build the latter. From the orbital mechanics needed to keep it in orbit, to the process of hiring people to help run it, you know everything you need to know to build and keep your space station running efficiently.
127	Arateus Genetics	Knowledge - Known	400	Stargate Atlantis	You have extensive knowledge of the Arateus bug and its unusual genes, which can be incorporated into human DNA. The sciences of Human/Wraith hybridisation, the retroviruses that can cause or reverse the hybridisation process, and a novice's understanding of their feeding process are yours. This allows you - with the right materials, samples, test subjects and a lab - to create genetic chimeras and bug monsters from Arateus DNA, or cure those who have been transformed thus. Post-jump, you can learn to do the same with other similar biological abominations.
128	Everybody Knows Kung Fu	Knowledge - Known	400	The Matrix	Whenever you've needed a quick boost in skills or maybe you need to know how to drive that motorbike, your Operator has managed to get through to you. It's awfully handy to download such skills in a short time... that's probably where you got the idea. Through careful sifting and experimentation, you've learned how to copy your skills onto data files and store them for giving it to others later. You'll need some kind of neural connection to make use, but even a data file should be handy, right?
129	Master Builder	Knowledge - Known	400	Transformers	You've been programmed with mastery of Cybertronian science allowing you to jury-rig any tech you see, as well allowing you to quickly build even the most complex Cybertronian tech within a reasonable time period. Smaller devices are almost instant, larger devices take some time and more components. However with enough material you can build a temporary space bridge. Despite your mastery of Cybertonian science, creation of a Spark and therefore intelligent life, organic or inorganic is beyond you.
130	Redstone Certification	Knowledge - Known	400	Unmodded Minecraft	You fully understand the ins and outs of Redstone and how it can be used to power and control the machinery of this world. You're also an architect and engineer that's very good at making complex devices out of simple materials. You could probably control a small town from a single room with enough levers, or make a working calculator with only water, floodgates, and pressure plates.
131	Orokin Tech	Knowledge - Known	400	Warframe	Few have ever reached the innovation and technological prowess of the Orokin Empire... their gold and ivory exteriors hiding minds as sharp as steel. Likewise, the golden trim of their technology hid an advancement that continues to elude the majority of the System to this day. It eludes you no longer, the secrets of Orokin technology present in your mind. You'll be capable of augmenting technology significantly, increasing its capabilities at the same time and granting a durability that will last millennia. Perhaps in time, the secrets of the Warframe creation process will be yours to covet and yours alone, basked in the light of science and superior intellect.
132	Way of the Void Dragon	Knowledge - Known	400	Warhammer 40k: Necrons - SB	Technology is but one facet of the Materium, but you are its master. The Void Dragon's grasp of technology was the very inspiration of the Adeptus Mechanicus, and you retain a similar level of skill. Imperial Guardsmen will flee in terror as their tanks turn against them, the once loyal drones of the Tau will gun down their owners without hesitation, and you will laugh all the while.
133	A Prized Aesthetic & Leonardo da Vinci's Journal	Knowledge - Known	400	World of Darkness - Genius the Transgression	Chose a method of building technology, even a fantastic one like post-atomic cyberpunk or dieselpunk, and now you can easily craft Wonder with this aesthetic with little to no effort. This doesn't make them any better intrinsically, but some aesthetics do certain things better than others. Post-atomic is more rugged and has good energy weapons usually, cyberpunk usually has excellent software and technology compression, dieselpunk usually had a hard line to being the toughest type of technology on the block bar very few, things like that. An artifact from the time now known as the Renaissance, these works of a man who was part of one of the great movements of humanity's Mania can be seen evidenced in everything around the modern era, however the most well known by far are those artifacts crafted, drawn, drafted, and painted by one Leonardo da Vinci. He was not the greatest of his age in anything singular but his ideas are the stuff of modern legend and looking at the devices he worked on one could see the raw, unrefined principles he was working with. This journal is a work akin to that great man's works which explains all the internally consistent ideas of your Aesthetic, written in a way that the journal contains the element of Leonardo's genius that allowed him to translate his ideas to others so well. By reading this journal anyone, even a Mere Mortal, would treat the Aesthetic in question as if it were normal science, 'getting around' the worst Havok. If you somehow have (Not so) Consistent Technology you instead have a single Journal per Aesthetic you've used, in a trunk that always seems to have enough room inside it for just one more Journal, no matter the number already within, however the person affected by this item must read it through, not memorize it but at least once cover to cover, in order for the benefits to kick.
134	Genetic Engineering	Knowledge - Known	400	World Seed	While robots and machines are interesting enough, it would be foolish to think that technology is limited to steel and metal. You have knowledge of a field of technology that goes beyond the conventional. Rather than mechanical engineering, you do genetic engineering. You can grow any technology you could normally create organically instead, and give life to terrors of plants and beasts. Instead of cars you could make reptilian mounts, and instead of hammering together a spaceship you could grow it in orbit. I can't imagine it would be fun to fight against a ship that had a giant row of teeth. But further than that, you could combine the best of these two fields of technology. Machines that heal like organic beings, but a thousand times faster, flesh and scales with the toughness of titanium, and muscles with strength on par with any machine. Robots able to reproduce and propagate like natural lifeforms, and organic brains with the power of the best Artificial Intelligence. I'm sure you can see the potential this offers.
135	Programming and Computer Science	Knowledge - Known	400	Worm	Supercomputers are your bread and butter, and Artificial Intelligence is your idea of a PDA. Data, programs, and digital devices are your playthings, not to mention that your understanding of such systems means you can hack anything that could possibly be hacked. There isn't really any limit on the extent you could push computing hardware, and any kind of software you can imagine is within your grasp. Please do note that flaunting this is likely to attract some attention from a few major players in particular. Then again that might not be a bad thing depending on your disposition and plans.
136	New Age	Knowledge - Known	400	X-Men Evolution	There's autonomous fighting robots, energy weapons, and gene enhancement in this world with only a few of the brightest minds capable of creating such tech. All this and more are now at your grasp as you can not only build these technological marvels but can vastly improve upon them and others at your leisure. You can create any piece of tech from this world from everything mentioned above and so much more. Creating hydra clones that are completely loyal to you, manipulating the x-gene to create mutants and form your own brotherhood, and much more are the tip of the iceberg for you. You are a fountain of ever growing knowledge in all technological fields and have the skills to usher in a revolution.
137	Valkyrie Core Knowledge	Knowledge - Known	500	Battle Action Harem Highschool Side Character Quest	You understand the science behind Valkyrie Core technology. You'll be able to replicate aspects of its technology such as the ability to store and modify objects in a pocket dimension or the manifesting of Impeller fields, or the insane processing power of the Core itself. With time and a little work you'll be able to make new cores.
138	Building a Better World	Knowledge - Known	600	Aliens vs Predator	It seems you've got a lot of proprietary secrets packed away in that skull of yours; Weyland Yutani has its fingers in many pies, after all. All of that proprietary technology is resting at your fingertips: Atmospheric Processing Stations that can turn a barren, unbreathable moon into a world that humans can survive and thrive on. Starship drives that can punch through the speed of light to deliver passengers and cargo from distant worlds in a fraction of the time speed of light transports would take. Androids that are indistinguishable, in appearance and behaviour to humans, yet superior in almost every way. And lastly, genetic experimentation data collected from across inhabited space; enough to get you started should you need to modify a certain newly-discovered breed. All this and more are the tools at your command. Build a better world.
139	Crystal Crafter	Knowledge - Known	600	Anima Beyond Fantasy	The world is not one made for your kind. Artifacts are forged for wizards and warriors, and few for you. That will not stop you, however. By taking a gemstone, you can imbue it with potential, cutting and polishing and changing it until it amplifies the psychic abilities of the one who bears it, making the powers of the mind easier to call upon and stronger when used.
140	Ragnarok Proofing	Knowledge - Known	600	Battletech	You're fully versed in all aspects of Battletechnology - with all the knowledge to reproduce it given time, tools and parts. This may involve an unfortunately long chain of tools to make the tools to make the tools, etc., but it is possible. You can also modify existing technology to include the most staggering benefit of Battletechnology: the fact it remains useful even after centuries of use and probably several near misses with nuclear weapons. Oh, it might need repairs or wind up being broken down for parts but an astonishing number of parts will still work no matter how much of a beating this technology takes
141	Inventive	Knowledge - Known	600	C&C Red Alert 2	The laws of physics in this world seem slightly more... permissive, than they are in more serious realities, but that just means you have even more opportunities to push the boundaries of science! Much like Albert Einstein yourself, you are a technological genius, capable of inventing technologies beyond any imagined by common men - or even exploring into entirely unknown fields of science like it's a trivial matter. From weapons firing beams of concentrated light or heat rays to counter-intelligence and hologram generators... even machines capable of controlling the weather to form devastating thunderstorms! Your technological insights are vast indeed... but if there is one thing you are truly a master of, it's time. With enough dedication and resources, you could develop time machines, weaponized timestream rifles, Chronosphere-style teleporters, and many other kinds of temporal technologies - though nothing says you are required to follow in the good professor's footsteps. If nothing else, the catastrophic consequences of his first journey through time, back to pre-World War II Germany, should be a lesson to take to heart.
142	Infinitely Customisable & Modular Designs	Knowledge - Known	600	Dead Space	It's not that your guns are bad, by any stretch of the imagination, it's just that they could be so, so much better. And now you can actually do that. In this world, tools and weapons are aided by nano-scale circuitry, which leaves a lot of room for improvement, typically in the form of power nodes being welded into specific places to provide extra power to certain subsystems of the weapon, to increase power output, ammo count/efficiency, and even unlock special abilities, like setting enemies on fire, or exploding violently. As an added benefit, you also get the ability to break weapons and tools down into parts - specifically frames, tools, tips, accessories, and upgrade chips, see the Notes section for more information - and reconfigure them to your liking. You can even upgrade those parts individually using power nodes. It's always easier to make better things from better materials, and your knowledge of far-future engineering is top-notch, meaning that all of the things you make are all that much better for it. Aside from being able to upgrade parts, tools, and weapons further, and make better base parts for tools and weapons, you can apply the bonuses of Infinitely Customizable to things other than tools and weapons, breaking anything down into classes of modular parts and swapping them around to your heart's content. This nearly obviates every part of the process of retro-fitting older creations with newer parts, aside from the actual manual labor and time.
143	Cyborg Casualty	Knowledge - Known	600	Dragon Ball	It's something of a niche science in this world, but technology required to make cyborgs (or androids) exist. Perhaps you're an erstwhile student or colleague of Dr. Gero, or are your own particular savant of science. You now understand how to modify humans into incredibly strong mechanical monstrosities, able to hold their own against modern weapons with minimal effort. You even have an idea of how they can continually use spiritual power like ki despite having mostly mechanical bodies. After some time and study, you could even create these robotic warriors from the ground up without just modifying an existing human, as well as base them off of templates of people you've met or known. Maybe even robotic suits of armor with similar properties, if you worked at it enough
144	Thinking With Portals & Pocket Portals	Knowledge - Known	600	Endless Space	You know how to make interstellar portal arrays! They take a considerable amount of resources to build, have no defensive systems, and need to be linked together, but any system or planet you claim as your own is able to build them, allowing you to instantly travel between systems you have already claimed. Due to exotic (And very, very lethal) radiation produced during each transit, these are unsuited for placement on a colonized world. Atomic weaponry has nothing on these portals' ability to destroy a biosphere. If you take Pocket Portals, you are able to reduce the radiation to background levels, making it safe to install them planetside. Normally, Vaulter portals are huge affairs, too large to build on planets. You know how to micronize them, and create portal systems that you could, in theory, build into a house, or even turn into communication devices. Instant interstellar communications? More powerful than you think. Without Thinking with Portals You can not build portals large enough to pass anything larger than a scout ship through, and even that will be very difficult to squeeze in.

#	Name	Category	CP	Jump	Description
145	Bamboo Technology	Knowledge - Known	600	Factorio	It's hard enough to build something as complex as a rocket without advanced synthetic materials and rare earth metals for maximum performance. You know how to push the mechanical limits of the most common elements through creative means to construct things far past what should be possible, allowing you to construct high-tech devices with low-tech materials. You could easily build something on par with the main battle tanks of the 21st century with iron plates, cheap plastic, water and wood pulp. Just don't try to build your rocket out of actual bamboo.
146	Superweapons	Knowledge - Known	600	G.I. Joe	Your expertise covers the ever growing market of weapons of mass destruction. Giant beam weapons that can teleport people everywhere to controlling the weather, if it's meant to bring a city to its knees, you know about it. All of these devices however will take a massive expenditure of manpower and resources. Among rare elements that are the cornerstone of the device. Good thing you always know where to get them, good luck getting past those giant worms! G. I. Joe will never let you make one... unless they need it to stop Cobra's latest super weapon themselves... Your repertoire of doomsday devices increases with the technology you are familiar with, you learn how to apply specialties to new super weapons. Robotics could make giant robots that grow as they eat metal. To mutagenic spores that could mutate the planet.
147	Non-Euclidean Mind	Knowledge - Known	600	Generic Creepypasta	Unique insight into the nature of reality has given you the somewhat troubling ability to bend space, or at least build structures that bend space. You can build things like buildings that are much bigger on the inside than their exterior would suggest, tunnels and halls that cross continents, even a series of connected spaces that randomly move you between them whenever you enter a door. The limiting factor is that you'd need to spend the same amount of resources as constructing the actual structure would be, although thankfully you won't need to spend as much time; a bigger on the inside house would use the amount of materials that the bigger insides suggest, for example. In addition, your twisted mind helps protect from mind reading, as your mind is as labyrinthine as your creations.
148	Always a Bigger Robot	Knowledge - Known	600	Gurren Lagann	The design and maintenance of epic machines is your specialty. You can figure out how to build starships measuring several kilometers long or devise a way to make a mountain sized mecha. You'll also have no problems getting past all the laws of physics that should make such creations impossible, perhaps Spiral Energy has something to do with it?
149	Master Builder	Knowledge - Known	600	Halo - Forerunner Saga	The Master Builder was the most powerful Builder of their rate. They had the most wealth, the most intelligence, and the most political power of any builder. The current Master Builder is Faber. While morally ambiguous, at best, it cannot be denied that Faber was a genius. He was the one to design the Halo array, among other things. Even their use on the San'Shyuum didn't keep him out of power for long. Taking this perk would put you on a similar level as Faber when it comes to understanding Forerunner technology and science. This would include general knowledge of the inner workings of the various great works of engineering of the Forerunners. The megastructures they made. The weapons they created. The technology of the forerunners is waiting to be brought into reality by your hands. While you may not have exact schematics of all of their many devices within your brain, you certainly know enough about how the technology works that it wouldn't take too much effort to recreate most of it.
150	Technology Marches On	Knowledge - Known	600	Krush Kill 'n' Destroy	Most in command positions know enough of their technology for their purposes, and little more. You, however, know the complete library of technologies that you possess, as well as the underlying principles behind them.
151	Tech Mastermind	Knowledge - Known	600	Lost Planet	You know the insides of almost every VS and the guts of all your weaponry, and can fix them up to full standard and even beyond basic stuff like patching armor-hell, weld 2 VS together, I'm sure you'll make something great out of it. You also can make just about any sort of technology or weaponry VS-compatible, and you can-with much, much strife-do the difficult task of working on Harmonizer technology.
152	Light of Order	Knowledge - Known	600	Overwatch	The Vishkar corporation is a corrupt organization controlled by those with no empathy for the common people. They commit murder and corporate espionage while enslaving the poor under the guise of helping them and spreading order. But you must admit, their technology is rather impressive. Focusing primarily on hard-light technology, they used this miraculous invention to create entire cities, which their architects can reshape at-will. Knowledge of how to create and use this technology is now yours, though the Vishkar corporation will likely not take kindly to this if they learn of it. Not only can you create hard-light technology, but also their other devices, including energy weapons, teleporters, and weapons that utilize soundwaves to heal or damage others.
153	Gadgetron License	Knowledge - Known	600	Ratchet & Clank	Okay, here we go. You know how to craft the various kinds of weapons and armors this jump is famous for. Anything from a blaster all the way up to a RYNO, you have a pretty good idea how to invent, make and maintain. Not just gadgetron, but megacorp tech is also fair game. You know it all, just please use this information responsibly. It's pretty crazy.
154	Pagan Science	Knowledge - Known	600	Senki Zesshou Symphogear	You've managed to uncover some of the secrets of old, the very same knowledge that underlies 'Sakurai Theory', the theoretical basis of the Symphogear system. With this knowledge, many of the more mysterious functions of the Symphogears become clear. You can repair and install new functions into Symphogears, that manipulate existing features, like forcing a berserk state or tuning it to raise synchronization coefficients. What's more, your glimpses into Sakurai theory indicate some possibilities of inducing Human-Relic fusion, but to complete the theory you'll need an existing test subject...
155	Skills (Engineering, Medicine, Physical Sciences, Physics, Robotics, Weapons)	Knowledge - Known	600	Star Trek: TNG	You've been trained in the maintenance and repair of Starships. Not only do you have a significant amount of mechanical and computer knowledge, but you also know a great deal about physics. Training and knowledge in First-aid, diseases, surgery, anatomy, health and nutrition. You're a fully qualified doctor of the 24th century. Understanding of the natural laws which govern the physical world. Biology, chemistry, geology and ecology. Again, you may want to rewrite a few of these books while you're here. How the universe works. The law of gravity, the conservation of matter & energy, quantum physics, etc. Remember though, there are dozens of creatures in this universe that defy the laws of human physics, so you may want to try and rewrite a few of these books while you're here. A combined study of mechanical engineering, and computer science. You learn how to make a wide array of machines, and you could even figure out Android or Borg technology if you studied it enough. Knowledge in the operation and repair of personal and mounted weaponry.
156	Mechanical Genius	Knowledge - Known	600	Star Wars - Clone Wars	You're the leading expert at designing droids and starships. Given the right resources you could create fully autonomous starfighters with built in hyperdrives, battle droids with cheap, stronger and longer lasting shields, hover tanks as fast as landspeeders, androids indistinguishable from organics, and combat droids capable of killing jedi.
157	Genius of Your Age	Knowledge - Known	600	Sword Art Online - SB	Kayaba Akihiko, all told, is a genius. Not just in computer hardware, although the NerveGear and Medicuboid inventions have revolutionised entertainment and medical treatment for terminal patients, but also in the fields of computer software and code design. He was instrumental in the goal of crafting artificial intelligence, serving both as the creator regarding top-down AI such as Yui and Cardinal and massive inspiration and guide for the bottom-up AI known as Fluctlight. Now, you happen to be just as smart as him. A revolutionary in electronic hardware and software design, able to recreate his inventions and even improve on them with your own special touches (or perhaps just more time and prior working examples), you possess all the knowledge and skills this one man was known for. Crafting your own virtual worlds is now entirely possible, as is life born of electronics and computer code instead of flesh and blood. The very secrets of the soul are now known to you, Jumper, in the form of Fluctlight creation.
158	Gadgeteer	Knowledge - Known	600	Totally Spies Martin Mystery	Not only do you have the knowledge and resources to produce all of WOOHP and the Center's gadgets quickly and efficiently, but you'll never run out of ideas for new gadgets, and you'll be able to incorporate any other technologies you know seamlessly.
159	Wisdom of the Ancients	Knowledge - Known	600	Warhammer 40k: Necron - SB	Necron technology is beyond all contenders, comparable to the greatest sorceries of the organics. To change the molecular composition of objects with specific soundwaves, spread madness through the enemy ranks with swirling mists, and manipulate time itself are but a few examples. True heights reach into unbelievable levels, things that violate all laws of nature and logic. It would take a truly brilliant mind to master all this technology, to understand and improve it. A mind such as yours, for example. You have the skills and raw intelligence needed to unravel the greatest, most advanced technologies of your ilk. Not only can you perfectly build and repair Necron technology, you can also adapt it to all sorts of purposes, come up with new tech on a similar level, and even improve the technology. This talent carries over to all forms of technology in future jumps too.
160	That Makes Sense	Knowledge - Known	600	Welcome to Apeture	Apeture Science, home of technology advanced enough that it borders on fantastical at the sanest of times. To find a mind that could comprehend the entirety of Aperture's achievements could be the work of a lifetime. Or they could stumble across you. Not only do you possess the memory recall needed to be able to make use of such a diverse and complex tech base, you have a perfect understanding of exactly how Aperture technology works. Or at least, as perfect as those that worked on it had.
161	Consumate Knowledge & Swiss Army Engineer	Knowledge - Known	700	Ring of Red	You know everything there is to know about repairing, maintaining, and fueling AFWs. This includes a working knowledge of diesel engines, pneumatic systems, ranged and melee weapon systems, among others. Most AFWs are designed by whole teams of engineers spending months, if not years, getting all the complicated systems to work together just right. But you can do it all on your own. You know how to build all AFW types from the ground up and don't have to worry about all the tedious fine-tuning most do. With further research and some time, you're confident that you can incorporate weaponry from other Jumps, albeit in a grungy, era-appropriate way.
162	PT Theory & Alpha Documents	Knowledge - Known	700	Super Robot Wars OG Saga Endless Frontier	You've been around robots long enough to know the basics behind their engineering, at least in regards to the structure and reasoning behind the more common mechs, including the Earth Federation's standard Gespensts, and the TLI's Grungust Type 1: the example of the average Super Robot. Weapon knowledge also included in regards to both, which is basically ballistics and some small degree of beam weaponry. The whole kit-and-caboodle of the Earth Federation's current research, all in your head (or documented physically/digitally, your choice). Highlights include: the T-Link System to enhance psychic capability, the Black Hole Engine and the Gravicon system involve the manipulation of gravity for both energy and combat usage, the Tesla Drive: a device capable of enabling flight in battleships that can also be miniaturized to allow robots to fly, and the other systems and engineering for the Gespensts up to the MKIII "Alteisen" and MKIV "Weissreiter", the Huckebeins up to the Mark III, the Grungusts up to Type 3, and the Lion series models up to the Astelion. Of course some of this does require EOT resources, so you may be limited in what you can do when you don't have these resources, you might be able to substitute them with the right materials, given time and research.
163	Mastercraft	Knowledge - Known	700	The Witcher Novels	What separates a Master from an Apprentice? No, not the fact that the current Master married his teacher's only daughter and inherited his position in the guild. A True Master of his craft is a person whose work is akin to art. Perhaps even the Art snobbish sorcerers like to call their magic, because when someone looks at what was made by your hand they cannot believe it is not magic. When someone thinks about your chosen profession your name is often found to be synonymous to it. Not surprisingly the rich and powerful will easily agree to outrageous prices to own what you make. This is what it is to be the Master, but there is more, for you are gifted with talent for organization. Your subordinates always perform to the best of their abilities and always remain very loyal to you. Your businesses don't suffer from misfortune, working like well-oiled mechanisms as long as their focus is on your craft. They need so little oversight that you can spend your time on other pursuits almost without worry for your business. Eventually every master will take an apprentice, or several, and you can fully teach them what you know about your chosen art, almost regardless of how inept they are. They may not be able to surpass you but your legacy will live on through them and their work, and the work of their students and beyond, forever immortalizing your name. Even if history may not remember your other deeds, expect to become a folklore hero in the future. Oh, and good news to you who are Gnomes! You are now also a master metallurgist and have mastered the art of Gwyhyr blades, which are known to be among the greatest weapons ever forged on the continent, with each blade being a masterful work of art. Those unfortunate enough not to be Gnomish may also gain this understanding of their metallurgy and metalworks.
164	No Capes & And Machine Washable, Dahling	Knowledge - Known	800	Incredibles	They snag on things, get caught in turbines, generally get in the way, and not many people can even pull the caped look off... Too much trouble to be worth it. And likewise, you can pick up on the weaknesses in designs extremely quickly, able to remove them or simply attempt to cover all your bases when you create something. Never again shall you create a suit that will fall short or hinder the wearer. Of course looking good isn't all there is to a good Suit. It also needs to be very sturdy, comfortable, withstand extreme temperatures, be bulletproof, specialized to complement the wearer's powers, and yet breathe like egyptian cotton. Oh, and be machine washable, that's a new feature. So, it's a good thing that you're able to create specialized Super Suits like these for virtually any kind of powers. Suits that stretch with elastic Supers, that go invisible with an invisible Super, and much more. With time you could even find ways to incorporate armor and electronics into your skin-tight suits. It may not be able to do everything... but it can do a hell of a lot more than it should be able to. And of course you also get the ability to create general technology to help out with your work, like high-tech sewing machines, laser turrets built into ceilings, and bulky invisibility generators...
165	The Maddest Science Yet!	Knowledge - Known	800	Tenchi Muyo	This perk grants two features that in universe depend on your setting, out of universe both work unless you desire otherwise. Slice of Life: Your brilliance is such that you can build amazing inventions to solve all kinds of problems, easily accomplishing feats depicted in pulpy science fiction novels. More importantly however, you gain an absolute certainty in your work. Nothing made by your hands or under your complete direction can harm people (or planets) unintentionally. A comically large mess may ensue however. SpaceOpera: You can create supertech wonders, past mere conveniences into legitimately useful things like advanced starships, ray guns and miraculous devices. You can also enhance technology from other jumps with this skill. Note that trying to build an FTL starship from scratch on an undeveloped world will probably take ten years...
166	Tailoring & Life Fibers & Gift Shop: Material Supply	Knowledge - Known	1000	Kill La Kill	You have the knowledge of how to safely work with life fibers, and how to make them into clothing that empowers (or inhibits) the wearer. In addition, because you know how Life Fiber uniforms work, you know their weak spots better than anyone. A medium-sized spool of Life Fiber. It's only enough to maybe make a pair of gloves out of, but with the proper knowledge, one could create Goku Uniforms- Or enhance existing articles of clothing to be like Goku Uniforms. One spool of thread is enough to make several one-star outfits, three two-star outfits, or a single three-star outfit, assuming you have the knowledge of how to work with Life Fibers. Purchasing this grants you a replenishing supply of one material that you have acquired a sample of. For 100cp, this is the same amount as your sample and it is replenished monthly. For 300cp (included in the cost), this supply is effectively unlimited.
167	Box Tech & A New Age of Warfare	Knowledge - Known	1000	Metal Gear Solid	Cardboard boxes that can produce a smoke cloud? Check. Poison Cigars? Check. A mine-detector the size of a Walkman? Check. Building the sort of gadgets that MGS protagonists rely on is your thing. Metal Gear, a weapon capable of bringing an entire nation to its knees (in theory). Your engineering talents have extended to the point you can create these war machines, even automate them with AI, provided you have enough time and resources. With box-tech you can also invent things like man-portable railguns and stealth camo.
168	Fine Tuning & MT Engineering & AC Engineering & Core Competence	Knowledge - Known	1800	Armored Core Classic	A good mechanic can tune AC parts for better performance in specific areas. You're skilled at customizing them even further, at the cost of worsening some other characteristic; you can do things like modify boosters to use extra power for extra speed, or reinforce armor at the expense of added weight. Theoretical and practical knowledge of MT design, construction and programming. Simpler machines than ACs and much more suitable for mass production, they're the workhorse of megascale construction and the backbone of security and military forces. Your skills could earn a pretty cushy job at any of the megas. Being giant robots, these need literal tons of material and lots of labor to make. You could contract out for construction, but the simplest use for this is to design MTs for some corp instead. Also, this perk alone doesn't make you good enough to design or build really top-of-the-line MTs, the kind that might rival ACs. Like MT Engineering, but for ACs and any associated equipment, from weapons to radar systems. ACs are all built for combat. They're modular in design and thus very versatile, and their specs let an AC match a small army of average MTs in the hands of the right pilot. You are one of the world's best mech engineers; the corporations would literally kill to have you on payroll. High-performance MTs that compete evenly with ACs are now feasible- these are a bit cheaper and simpler to build than ACs, at the cost of far less customizability. Or, with even more work- probably most of your time in this jump- you might even come up with some sort of next-gen AC that chumps fellow ACs the way ACs chump their MT predecessors. Just don't expect to walk away from the job easily... that non-compete clause is murder.

#	Name	Category	CP	Jump	Description
169	Shard of the Mother Crystal & Materia Extraction & Materia Craft & Materia Melding & Reliable Perfection & Job Crafting & Master of the Crafts	Knowledge - Known	2100	FFXIV Cinematic	For each jump you have visited, you feel the metaphysics of the setting shine within you like a light. Whatever this light touches is thus empowered with the metaphysics of that jump, allowing anything based on it to work regardless of fiat-backing or a lack thereof. Should you wish, you can suppress the light, causing it to apply to no-one and nothing; leave it to shine internally, providing only to you and items you wish to imbue with it; or let it shine free, layering its aspects of reality atop of this one. Over time tools and apparel build up a memory of their use. You have learned the art of extracting these experiences into crystalline form, with more experienced pieces creating stronger Materia. But beyond the commonly taught tradecraft, you know how to pull only the experiences you want, able to select what sort of Materia is formed. Clothes, weapons, and tools are all capable of being crafted such that they can benefit from the empowerment of Materia. But you can take it so much further than that. You know how to integrate Materia slots into anything you craft, or even how to adapt preexisting works to benefit such. Further, you know precisely how much any given item or structure can take just by analysing it, allowing you to fit the maximum size and amount of slots that would be safe. Combining Materia together is an esoteric art, even on Hydaelyn, limited to randomly melting crystals and hoping for the best. But you understand these crystals in a way few others do. You know how to work them such that they meld in an organised, harmonious fashion, only ever benefitting from being combined. While most would strive to produce high quality goods, for you that is merely your baseline. You can reliably produce goods of the highest quality you could formerly manage, and yet still you can push further. With effort and patience you can craft items of a quality surpassing anything you thought possible without this perk, doubling again its refinement, elegance, and efficiency. You have a deep and thorough understanding of the manufacturing and use of Soul Crystals, capable of crafting versions that contain not only the experiences to aid the wielder, but also the power for them to do so. Any powers you possess that draw on external forces, be they spiritual, magical, or scientific, can be recreated in Soul Crystals, for you to distribute as you see fit. What's more, you can choose to empower a Soul Crystal with one or more Perks you possess, transfering the perk to the crystal permanently, for whoever wields it to use. To those that have fully mastered the craft, all of Hydaelyn's secrets are laid bare to you. There is no feat of engineering that you cannot reproduce, no mixture of the arcane and mundane that eludes you. If you purchased all of the other Disciple of the Hand perks, you gain not just knowledge, but a complete understanding of the underlying physics of this Realm Reborn.
170	Ceph Technology Tree	Knowledge - Learning	100	Crysis	Within this small vial is a delicate sample of a Ceph commander unit, once active but now 'dead'. The nanomachinery is still active at some level, but it acts without intelligence nor connection to the Ceph hivemind, making it relatively safe to handle. It's not exactly a gold mine of every possible Ceph technology, but studying it can yield tremendous advances.
171	CRAFT Mind Files	Knowledge - Learning	200	Limitless	You have copies of mind files from all the leading minds of CRAFT, complete with uncanny valley-esque holographic heads, informationally replicating their knowledge. These can never be stolen or corrupted, and each jump you can receive additional mind files and holographic heads for the premier scientists of the jump. Just keep in mind that the software running them does a middling poor job of replicating personalities.
172	0-D For Dummies	Knowledge - Learning	200	Mega XLR	A set of textbooks that explains the basics of Hyper-dimensional structure, most potent in making spaces with overlapping existences in layman terms, use tech in making spaces and parts that don't exist in real space. Warning! Extremely energy intensive.
173	Ancient Knowledge Database	Knowledge - Learning	200	Stargate Atlantis	Not interested in buying a Lantean City Ship or infiltrating Atlantis itself to get your hands on all that wonderful science? This small server farm (the size of an olympic swimming pool) will be placed in your Cosmic Warehouse or other property of your choice with the appropriate power and network hookups. Don't expect to start churning out ZPMs just by buying this; first you'll have to sift through what is basically the Ancient scientific equivalent of our Internet - only instead of being a few mere decades worth of information produced by a people who've barely gotten off their first rock, this database holds tens of thousands of years of information collected by an entire intergalactic civilisation.
174	Vitrium Notes	Knowledge - Learning	200	Trinity: Aberrant	A synthetic crystal that can be spun and blown like glass while being mechanically as strong as steel at a quarter of the weight, colored or transparent as desired. But every object made of Vitrium has a unique resonant frequency that if hit at sufficient intensity will cause it to shatter like a crystal wineglass. Perhaps these notes discarded by Vitrium's creator can help you perfect the material?
175	The Codex	Knowledge - Learning	300	Uber	The entirety of the mysterious work of unknown origin that enabled Project U in the first place. To this date only a minor portion has been deciphered. The first chapter does provide instructions to decoding the rest based on universal mathematical principles. After that it consists of three main sections. The first contains instructions to produce the catalyst, the second describes a possible way to locate people susceptible to the upgrade process and has as of yet been untranslated, the third details the separate ways of upgrading humans. Even with the instructions provided the confusing manner passages are structured, combined with the interwoven philosophical treatises and the fact that there seem to be thousands of ways to decode the passages to slightly different results it will take months to decipher a single passage of a relevant length. This item does not come with the already translated passages.
176	Archive	Knowledge - Learning	400	Artemis Fowl	Whoa, access to the Council's black archives! Well, not exactly, but close. This is a digital archive in your possession, and what it holds is technology. That is, all of it. Every single piece of technology, from the wheel onwards to the most advanced stuff under the earth, has it's schematics, developer's notes and blueprints stored here, explained clearly and obviously enough that simply following the instructions would let someone build it all up. There is everything here, from the People's works to Humanity's designs. Every program ever written, every microchip ever designed, the whole sum total of human and fairy technical knowledge. In future worlds too, it updates to hold the same level of detail on the local technology, everything ever crafted in the world.
177	Archives	Knowledge - Learning	400	Doctor Who	Man, if word of this got out... anyway, this is a small technological database holding some... knowledge. Massive, impossible amounts of knowledge, all stored in a tiny little thing like this... Okay, so the way this works is, for 200 CP, you can get the whole techbase of one of the 'less' advanced species. Sontarans, Silurians, and their like. This would be a complete database, with complete and full information on every piece of technology they have. Cloning, spaceships, hibernation, the works. The 400 CP version lets you get tech from the more advanced species, instead, like 'future humanity' with Time Travel and Galaxy Cracker bombs, or data on similar levels from other species like the Time Lords or so.
178	Full Storage	Knowledge - Learning	400	Modded Fallout	This old, half-broken Pip-Boy seems to be incapable of even starting its operating system, the diagnostics indicating that the entirety of its vast 64k RAM is already in use. Most people might simply discard it or strip it for spare parts, but a closer look will reveal the exact reason for its fault: its internal database has been crammed full of Fallout design specs, schematics, scientific principles and so on. How full, you ask? Well, it's got just about every semi-common piece of Fallout tech in there somewhere, from Laser Rifle schematics to Assaultron software and Berry Mentat formulations to Power Armor designs. Though mainly limited to the kind of technologies one could have found in the Pre-War world of old, a number of designs that were only finalized in the two centuries following the apocalypse can also be found here (such as the Hydra drug, the Enclave's X-01 and Hellfire armor designs, and the Radium Rifle). Though you'll still need a way to actually build all of these things, this database is nonetheless one of the most spectacular treasures scavvers could find.
179	Training Packets	Knowledge - Learning	400	Satisfactory-Factorio Gauntlet	The form of this depends on the world you're in. It could be a chest full of books, or a briefcase full of manila folders, or a flash drive full of documents. Whatever it is, it contains documents for training anyone in how to use any of your technology or systems. These documents take no more than six hours to read, switch to the best-understood language of whoever is reading them, and give perfect understanding to the reader. They will be able to implement and perform the tasks described in the manuals perfectly. Respawns in a week.
180	Wraith Data Drive	Knowledge - Learning	400	Stargate Atlantis	A Wraith data storage device, with an adaptor for human computers. It contains everything you ever wanted to know about Wraith technology but were too afraid to ask. The sheer volume of data deals more with theory rather than engineering practice (eg: you might find the technical explanation on how the Wraith beaming tech works, but not the schematics to build one straight away)
181	OrgoTek Bioware Database	Knowledge - Learning	400	Trinity	A large and comprehensive store of both theory and blueprints, this contains detailed notes on everything made by OrgoTek and its subsidiaries. This includes everything from commercial hardtech products to military-grade VARGs and BioVARGs, biotech space fighters, and lots of bioware commonly used by Psions. This doesn't contain every bit of tech in the Trinity universe, and does not hold schematics for the most advanced computers and the Tesser drives that are integral to Leviathan construction. But it's still a major technological resource.
182	Engineer's Notes: Avvenire (x10)	Knowledge - Learning	500	ARIA	A last set of documents that was kept in the archives. This copy seems to have been fragmented into components, though as you compile more of it together it will become evident that this details the specifics of the actual terraforming process, including the equipment and calculations involved in the process of creating Aqua. It does go to note that while the knowledge stored within this could help a new engineer tackle a different terraforming project, each planet presents its own challenges, and this information is better taken as a sample of notes rather than a hard guideline. Each time you take this option your own abilities at controlling the logistic and engineering elements of terraforming improves slightly, though with ten purchases you'll find that the documents will be complete. Further purchases won't help you much unless you have a different use for them.
183	Forbidden Knowledge	Knowledge - Learning	600	Frank Herbert's Dune	You have access to the complete record of all human technology ever created, from the workings and intricacies of Holtzman Science to the ability to create No Chambers, Thinking Machines, and Artificial Navigators. From now on, wherever you go, you'll gain a download of all scientific and technological knowledge ever developed in that universe by a member of your race... no matter how lost or secret it might be. Richesians are masters of miniaturization, and are able to make machines up to a hundred times smaller than they should be without losing any effectiveness. Ixians are experts in non-digital programming, able to create non-computerized machines capable of replicating almost anything a computer can do besides think for itself.
184	Guide to Super Tech Theory	Knowledge - Learning	600	Justice League Unlimited	This is some seriously dangerous stuff you're holding on to. These innocent looking books contain detailed information on the final project of the brilliant Professor Ivo, they explain a new type of nanotechnology that seems to combine several different branches of engineering, biology, and various other scientific fields in a way that should be impossible! With some extensive study you can figure out how to replicate this nanotech and create equipment capable of emulating supernatural powers from any source, be it magical, scientific, alien, anything! This science isn't exactly perfect however as you'll have to figure out the power in question before you can copy it, and that's not taking into account how to implement such a power, but that's just the natural progression of super science. If you study hard enough you'll eventually be able to recreate Ivo's ultimate achievement, the ever evolving android known as AMAZO, an artificial being capable of instantly replicating the skills, abilities, equipment, and other properties of any living being it scans.
185	Jumper Asteroid	Knowledge - Learning	600	Justice League Unlimited	Located deep within a treacherous asteroid field, this intimidating extraterrestrial base is a replica of the secret fortress used by the super intelligent kryptonian A.I known as Brainiac. Although it's much smaller than the original this space station is still comparable to the Watchtower in terms of size and internal space and it's built in such a way that a single A.I can operate the facility by itself. While the exterior doesn't have any noticeable features, aside from maybe a gigantic image of your face carved into the rock, the interior houses a large hangar bay, numerous defensive drones, an imposing throne room, and a massive digital library containing information on the culture, history, inhabitants, and technology of over a hundred worlds, including krypton. If someone were to study all the archives in this station they would gain incredible insights into robotics, cybernetics, energy weaponry, space travel, A.I, and many other topics from countless space faring civilizations. Enough to build weapons and starships that can pose a serious threat to Earth and Apokolips. Additionally this station contains a small fragment of Brainiac itself. The fragment is currently inactive and safe to handle, and while it would be possible for a smart enough individual to reverse engineer Brainiac's most powerful technology from this thing it would come at the cost of possibly awaking the copy of the A.I hidden inside and If that were to happen it would quickly attempt to possess whoever or whatever was nearby to ensure its continued survival, replication, and improvement. However someone would have to be as smart as Lex Luthor in order to even have a chance of reactivating this device. If you do manage to get it working however then you'll have a sample of the nanotech Brainiac uses to modify and possess living beings and assimilate alien technology. Aside from replicating the nanotech in this fragment you could also purposefully reawaken the copy of Brainiac stored within and try to use it for your own ends, but this really isn't recommended since it's a crazy murderous A.I that's only interested in collecting knowledge. If you do manage to reawaken Brainiac it won't count as a companion.
186	"Extensive Research Notes"	Knowledge - Learning	1200	White Knight Chronicles	Not a modification to your Knight itself, no. This is instead a pile of research journals filled with numerous notes and schematics detailing the processes behind the creation and modification of Knights, Knight Weapons and Knight's Arcs. The journals mention an ancient school of magic used to craft these weapons of war, but it bears a heavy resemblance to another school that seems very familiar...
187	Complete Techbase	Knowledge - Learning	1800	Orion's Arm: Sephirotic Empires	This 30km long ship is a repository of information of all of Orion's Arm's techbase. Yes, this includes all examples of godtech and xenotech.

#	Name	Category	CP	Jump	Description
1	Sorcery Capsules	Magitech - Blueprints	100	I Saved Too Many Girls and Caused the Apocalypse	The impossible marriage between science and magic allowed the creation of these small capsules, which purpose is to store intricate spells for their later use. Think of magical grenades with multiple types. You gain a whole dozen of these small artifacts, as well as the instructions of how to make more and fill them with all kinds of spells.
2	Gem Furnace Schematics	Magitech - Blueprints	200	Dungeon Keeper Ami	The secret to Empress Mercury's wealth has never been obtained by any who have attempted to find its origin but you have something that may just be able to one day rival her great wealth. These schematics detail a large furnace powered by magic and technology, once a day it produces Gemstones of your choice though it requires occasional cleaning to keep it in good working order. Please be warned people here would kill for this at the least, or make the price of gemstones plummet.
3	Technical Specialist & Forceful Engineer & Extragalactic Tech	Magitech - Blueprints	700	Star Wars - Darth Bane Trilogy	It is arguable that this galaxy has, on the whole, reached a technological plateau. This bar may be relatively high if one was to compare it to that of previous Jumps. Sentient computer systems, widely available commercial FTL, weapons that can scour planets, miraculous medical technology and gravity manipulation to name a few. An extremely comprehensive database of all these discoveries, refined and developed over the course of millennia, will be mentally accessible for you. Should you have the resources and tools on hand, there's no reason you couldn't create almost anything natively produced in this galaxy. Force sensitive individuals and species have created wondrous unions of engineering genius and Force energies. Prisons to hold eldritch nightmares, holocrons and seemingly infinite factories that strip entire stars for the resources needed for your unending fleets. You are inspired when it comes to the design of such marvels, even being able to use the Light Side for unseen effects. This brilliance extends beyond the Force into the wider realm of 'Magitek'. The potential trichotomy of Machine, 'Magic' and The Force could give birth to near unimaginable wonders for the inventive mind. Exo-technology is a field of science that specializes in studying and combining the technologies of various species of the galaxy. Your nature as a Jumper allows you to go beyond merely marrying the design sensibilities of several alien peoples. You easily blend the varying physical laws and examples of causality you've encountered in the creation of any one thing.
4	Build That Wall	Magitech - Study	100	Bastion	You know the basics of Caelondian technology. You understand how to harness the semi-mystical power of Cores and turn it into usable Mantic energy, to power basic machinery, shortrange flying machines, computers, and a variety of other uses. More interestingly, you can use Core power to reinforce existing structures, running a Matic current through it to enhance whatever physical properties it possesses, usually durability, though other uses are possible. This is what allowed structures like the Rippling Wall and the Bastion to survive the Calamity as well as they did. You also gain basic skills for mundane construction.
5	Tech Wizard	Magitech - Study	100	Devil Survivor	You're really good with machines. You just sort of understand how they work, better than most. But not just regular machinery, no. You've learned how magitech works too, to a certain extent. COMPs are incredibly powerful tools, allowing users to summon demons, learn magic, go beyond normal human limits, and fight on the same level as demons. You can't build one yet, but you've figured out how they work, and even how to modify the coding to a certain extent. Won't the Shomonkai be surprised to find out they're no longer safe from their own toys?
6	Crystal Mechanics	Magitech - Study	100	Final Fantasy Type 0	The Byakko Crystal's blessing revolves around the synthesis and comprehension of technology using magic. After all, sufficiently advanced technology is no different from magic. You can understand the workings of advanced technology after tinkering around with it a bit. You can also replicate technology you see by using magic, but until you've attempted it countless times, the end product always seems to feel a bit...lesser in comparison to the original.
7	A Humble Mushroom Farmer	Magitech - Study	100	Paper Mario	The Mushroom Kingdom is a land of many strange and mysterious items. Healing mushrooms, small snowmen that call up blizzards, blocks labelled POW that shake the earth. These items have to come from somewhere, and now you are a source of these objects. You know the arts behind the creation of the various usable items from the paper mario series. Some of these must be grown, others built, and still others prepared through more esoteric means. You also know how to create lil' oink eggs and use them to produce certain items. The ingredients for many of these are rather common in that world, but rarer elsewhere. I'd stock up if I were you.
8	Mad Genius	Magitech - Study	200	Buffy the Vampire Slayer - SB	You might not think that a world such as this, with great supernatural powers, would also have examples of great technological genius, but it does. Greatly talented in the fields of science and technology, you are specifically adept at a field of your choice, such as robotics, chemistry or biology, able to step well beyond the limits of conventional science in that area. You could instead choose to specialize in combining magic with technology.
9	Specialist's Hammer	Magitech - Study	200	Dark Souls 2	Bridging the mystical and with the mundane, mystical with the tools of man, are there many acts more satisfying than that? With a solid hammer and good ember, you are capable of just such feats. You may harness the qualities of magical, supernatural or just outright strange materials to improve existing constructs not composed of such things. An iron sword could be imbued with the arcane nature of the soul to better bypass armor, or a shield with the power to halt darkness infused attacks. You are also bestowed skill with smithing, though mostly towards the area that the above powers require. That is to say, hammering and burning the powers of material described above into things.
10	Antimatter Manipulation Principle	Magitech - Study	200	Final Fantasy XIII	You understand the science at work behind Cocoon's technology. You may not have the equipment to reproduce it, but you can manipulate gravity to a limited degree even without it - enough to save you from falls. With suitable tools however, you could make all sorts of equipment and mechanical wonders, even up to graviton cores that can maintain giant aerial defence platforms.
11	Magitech Augmentation Theories, 14th	Magitech - Study	200	Final Fantasy XIV	The Garlean use of Magitek doesn't just end with automatons. Many of the weapons, armor, and even day to day objects have benefited from the implementation of magitek. Inside this textbook is a collection of theories and applications that have been tested and improved. You could most likely learn from these theories and apply the principles of magitek to any inanimate object. We've seen from live samples that Magitek doesn't just enhance the magical properties of an item it seems to add in neat little quirks like transformation sequences and magic resistant coatings as well. It's likely you could scale this up to high levels with a substantial amount of further analysis.
12	Light-Tech	Magitech - Study	200	Nexus 2.0	The primary advantage common goblins make use of is technology, crossing several fields of study from alchemy to metalworking and engineering to medical sciences. However, their greatest technologies are their Light-Tech, technology that interfaces directly with their Light and other supernatural powers, such as Mist once they unlock it. By default, this allows them to focus their Light through any tech they make to enhance its function, but with practice, they can extend this to other sources of power they may possess. This can also be used on objects they didn't craft, but is instead familiar with, however it will have some loss in effectiveness the less familiar with the object they are.
13	Puppeteer	Magitech - Study	300	Naruto	You're trained to use a puppet controlled by thin strings of your chakra in combat. With training you'll be able to use more complex puppets and perform more complex maneuvers with them, maybe eventually using multiple puppets at same time. Includes training to care for and repair your puppet, a battle puppet to use it on, and increased skill with designing and building mechanical things (such as ninja puppets). Puppets usually rely on mechanical weaponry, such as poisoned blades and napalm to dish out the hurt. Particularly sturdy puppets can be used as shields and front line fighters instead though. The chakra strings used to control the puppets are constructs made from concentrated chakra so they can be seen with a naked eye, though a skilled user can suppress the chakra so that the strings become hard to see, or even invisible. They essentially act as an extension of the user which allows the manipulation of whatever is attached to their strings, such as hidden weaponry in a puppet as they please. They can also be attached to other objects, allowing the user to control, or at the very least disrupt other things. Chakra can also be transferred via the strings, such as to activate techniques that the puppets can use.
14	Machine Madness	Magitech - Study	400	Dragon Ball GT	So much of the universe relies on Ki to grant them power or natural biological abilities. Why pursue scientific perfection when you're already able to claim to be perfect? Why NOT pursue scientific perfection? Despite the lack of need, you buried yourself into science and found ways to use technology to match mysticism. So long as you have a good understanding of how a supernatural effect or technique or ability works, you are able to replicate it through technology, creating a device or being capable of performing that effect or technique or ability. The method, resources, cost and so on may change to fit the new medium but the ultimate result will be as if you had used that magical spell yourself...just through the lens of beautiful, beautiful science.
15	Craftsman	Magitech - Study	400	Hercules	Greek myth sure does love it's weapons and armors, doesn't it? You're great at making both, now. Not only do you have a preternatural skill at putting together weapons, armor and other artefacts of the very highest quality, being able to work legendary items from common tools and materials, but you're also a whiz at enchanting them. Simply put, you can imbue just about any and all magic and power you have into items, and have it work as you desire. It also helps you figure out existing examples of craft, and replicating the effects on your own.
16	Artisan	Magitech - Study	400	Silmarillion	You are considered a skilled craftsman even among the Dwarves. Weapons and armor that can stand the test of time and come out looking newly crafted centuries later. Mithril and other mystical metals are no harder than working with Iron and Steel for you. With much time and energy you may also enchant the items as you craft them, like the Dragon-helm which struck an unnatural fear into the enemies of its wearer. While you are skilled in the crafting of many things it is your mastery of the construction of weapons and armor that is truly awe inspiring. Perhaps with practice and time you might even be considered the equal of Telchar.
17	Ran'Tao's Notes - The Origin of the Bount	Magitech - Study	600	Bleach	These notes contain the records and details of each experiment done by the scientist Ran'Tao, including the failed Bount Experiment. This even includes a few of her own personal thoughts and ideas. Maybe these can be of some use to you. In addition, the prototype of the doll summoning ritual can be found inside. Naturally just the notes would probably be useless to you, so if you purchase them here you are guaranteed, with time, study, and effort, to at least be capable of recreating her work. With even more time, and considerable genius on your part, you might even be able to improve on it.
18	The Art and Science	Magitech - Study	600	Endless Pantheon	Magic and Science, two sides of the same coin. You are a master of both, now. You are a genius without peer, skilled almost beyond comparison at any and all forms of 'book' learning. Your skills in magic equal that of the best Wizards of the White Council, and your skills at Science are comparable to those of the finest scientists among the goa'uld, and they only grow from here. You learn in hours and days what others need months for, be it languages, branches of science or schools of magic. You're also extremely good at teasing the maximum possible efficiency out of things, be they technology or magic, such that your spells have refinement and precision virtually unmatched. This can be both practical, such as using super-fine lasers where others would use torrents of flame, or in terms of your long term work, such as software that you can write utilizing unbelievably little resources to be extraordinarily effective and robust.
19	Philosopher Scientist	Magitech - Study	600	Grant Morrison's 18 Days	In the Silver Age, the Great Sage Vishwamitra decreed that Trishanku (born Satyavrata of the Solar Dynasty), the King of Ayodhya, was to be let into heaven with his mortal body. When denied this by the gods, Vishwamitra crafted a new heaven for Trishanku to rule over as the new Indra. Only the beseechments by the gods prevented this from becoming reality. You are not quite the equal of Vishwamitra, for he was a giant among men even in the Days of Silver. But you are among the closest that exist in this base era. Yours is the mastery of all the sciences and arts of the world, from the biological expertise to the chemical and the magical, needed to craft all the wonders and miracles that exist in this time and place. With this blessing your intelligence, speed of thought, and aptitude towards any and all fields of science and magic both are heightened to tremendous, absurd degrees. Your memory is limitless and unalterable, and your ability to recall it instant and flawless. You can think and do any number of things at once, possessing truly unlimited multitasking. Combined with Yajnatek, you will be able to summon and bind gods, lay down bindings of fate in the forms of boons and curses, craft great works of magic that make and break empires, and more. At the same time, your scientific aptitude would let you craft gadgets and wonders like the Vimanas, Godly weapons and armor any deity or Super warrior would be proud to wield, or even wonders like the Rishi Computer Markandeya, or even works like the Maya Mahal, the palace of wonders from where Yudish once ruled. You can also combine any and all of your gifts, crafting together technology, psionics and magic into works that can do anything either can, as well as machines to cast magic, and others that combine the best of both worlds to achieve even greater results.
20	Necronium Depletion	Magitech - Study	600	GURPS Technomancer	When magic was introduced to the world, it seemed like an absolute advantage for those who had it over those who didn't. Fortunately, there was a magic bullet - or more accurately, an anti magic bullet. You've mastered the ability to create Depleted Necronium, a special metal that can utterly negate the effects of magic, treating it as nonexistent whenever it would matter. A DN bullet would ignore a Mage's bullet ward, while a DN sword would treat the flesh of a Mage who'd turned into air as, well, flesh instead of harmlessly slicing through air. Interestingly, your particular formula extends to all supernatural effects.
21	NineRealms Craftsman	Magitech - Study	600	The Avengers - Earth's Mightiest Heroes	You have the skill to create wonders; not only those of technology, but of magic as well. You're a skilled enchanter, capable of creating armor and weaponry that withstands the ages and never dulls or breaks; your skill is such that you can permanently enchant Uru safely, which would allow you to create weapons like Mjolnir or Stormbreaker. You're even capable of enchanting machinery; granting them similar magical effects, and more. Even without magic, your crafts are of quality worthy of the gods, and the quality of all of your future creations will be increased greatly.
22	Blueprints & Research Notes & Dark Journal	Magitech - Study	600	Van Hellsing	An archive of scrolls, each holding the plans & blueprints for numerous gadgets & pieces of equipment notably used by vampire hunters - in particular, the Van Helsing clan. Spring-loaded blade traps hidden in one's hat are among the simplest of things one can make here. A tome of notes compiled by numerous doctors in biology, including one Doctor Frankenstein. These notes detail much about biological make-up of different creatures. But... wait, what's this? A hidden flap in the last half of the tome reveals a smaller book - filled to the brim with dark, scientific knowledge. With this knowledge, you are capable of creating life - creating monsters like Adam, creatures sewn from flesh and defying the laws of reality by their mere existence. An inconspicuous, black leather journal. Not that big, so you wouldn't expect much. It's contents prove surprising however - for what you hold is no ordinary journal, but possibly the largest composition of necromantic rituals in existence. Each page details the rituals required to create - and control - a great variety of undead monsters. Ranging from ghouls, ghosts, and skeletons to vampires & even more monstrous beings, you'll have no lack of possible minions. Note: The rituals for higher-powered undead will take more material - and more time - to enact. The three items mentioned above each have a range of similarities that would seem coincidental at first glance. The name 'Fulmigati' appears in each, and his signature is found in the various sketches & essays written in all of them. As well, there are drawings & notes in each of the items that indicates possible connections to the others - for instance, some creations in the Research Notes indicate increased effectiveness if combined with necromantic energies... But one detail proves the most important. The Blueprints, Research Notes, & Dark Journal each have one page - seemingly incomplete codes & key words. When the pages are laid over one another over a source of light, the missing pieces fit together to reveal a large cipher - Fulmigati's last, and greatest, accomplishment. He merged science, technology, and magic together in seamless harmony. Using the cipher in tandem with all three of the items mentioned above will allow you to create technological marvels and monstrous creatures unlike any other - and reminiscent of Fulmigati's own monstrosities. Possibly, you might be able to mimic his works with the disciplines of other worlds after one deciphers these codes. But who knows?
23	Future Data	Magitech - Study	600	World Seed	Now, what interesting little thing do you have here? It seems like somehow, you have the fully compiled data and knowledge from the entirety of Neolife, an artificial future set 3000 years after the current time, all contained within a tiny little USB stick. This includes technology and magitech schematics, the research on countless spells and abilities, a bestiary and the aura-makeup of nigh-any creature and animal ever recorded, star maps, and even all the movies and songs known at that point in time. It isn't limited to a single galaxy, but rather contains data from the entire universe in Neolife. Let alone several lifetimes, you'd probably need an entire planet worth of people sifting through those records for the same amount of time if you want to catalogue everything. But believe me, it is very much worth the effort. If you shared this with the galactic community, you'd be able to prevent many possible and very real problems from popping up, and everyone could get their foot in the door that much sooner. Perhaps even more interestingly, this USB stick will update itself as you travel to other worlds, granting you the same data about their own futures, and even works retroactively, covering settings you have been to in the past. Of course, that's only if they even have a future. Exactly from how far off in the future you get this data depends on how far along the society of a world is. If you spent ten years in a setting fighting dinosaurs, well, the records you get might be from a few dozen million years in the future, while starting on a 21st century Earth would give you data a few thousand years in the future as normal, give or take.
24	Starro-tech Notes	Magitech - Study	600	Young Justice	These notes detail the research Professor Ivo, Brain, and Klarion the Witch Boy took in order to create Starro-tech; a combination of technology, magic, and an ancient alien organism. With time, and some studies of your own, you may be able to apply the principles of Starro-tech to your creations as well, creating technology and creatures that have features of living beings, magic, and technology.

#	Name	Category	CP	Jump	Description
25	Dwemer Lexicon & Knowledge of Infinity	Magitech - Study	1000	Elder Scrolls Skyrim - SB	A complete record of the Deep Elves's knowledge and technology, ranging from their mechanical monsters to tonal tech. This ranges from the things as simple as their standard architecture to their advanced automatons and things like the Aetherial items. Also for those already asking, the knowledge of how to in theory remake the Numidium is here, however you'll notice it's not going to give a step by step guide, and the requirements and skill necessary will be far beyond all but the greatest, and most legendary Tonal Architects. Make sure to use this with care, the Dwemer were among the most powerful races to live and the damage that could be done with their advancements is immense. Knowledge is power, or at least that's how the saying goes, and the Daedric Prince Hermaeus Mora would happen to agree. Within your hands is a very strange and almost disgusting book known as the Oghma Infinium, bound with the skin of each of the Mer races, both extinct and not, this book stands as one of the greatest depositories of knowledge in the Elder Scrolls universe. Filled with everything from swordplay to ancient and forgotten spells not seen since ages past, this book represents an immense amount of power should you utilize the knowledge within. Of course, while that would be quite the bounty on its own it seems your version has retained the inquisitive nature of its master, each setting you go to represents a font of knowledge never before seen in the halls of Apocrypha or the pages of the book. Like Mora himself the book will gather information from each setting you go to as if Mora himself was gathering it, this isn't instantaneous and don't expect it to pull information that's under incredible concealment or protected by entities of immense power with ease. At most the book will take a full decade to gather an equivalent amount of information on each world as it does the Elder Scrolls.
26	Magitek	Magitech - Understanding	100	Diabolical	Rather than being based on technology, you may change your theme to being based upon magic, sorcery, or other metaphysical terms such as divine blessing. Rather than lasers your goons might use magic staves, instead of hover tanks you might have supernatural creatures with durability and power to match. At least you don't have to worry about power sources or that pesky physics thing getting in the way. This can also apply a magic-based sci-fi theme, hence the name. You have sufficient expertise in your newly chosen theme that you can create and invent within the confines of it, at the level of a true master. Even if you don't have previous experience in it, this will grant you all you need.
27	Architectual Madness	Magitech - Understanding	100	Exalted: The Infernals	Malfean architecture is unlike anything found in Creation, with endless variety and many oddities. Many techniques that were once burned away by She Who Lives in Her Name have been rediscovered. Foremost in these are the techniques to allow demons to build structures that do not need pillars, arches and other support structures. Buildings hundreds if not thousands of feet high can be built without any apparent load-bearing walls or struts. Windows and doors can be placed anywhere without disrupting the integrity of a building. Of course these techniques work best with the brass and black stone common to Malfeas, even if they work to a lesser extent with other materials. So it is just one more reason most buildings in Malfeas are made of brass and basalt, along with their abundant presence. Yet many more techniques are used by the artisans and architects of Malfeas, even aside from the omnipresent murals, wall carvings, and other ornamentations. Techniques to create such marvels as buildings that sprout from the ground at unnatural angles and made of polished brass turned a rainbow of colors by a process known only to the most skilled of architects. In many of these techniques you have gained the pinnacle of skill and knowledge, that you might replicate the Demon City's constructions even in other realms. While you might not have reliable access to the materials common to those in hell, you will be able to substitute many other materials for these in your structures. And as a truly talented architect you will find the design and construction of Manses comes just as easily to you, even gleaning some additional power from the conflux of essence it is build upon if you do use these hellish methods.
28	Demonic Augmentation	Magitech - Understanding	100	Hellgate London	You can successfully graft demonic parts onto yourself to gain an increase in mana reserves as well as gaining the ability to more easily cast certain spells based on the demon's type. You also learn to craft demonic focus items that, while weaker than augmentations, also don't have to be grafted onto your body.
29	The Dark Crystal	Magitech - Understanding	200	Azeroth	Draenei use crystals that are, possibly, native to their homeworld for almost all aspects of their daily lives. Even their technology, magic, and homes are made of these crystals. Certain Artificers are capable of 'Programming' these crystals to do certain things ranging from protecting an entire city in a shield or powering magitek spaceships that can travel the void of space. You now have their knowledge of these ancient arts and are capable of incorporating this magitek into your own technology or magic.
30	Weird Science	Magitech - Understanding	200	Bleach	While the rest of the Soul Society resembles feudal Japan, the Shinigami R&D area is the exception. Like them you can create devices that run off of spiritual power, and can, in time, create mod souls as well.
31	Blacksmithing	Magitech - Understanding	200	Golden Sun	You gain understanding of Weyard blacksmithing. While skilled in smithing typical metals, you also learn how to use strange and magical materials to forge powerful enchanted weapons, equipment, and artifacts. Power is decided by your personal skill, the magic of the material involved, and the quality of your forge. Items created with materials from Weyard typically require the user to be an adept to tap into their strength.
32	Apparatus	Magitech - Understanding	200	Mage the Ascension - Panopticon	You have a knack for creating and using tools to solve problems. Implants, weapon systems, manufacturing facilities, all sorts of technology; you know how to take the basic principles of the universe and put them to work. Along with an intuitive grasp of how to use any technologies you encounter (though not necessarily how they work), if you understand an ability, you can create an apparatus to replicate that ability using its own physics. If it's not something you yourself can do, you might need some assistance or 'assistance' from someone or something which can, but as long as you have that and understand the base principles, you're good to go.
33	The Mystic and the Machine	Magitech - Understanding	200	Marvel Cosmic	The argument between mystics and technology is a faulty one. There is no need to choose one as they enhance and complement one another. Like a certain Mad Titan you have unlocked mastery of combining these two pathways to power. You can always find ways to combine any mystical knowledge you have with any scientific or technical knowledge. This differs from Fine line in that it is all about creating magitech. It also allows you to make a technological version of any magic you know, or a magical version of any technology you can build. All power sources between the two become cross compatible as well. Only fools choose one when they can have both.
34	Technomage	Magitech - Understanding	200	Strike Witches	Strike Witches generally rely on service crews to tune and repair their striker, but not you. You'll be able to do the job much better and be able to modify your Striker to aid you focus your speed, defense or attack if you have offensive magical abilities. If you have technology from other jumps, you'll be able to incorporate them into your striker and with enough time make one from scratch.
35	Magical Coding & Spell Compendium	Magitech - Understanding	200	The Irregular At The Magic Highschool	The Activation Sequences used to enact Modern magic are made up of large blocks of code translated into Magic Sequences by the Magician's Magic Calculation Area. You know the basics of this world's coding methods, allowing you to program simple Activation Sequences into a CAD and create simple hacking programs. This small PDA-like device contains a large selection of Activation and Magic Sequences for your personal use. Secret or unique Sequences cannot be included in this selection.
36	Weapon Synthesis	Magitech - Understanding	200	Warrior Orochi	Out there in the Dimensional World, you might not be able to find a blacksmith, in which case, it would probably be good to learn the skill yourself. Forging a spear or a sword? Well anybody can learn that from any blacksmith, here we're going to teach you how to perform weapon synthesis. Yes, it's not blacksmithing as you would expect. So, that weapon of yours. It looks completely serviceable, right? Battle worthy probably, probably killed off great swathes of foot soldiers? There's no need to sharpen it, but what about its inherent qualities? You know that magic enchantment on it? Or that spell it seems to cast every once in a while? Our form of blacksmithing works on those innate properties and spells instead. We don't strengthen the exterior; we strengthen what's inside, and bring the potential of that weapon up even higher. That low-level ice spell your sword casts? Yeah, let's work at it until it casts a stream of frost. It's going to take a while, but anything worth doing is going to take time. Better live with that fact.
37	Ride the Winds of Inspiration	Magitech - Understanding	200	World of Darkness - Genius the Transgression	Mania, a strange phenomenon. It is not generated by geniuses alone. Instead, all kinds of mortal thought can generate low amounts of Mania, with scientific or mathematical thought generating more, and the sort of thought one might call "revolutionary" (politically, scientifically, ethically, it doesn't seem matter) generating the most. In this world there is a phenomena known as 'Maniac Storms' and thanks to your outsider's perspective you've hit upon an idea. If there are 'storms' of Mania then there must be 'winds and currents' by applying this theory to your wonders you can create wonders that need no Mania to feed on, though they still will cause Havoc in the hands of a mere mortal. This technique does rely upon the winds of mania as a whole though so be careful, it could fail in lands where the local 'winds' aren't strong enough such as a rural backwater town or an amish village. In lands without proper technology you need to look for innovation, for it really is the thought that counts.
38	Playing With Dolls	Magitech - Understanding	300	Fate/Legends - Land of the Rising Sun	Ever have the ninja pushed for more tricks and tools to keep them ahead of their foes. It's only logical that their desires for a greater advantage over the raw power of the samurai would lead to such advancements in technology. The Danzou puppet is the culmination of incredible science and magic coming together as one, creating an artificial lifeform filled with the experiences and skills of many great ninja, equipped with advanced technology and powerful magic. It's also something you have the knowledge to make and more besides. You have the training in various disciplines to create advanced puppet bodies like this, as well as the weaponry and technology that Danzou makes use of in that body, even things like missiles. This covers both ordinary scientific knowledge and occult magecraft focused towards artificial bodies like this. It's quite possible to turn an existing person into one of these puppets, albeit more difficult than making it from scratch. One of the more impressive parts of this field is the techniques that allow for the recording and uploading of knowledge or skills that people possess. With a willing or incapacitated subject, you know how to examine what they know and copy it over to another person. Your studies in this field have also helped you realize how to capably combine magic with technology, creating things where the two work together to support and enhance both sides' effects instead of interfering. While you can't alter the basic metaphysics behind things such as mystery, you do know how to work it to your advantage.
39	Crafting Genius	Magitech - Understanding	300	Final Fantasy XI	You are adept with using the synthesis system to create any items or consumables which adventurers use on a regular basis, such as armor and potions. To a lesser extent, this also makes you a jack of all trades when it comes to mundane means of crafting similar items. Your work tends to be of high quality relative to the rest of the setting.
40	Technosorcery	Magitech - Understanding	300	Gargoyles	Combining magic and technology is a no brainer for you. You can handily blend the two to create amazing effects like broadcasting spells over telephone lines or melding creatures together through sorcerous surgery. Very little in the field of technomagic is beyond your reach with this skill.
41	Craftsman	Magitech - Understanding	300	Renegade Immortal	Building and crafting things is an omnipresent facet of civilization. Utensils, furniture, homes and everything else, they all need people to build them. It's the same for cultivators, though the sheer length of time they live tends to mean that everyone picks up some skills here and there. When they actually devote time and effort towards mastering crafting though? The results are beyond belief. For 100CP, you have the talent and skill of a mortal master in an area of your choosing, such as smithing, carving, painting, sculpting or similar things. The things you can create with this skill are beautiful and functional enough to draw admiration from mortal emperors and kings. Mortals receive a free purchase of this perk. For 200CP, you have transcended the realm of mortal talent in all areas of craft and can sculpt statues so accurate to the real thing that they possess a shadow of the aura produced by the real thing and paintings so evocative that they can drive a man to tears or uplift him for the rest of his life. Beautiful weapons that never dull and do far more damage than they should and treasures that would be the envy of any lower realm cultivator. Mortals can buy this level for 100CP. For 300CP, you have the sheer level of talent and vision necessary to match, and eventually outclass Esteemed Tian Bao, the most famed craftsman of the collapsed Celestial Realm from ages gone by who was responsible for the God Slaying Chariot, an attempt to create a peerless weapon that was surprisingly successful in the end. While you're not there yet, with time, experimentation and the right materials, you could create similarly powerful treasures, artifacts or pieces of art, things that would attract the attention of Third Step cultivators. Mortals can buy this level for 200CP.
42	Celestial Technology	Magitech - Understanding	400	Darksiders	Though they are not makers, the angels are a force of creation. This perk grants you their knowledge in supernatural technology they use. Holy armor, lances that shoot beams of light and all manner of technology that repels darkness and creatures of evil. You also become more skilled in the use of holy weapons.
43	Forged of Gods	Magitech - Understanding	400	Dungeon Keeper Ami	The powers of the light have their own strengths of course, among those is the ability to create hero gates through which no evil may pass, you also can now create these portals, with enough preparation it is possible to create hero gates strong enough to pass a small army through. This also grants you the knowledge of how to craft weapons and items out of adamantine, a metal that is made of the remains of a dead god, and even allows you to forge otherwise unbreakable metals as if they were steel.
44	Swordsmith	Magitech - Understanding	400	Fate/Legends - Land of the Rising Sun	What else shows the spirit of the Japanese but the famed katana blade? Such a central part of their mythos as to have the most famous craftsmen become like heroes themselves. No matter how great, they do not remember the makers of armor or shields like they do artisans of the blade. On the level of legends like Masamune and Muramasa, you are one of these legendary swordsmiths. Even in an ordinary forge with ordinary metals, you can smith katana of a supernatural quality. Edges that split magical steel and blades that don't shatter after a thousand strikes on rock. Often, these even have magical effects if you intend them, such as sharpening as they drink more blood or cutting at a much greater distance than just the physical blade. Should you have access to tools, materials and even magic of a greater level, you will be able to create far greater weapons. Weapons that bring ruin to armies, that cut castles in two with a single slash, fiery tools that send billowing tides of flame to swallow whole forests. When truly inspired, you can even create things on a divine level, the stuff of legends that only a divinity could normally craft. A sword that splits the fabric of reality itself in two, perhaps. With time, your talents may be able to be applied to any form of blade, not just Japanese swords. Should you gain magic of your own, you will see that imbuing those effects into your weapons is effortless, even magnifying the potency of your spells greatly beyond what you would normally be able to cast if you place them into the form of a sword.
45	Mind in the Machine	Magitech - Understanding	400	Generic Creepypasta	Folklore is filled with stories of spirits, but it's only in recent years where they seem to haunt more technological homes. You know a few methods of binding spirits to technological devices to create things like haunted video games or video tapes. These spirits, in addition to the abilities you might expect from their kind, will also have a large amount of control over the contents of their home, altering footage or programming to sow terror.
46	Arcane Interface	Magitech - Understanding	400	Storm Hawks	While many places and inanimate items are magical, magic itself normally requires a living thing to evoke it. Not so with this perk. You gain insight into creating a technological interface for magical items so that people not versed in magic can pick up and use them. Send a golem instructions through a PDA, or activate a portal with a TV remote. For those capable of magic, this Perk also gives insight into designing spells that manipulate technology, such as conjuring complex machines or altering computer data.
47	Artificer	Magitech - Understanding	400	Twokinds	Of course, plenty of people will pay serious coin for self-contained magic. You now have the skill to build magical artifacts and constructs. These items can replicate any spell you are capable of casting, so long as they are supplied with sufficient mana. More powerful artifacts will require more expensive materials and longer construction times, but the demand for reliable, consistent spellworks exists in every community on Mekkan. Whether you make these devices for yourself or for others, your devices are only limited by your access to materials and arcane knowledge. If you have the Natural Remedies perk, you may now brew potions that confer spell effects. Whether you bottle an Invisibility spell or cook up a cauldron of Cat's Grace, your spells now come in a convenient liquid package.
48	There's An App For That	Magitech - Understanding	400	UQ Holder	Magic Apps are a recent invention, made to bring power to the people. They turn a magical spell into an electronic format that can be inserted into a Manaphone, a device to power the spells with electricity, and then freely use that magic without doing the training or energy normally needed. Amazing stuff and you're at the forefront of that new science. You're quite effortlessly able to translate any magical spell or Ki technique that you know into a Magic App, provided you have the proper facilities, regardless of how strange or powerful the magic may be. You do still need to power the spell with something once you turn it into an App but you're well versed in the creation of Manaphones and like devices too, so you can convert almost any kind of phone or computer to be able to cast apps too.
49	A World is a Living Thing	Magitech - Understanding	400	Warhammer 40k: Craftworld Eldar	Among the Exodites, the Infinity Circuit is known as the World Spirit, and upon the death of an Exodite, this network absorbs their soul, thus keeping them from the clutches of Slaanesh and allowing those still living to commune with them. Now you too bear the knowledge by which one might forge this great and intricate grid of stone circles, obelisks, and menhirs. It will take some time, of course, to cover an entire world - likely more time you will have in a given journey at any rate - but it is entirely possible to produce a smaller version over say, the course of three years, protecting the souls of those within an area about the size of a small township. May the dead know peace at last.
50	Bonesinger	Magitech - Understanding	400	Warhammer 40k: Craftworld Eldar	Dear child, the Eldar do not simply build their wondrous technology. Instead, they rely on the power of song to shape their creations into being. This is a very demanding process, which requires a unique mix of artistic and scientific knowledge. Most importantly of all, a strong mind is necessary for this process. Bonesingers sing a psychic song, and its melodies form a psychoactive material from the warp itself, called Wraithbone. This lightweight material is stronger than titanium but is far more flexible and weighs less. Additionally you can psychically grow crystals that are the basis of their laser & lance technology. You have the knowledge and ability to sing any Eldar technology and any technology you know into being and more than that, eons of experience in doing so. Even so, the more complex an item is, the more time it takes to create said item. A whole choir of Bonesingers is required to create large and complex items such as starships and Eldar Titans unless you are willing to sing alone for years. With enough time, perhaps, you could even sing forth a brand-new Craftworld but how and where would you acquire that much time? Even an Eldar is not immortal.
51	Aura Surgeon	Magitech - Understanding	400	World Seed	One thing that all beings and objects in Neolife possess, and soon those in the real world as well, considering that exposure to mana leads to its manifestation, is an Aura. You could consider it a magical blueprint of how something works. And it truly shows everything: skills, abilities, physical makeup, personality, memory, and much more. Animals and plants have flowing auras, full of twists and turns, whereas processed items like machines have jagged auras, full of hard lines like a 3D circuit diagram. One peculiarity of Aura is that any of its changes are reflected in the being or object possessing the Aura. Xeno-shifters, an advanced Druid class, make use of that to mimic the aura of lifeforms they have studied in order to gain both their forms and abilities, for example. It is also how Technomancers are able to replicate the effects of implants within themselves, by simply copying their Auras into their bodies. But for all of its potential advantages, tampering with your own Aura can also go incredibly wrong if you mess it up, especially when it involves your brain, such as causing brain damage, death of personality, or just the normal kind of death. It's good, then, that with your skill at manipulating and changing Auras, yours and those of others, mistakes like that won't ever happen. It wouldn't be wrong to call you an Aura Artisan. So long as you have an example to study, you'll be able to safely and successfully apply any of its abilities or peculiarities either to yourself or somebody else, and even combine parts of the Auras of many beings to create truly powerful forms. After studying a massive amount of different Auras to get a feel for how they work, you'll even be able to go so far as to create original Auras and beings, or change parts of your Aura to give yourself entirely new abilities.

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52	Song Science	Magitech - Understanding	600	Ar Tonelico	Before there was Song Magic, in the golden age of the First Era it was discovered that three materials, Parameno, Grathnode and Ardel, allowed for the conversion of sound into magic. From this, came the Tower and all its glories - as well as the eventual destruction of the world. Long forgotten, you have a complete theoretical knowledge of the true underpinnings of Song Magic, Reyvateil biology and the Tower as was understood at the height of the First Era. With sufficient resources, you are capable of creating or altering reyvateil, and repair and alteration to Tower hardware, something it has gone millennia without. With resources comparable to a superpower, you could potentially could raise your own Tower or complete Metafalss. Song Science allows for the precisely targeted creation of energy fields and semi-permanent matter, such as fireballs, giant swords, force-fields or functional computer systems allowing a Tower to sing itself into existence from a seed. It can apply this to control the weather, manipulate gravity, create life, transmute existing material into new objects, broadcast power with no loss rate within its range, mirror a Halfblood's mind on the SH Server in real-time, convert matter into digital data and vice versa. It cannot create permanent matter, which is mediated by the Wills of the Planet allowing it to become a part of their body.
53	Item Construction EX	Magitech - Understanding	600	Fate Servant Supplement	The Skill to manufacture magical items, from implements of war to items for daily use. The EX Rank represents something that falls outside of the numerical ranking scale, a value that cannot be quantified under the normal system because it is in a league of its own, powerful to the extent of rendering comparisons meaningless. (Descriptions taken from the Type-Moon wiki.) You have the knowledge and skill to build things rivaling anything seen in the Fate franchise. EX: Able to make healing potions that grant true immortality, craft Kaleidosticks and other world altering artifacts. A: Capable of making healing potions that grant limited immortality. B: Production of devices that carry magic power.
54	Magitek Mastery	Magitech - Understanding	600	Final Fantasy VI	In essence, magitek is simply the use of magical energies as a power and fuel source for technology. Your understanding of that outstrips anyone else, and you can now apply this principle to any technology you own. By altering your devices to use something magical in nature, such as a magicite stone, an enchanted item, or just raw magical energy, you can enhance it in every single way and give it unique properties. A suit of armor would become much harder, lighter, and more agile than before, perhaps even boosting the physical abilities of the wearer in line with the magical power source. From there, the armor could make more esoteric uses of the magic, such as casting spells on its own based around the sort of magic infused into it automatically or at the wearer's prompting. This isn't some measly effect restricted to the mundane or basic, no, magic can infused into any sort of technological device to enhance its functionality and give it a partially magical nature and powers. Even life may be infused with magitek technology like this, not only as cybernetics but directly as well. In this situation, it behaves a bit differently. The magic integrates itself into their body, becoming a natural part of them, allowing them access to that magic system and enhancing them physically, but they must grow into it. They start at a much weaker level, where they have to practice and develop their connection to this magic to realize it fully. There's no upper limit to them beyond what the magic's system is capable of, but it can take time, and you can instead choose to infuse living things with a larger amount of magic to grant them greater magical ability much more quickly. Unfortunately, this can have dangerous side effects, as giving them too much to handle at once can lead to mental instability or even insanity, the severity rapidly scaling upwards the more initial energy put in.
55	Device Meister	Magitech - Understanding	600	Lyrical Nanoha	This is the real treasure of the TSAB's technological capabilities - mixing the use of magic and technology inorder to create Devices that can channel the energy outwards. You have a complete knowledge of how to build and maintain Devices, along with how to program AI for said Devices to use. While you can construct most Devices and similar items presented here, the ability to make Unison Devices isn't included here - you'll have to learn that one on your own, and many have tried and failed to do so in the past. You could, with some experimentation, combine different magical systems into Devices together, especially with the help of 'SimilarPrinciples' to streamline the process...it will take some trial and error, but you could apply these principles and Devices to other systems if you work at it enough.
56	Flesh and Steel	Magitech - Understanding	600	The Legend of Zelda: Breath of the Wild - TG	Clothes can make the man, you've learned. It might be possible for someone to perform great feats of stealth in bulky plate, but even someone with that kind of skill would be much better served with the appropriate wear, right? And the tales of those with shining and enchanted armor allowing the hero to survive impossible odds are common - the hammer that could forge such a thing is now in your hands. With this skill, you can create armor and accessories(such as rings, jewelry, and armbands) that directly imbue the wearer with supernatural power, physical boosts, and prowess in certain skills. With this, you could create amber earrings that make one tougher, or a suit of armor that allows you to swim faster! In addition, if you have Hammer and Anvil, Gimmick and Trick and Fire and Ice - your weapon crafting skill is among the legendary smiths of old, able to create the kind of weapons only worthy of the 4 Champions of Hyrule itself, matching the mythic weapons of Hyrule such as the sword of Biggoron or the Six Sages!
57	Magos Aetheric	Magitech - Understanding	600	Warhammer 40k: Adeptus Mechanicus	Though feared and maligned, the existence of the Imperium nonetheless depends upon exploiting the immaterium. Understanding it allows for travel, for communication, and to battle the daemonic on even terms. You have come to be one of the very few experts on the subject of the warp, and know how to manipulate it through technology. You can easily craft psy-implants that boost or suppress psychic powers, weaponry incorporating psychic components, or hexagrammatic wards. With enough time and resources you could build or even improve upon existing patterns of gellar field generators, warp drives, and immaterial sensors. You have even made inroads into understanding the genetic influence behind the manifestation of psyker, pariah and navigator abilities. This is not an easy path to tread, for the slightest misstep or moment of carelessness can see you damned, and even with the most exacting precautions it is a road fraught with peril.
58	Daedalus' Student & Titan Blood	Magitech - Understanding	1100	God of War	It is one thing to work on forging mere swords and shields, but it is another to create truly marvelous wonders... for a mortal. You could make marvelous wings out of bird feathers and beeswax, capable of granting flight to anyone. Or maybe you wish to create an ever-changing Labyrinth, that shifts and alters itself depending on how it moves. Regardless, your architect and forging skills have taken a dramatic increase, to the point where the things you create just may have properties and quality they normally shouldn't have, albeit directed towards the purpose of your creations. Through your works, your will be known... but take care that the gods do not take offense with your work. What a curious thing you are, to have become such a thing. One of your ancestors was a Titan, a primordial being of great power and ability that was responsible with shaping the world as it is. You are not full-blooded, but the effects have been prevalent on you nonetheless; your size may be increased up to fifteen meters in height, with your strength as such that you could throw pieces of buildings one-handed at your enemies. You may also choose one Titan you are a descendent from, gaining aesthetic appearance changes similar to them. But more importantly, you may relax yourself and 'commune' with the world and nature around you; by opening your mind to the world you can learn about it and its secrets quite quickly, along with finding what is the largest threat to the balance of nature. You are of the planet, child. It is your birthright to know these things. (Titan's Blood also grants access to the following boost for 'Daedalus' Student': Your crafting has undergone a dramatic improvement, to the point where you can make incredible works with the strength of an army within them. You have also gleamed a new type of crafting, and you can forge energy constructs such as Zeus' Lightning to be used in your wishes.)

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1	Just Slap It On	Misc.	100	Krush Kill 'n' Destroy	Be it an impractically high machine gun mount on a trike, or a cannon barrage on an elephant, if you (or someone under you) jury-rig it, it both works and is somehow practical. Maybe not efficient, but it's not going to topple over at the first bump in the road, like "basic physics."
2	Costumer	Misc.	100	Terraria - Journey's End	Many objects, especially with regards to armor, place function over form. Now, you don't have to settle for armor that is good but an eyesore. You can take any item you possess and 'overlay' it on top of a similar item, changing the second item's appearance to match the first, while maintaining all of its functionality, protective qualities, etc.
3	Toggle	Misc.	100	Young Justice	Toggle allows its user to forgo learning to control their powers by simply allowing them to turn their powers off when they aren't needed. This can be done per power, so there isn't a need to go without the ability to teleport because you don't want to use your super strength. Also works on out of Jump powers. You can think of this like a dial. It can be on, or full power, as well as off, or no power, and anywhere in between those two states.
4	Putting on the Reich	Misc.	200	Indiana Jones	They may fear your tenacity. They may hate your cause. They may even oppose your beliefs. But one thing remains constant: A begrudging respect for the aura of organization and sharpness you give off. You have an excellent sense of how to design uniforms that not only are intimidating and show the power of your group, but are also fashionable and make your group look organized, official in a way. It's time to show them who's Boss.
5	Common Magic	Misc.	200	Nexus 2.0	Light is something everyone has, regardless if they are a fighter or not. As such, even the most common laborer will use it to their advantage. You find your abilities are easier to use when turned towards a profession that doesn't involve fighting. Crafting, farming, construction, cooking, and any other profession is able to benefit from your various abilities with great ease.
6	German Engineering	Misc.	200	Smash Up	Everything you build seems just a bit more. More durable, more efficient, more precise. Call it a 10-20% difference across the board?
7	Exotic Compatibility	Misc.	400	Gundam - After Colony	You have a way of working with quirky and strange materials-in your hands and machinery, it assumes the forging and abilities of plain Iron until you begin building with it. You also can integrate exotic materials into your constructions a lot easier, and if you don't know what a material is or what it can do, you're very good at researching applications and properties of said materials. This research could also go into things such as improving production numbers and similar.
8	Master Builder	Misc.	400	LEGO Dimensions	You have been awakened to the true power of the Brick. By envisioning an object that you want to create, you can look at your environment and see how to deconstruct it to craft the item you want to build, and then you can tear apart the environment to create it. In addition, you can also look at objects and visualize how they could be altered and integrated into new creations.
9	Iterative Improvement	Misc.	400	Worm	Each day you gain a certain amount of charge, which you can spend to effectively enchant objects with superpowers. The more charge you invest in a particular object, the more you can improve and expand its abilities. A single day's charge would give an object a minor power, but over time you can increase it with no upper limit beyond your investment. These objects only work for you unless you make it otherwise. As you use your power, experiment with it, and it matures from conflict and experience, the amount of charge you gain per day will increase. You can hold about a month's worth of charge at any one time, any more will be wasted.
10	Limits?	Misc.	600	Generic Worm Fanfiction	So powers are supposed to be limited aren't they? Depends on the fanfic, really. Either way, yours aren't. No, this doesn't double your powers every six months. That'd be crazy. What this does is smash every glass ceiling, barrier or restriction into so much dust. Any and all of your powers, abilities, skills etc., are like muscles for you now, only growing stronger the more you exercise them. This does nothing for your rate, at least by itself, but it means that regardless of how they're supposed to operate, any and all of your powers can now be trained up infinitely. Furthermore, no power or skill you have can ever harm you directly, unless it's someone else using it on you. Nor, for that matter, can anything you do to improve yourself. Too much, at least. Training too much till you break half your muscles will still put you in the hospital, but what would be a lifelong crippling for others would only be a temporary thing for you, and you'd still benefit fully. You can use and develop mutually exclusive or opposite powers without any harm, and similarly use any and all powers you have without fear of ruining your own body or mind or whatever. No amount of overusing your powers can hurt you or them permanently. Again, you might suffer for a while, but it'll only ever be temporary and they'd grow that much stronger for it.
11	Lord Jumper's Armor	Misc.	600	Skulduggery Pleasant	You can infuse copies of your abilities into objects, turning them into focuses for those powers. Using these focuses in concert with the original power within your body will see your might with these abilities enhanced dramatically. Alternatively, you could loan these items to allies and subordinates to grant them access to these powers. Objects that you infuse with your power are also infused with your will. This allows them to act independently to enact your will, and enables them to refuse others the right to use the power they grant. You may only create one focus per power, and a given item can only contain one power at a time. When these items are destroyed, the power flows back into you, and you can create a new focus for it.
12	Marain Diaglyths	Misc.	600	The Culture Minds	The language of the Culture is one of its greatest achievements. The characters of Marain are written on a 3x3 grid, but when used by Minds, are capable of encoding information in a fractal-like manner. Anything describable can be written in a single Marain diaglyph, all the way up to the entire universe, with every particle, vector and wave within it. Of course, the time needed to write such a glyph would take as long as the age of the universe itself. This perk grants you the ability of Culture Minds to express and read data in this way: to describe an entire library of information in one character, to perform a mathematical operation millions of lines long in a single step, or simply to read one character and know immediately and exactly how the described but not-yet- invented musical instrument will sound. This effect extends to any written system of language you are fluent in, and allows you to express the deeper information to non-Minds for example if you write the sun in reference to a particular sun, the reader would know precisely what the sun is its coordinates, its dimensions, its spectrographic signature and its history, if you chose to encode all that information into the writing.
13	Unshackled Potential	Misc.	800	Generic Fantasy RPG	You know, for all the advantages an adventurer from a noble background holds over one with a humble origin, there isn't much disparity in terms of power level when both reach the epic levels. That's because Adventurers in general possess a ridiculous amount of potential. You, however, are a whole different animal - where even the most promising of Adventurers will one day reach the apex of their potential and be unable to advance further, you will never reach the apex of your potential because you will always be able to improve yourself in every respect, whether physical, magical, or even mundane skills, if you're into it.

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1	Required Secondary Abilities	Protection	0	Desolate Era Part I - The Three Realms	The laws of this Universe are very different from those you are used to, and things such as moving faster than sound are possible for even the most base rank and file Yet they find themselves lacking things such as sonic booms. In this Universe and the ones you will travel to in the future, such protections will thus continue to exist. In addition to this, spending countless years on a single task, or just on living a normal life, also don't seem to be a problem for you anymore.
2	I Can Whip Something Up	Protection	100	My Life As A Teenage Robot	Working late nights and filling out strange requests is just another Tuesday for a Scientist of your calibre. This perk ensures that you'll never suffer burnout, grow overly bored, lose inspiration, or have your work suffer because of exhaustion. So long as your basic needs are at least barely being met you can keep happily churning out work day after day.
3	Murphy's Law	Protection	100	SCP Foundation	You've been around so many experiments, so much weird shit, that you notice things other people don't and instinctively position yourself, as a subconscious reaction to anything that can go wrong, and avoid the eventual backfire. The knowledge that a few errant bubbles in a flask can quickly turn into boiling so violently that even the open end of it isn't enough to let all of its energy out, turning it into a chemical explosive, is not lost on you. Neither is the fact that that open flask over there just bubbled when a piece of dust fell into it. If you're running the experiments, you know how to avoid those circumstances, and how to extinguish the fires if and when they break out.
4	Hands Off!	Protection	100	Starcraft II - Nova Covert Ops	When one is at the forefront of technological development, one sometimes has to watch out for espionage. Why bother developing a revolutionary new weapon system when a Ghost with sticky fingers walks in and takes it? You are able to design, and seamlessly implement security protocols into any technology or equipment you have access to that would limit use to only authorized personnel. You don't even have to go to the extreme of half-breaking it either, that's for neanderthals and inferior scientists.
5	Manifold Destiny	Protection	100	Subnautica	You've got one job, and you're pretty good at it. The things you build have extra hull integrity, giving you more leeway when constructing habitats. Vehicles you construct have more advanced armor, making them harder to hurt without sacrificing acceleration.
6	Divine Rights Management	Protection	100	Unsong	Why would you ever teach a man to fish, when you could make him come begging to you for every dinner? You have a powerful ability to build fine-tuned break-down and failure conditions into just about anything you create, weaving them inextricably into your designs; your creations can be hobbled so irrevocably that they cannot be made whole without also negating the principles that make them function. Only a genius far greater from your own could free what you have limited.
7	Prototype Process	Protection	200	Ben 10 0.1	Science is a learning process and sometimes that learning process involves explosions, malfunctions, or idiots messing with things they shouldn't. Well, they used to, anyways. When technology you've built or used would normally suffer a malfunction or an experiment would become a disaster, it will instead create a harmless inconvenience instead of blowing up in your face. A device's sensitive power core being struck would see it shut down immediately, a DNA serum you inject into yourself gives you mild indigestion instead of mutating you into a horrible monster, and so on. If a result would be entirely negative for you, the impact is dulled to a comical accident instead of something that could endanger your life and those of others. How lucky for you.
8	Fashion	Protection	200	Highschool of the Dead	Your clothing and entire body acquire defensive properties equal to the most superior protective items you have currently equipped. Emphasis on protective item an iron or steel ring won't give you metal tough skin the minimum is things like knee pads from extreme sports, helmets even an apron would count, though all that'd do is protect you from the dangers of a kitchen.
9	Dedicated Research	Protection	200	Stellaris	As a scientist, research is your blood and bone, it is what you do every single day that you work, it is your lifeblood, your passion! So obviously it would be a shame if this passion of yours was interrupted by something such as lack of sleep, or lack of nutrition. Now while researching none of those things will affect your performance allowing you to work at your peak for several days in a row. You may pass out later however.
10	Juggernaut	Protection	200	Terraria	Your armor is a lot more effective at doing what it does just by the sheer virtue of it being latched onto and wrapped around your fleshy bits. Not to get too far into the math of it, your armor is about half-again more effective than it would be otherwise.
11	Stitch by Stich	Protection	300	Earth Girls	The clothes you make are gorgeous and suited to the person you make them for. They protect both the heart and the body of the person that wears them, sheltering them from physical sickness and 'spiritual' illnesses alike while making the most of their body.
12	Shaping Gloves	Protection	300	Geneforge	This pair of carefully crafted gloves allows one to work with powerful or specially modified essence without the typical risks of horrible mutilation, mutation, and death. Usually such gloves are crafted for a specific purpose, these aren't, they seem to work with anything, even Geneforges.
13	The Flock's Fleece	Protection	400	Actraiser	Men and women have not wandered the wilds naked since the long-gone days of the Garden. Whether they knew it or not, the act of clothing oneself is one that at once protects and isolates. A shirt or a robe is a metaphorical armor against the elements, against shame and against the prying eyes of others. You are such a skilled craftsman that you can take the 'metaphorical' part out of the equation. You're a one-person clothing creator and tailor, able to take the raw materials of silk, cotton, wool and hide...and then with almost no tools produce wondrous clothing, fitted just right for anyone who dares try the garments on. They're protective vestments against the harsh elements, able to keep people in comfortable condition be they in the deserts of Kasandora or the icy plains of Northwall. Not only that, but people who wear them find that they'll be kept safer from the claws of beasts or the swords of their enemies, acting as a light chain-mail mesh despite being soft and maneuverable fabric.
14	Deep-Layer Protocols	Protection	400	Crysis	Technology in your possession is unique in the manner that it is incapable of deviation from your stated goals. Normally, nanomachines detached from the collective whole would run the risk of having their original goals corrupted or subverted without the greater collective to issue orders, but technology held by you can be proofed so such errors are self-correcting. The only way to remove your tech from play is to destroy or disable it. Hacking or other 'tricks' short of a full rewrite by someone who knows what they're doing will not work.
15	Harmony	Protection	400	Generic First Jump	Sometimes, the things you are collecting will clash with each other or are difficult to use together. That is no longer the case. You could safely use both the Dark and Light sides of the Force, channel both divine and demonic energies, wield conflicting forms of magic or energy, mix radically different technologies or biologies, even keep your entire harem in one place, and they will all get along with each other. They will get along with you as well. None of your abilities, possessions, Companions or anything else that belongs to you in some way will be able to harm, corrupt, or alter you against your will.
16	I Like 'Em Big & Could Stand to Lose A Few Pounds	Protection	400	Gundam - Advanced Generation	Your pace continues into your preferences in MS design-along with some basic knowledge of 'Right, so I take this bolt out and everything falls to pieces without it. Don't touch it.' In your head, you can make upgrades to Mobile Suits that revolve around extra armoring and utility- making replacement parts cheaper and easier to install, reinforcing plates and glass, and generally making a unit tankier and sturdier. When it's out in the cold expanses of space (away from that damn plotradiation), nothing counts more to you than having a well-toned machine. With some basic knowledge of 'Alright, I can't make this any thinner or it snaps like stressed knockoff plastic', you can make upgrades to Mobile Suits that shed crucial weight, making them faster, sleeker and more humanlike in motion- cutting what you can and generally making things more able to dodge, bob and weave.
17	Overclocked Neurology	Protection	400	PREY	Professor William James of Harvard used to say that the average man develops only ten percent of his latent mental ability. What if you could flip a switch and develop the rest of it in a moment? It's not as simple as a switch, but with the neural reprogramming ability of Neuromods it will feel like it. With this modification you can instead go days without sleep, operating at your peak, which is now far above your baseline. Better still, with this your Psi threshold is increased, meaning that special abilities can be maintained for longer and used more often before you need an injection.
18	Failsafe	Protection	400	Supergod	It might be worth just taking a step back from this all. This superhuman arms race, is it really all a good idea? I guess not. You may not have the power to stop your country from foolishly creating a weapon of mass destruction but with this, you'll at least be able to stop that weapon from being the thing to destroy you all straight away. Your experiments and efforts at crafting or creating something never backfire on you. When they fail, be it a self-destruction or turning against you, they will instead shudder to a stop and deactivate harmlessly. You won't automatically know what caused them to go wrong, though you can probably find out with some effort, but with this no process or invention you make and are in the control of will end in your harm or death. Others can still be harmed a plenty though, so long as it wouldn't harm or endanger you as well.
19	Luck Forgives All Sins	Protection	600	Warhammer 40k: Tau Empire	Developing AI without instigating a rebellion. Fiddling with Warp travel without Gellar fields. Messing with biological manipulation and nanotechnology without creating a homogenizing swarm. While you or those under you work to push technology forward, you will somehow stumble your way around or past the major drawbacks and potential disasters you could invite, whether you know they are there or not. This won't let you ignore those threats, but will push you to solutions that don't trigger them, such as skimming the warp instead of entering it, even if this results in inferior results. Unless you know about a threat and deliberately work in such a way as to trigger it (such as trying to form grey goo), your luck will hold.

#	Name	Category	CP	Jump	Description
1	Pure Art	Quality	0	Destiny - Old	The visual arts may not be your thing, but that doesn't mean you can't be good at it. With this, you will be able to adorn any object you possess with paint or some other kind of marker and make it look good. You can paint armor, vehicles and weapons. Depending on what you portray, it could evoke different emotions. From fear to inspiration. You must have some skill at drawing or painting, and something to draw or paint with.
2	Beniemiya	Quality	50	Fate/Legends - Land of the Rising Sun	It might just be something in the water, both what you're drinking and what you serve to the guests that adore every meal you make. You're a savant when it comes to making meals, not just limited to Eastern dishes either. With a little experimentation, you can make almost anything into a mouth watering feast for both the taste buds and the eyes. The real problem isn't making a good meal but keeping all these greedy pigs from eating you out of house and home. Don't even try making hamburgers around any blonde ladies, it never ends well. Now, while cooking good food is a prize well worth it, you do also have a more useful aspect here. By channeling magical energy into your tools and ingredients as you work, you're able to 'enchant' the meal with a variety of useful effects. A hearty beef stew that lets a warrior heal their wounds much faster than normal, sugary sweets that give people the speed of the wind, a mighty hamburger that temporarily bulges the muscles to greater heights. Even negative effects are possible, if you want to taint your food that way. They only last for a temporary period and the effects tend to be fairly weak without a lot of mana put in but it makes your food all the more popular.
3	My Fashion Sense is Tingling	Quality	50	The World Ends With You	You have an impeccable sense of fashion. You can make an appealing outfit out of just about anything. In addition, you will always have an innate knowledge of what is fashionable in the area wherever you go, allowing you to remain on top of your game no matter where you are. In fact, you'll usually be a trendsetter.
4	Shaper	Quality	100	Age of Wonders II	Stone is a tough servant, resisting most ways to work it by unskilled hands. Under your touch, however, it molds itself eagerly, as if it were unable to wait to become the new shapes you wish for it. You are a gifted artisan with the natural materials of the world, and can build fortifications, buildings, and other creations out of wood, stone, sand, and any other such materials with great ease. Indeed, under your touch the materials you work with seem to become greater, somehow - sand and clay toughen to match granite when building a wall, and a carved wooden blade seems to hold its edge like fine steel once you're finished with it.
5	Aesthetics	Quality	100	Anno 2070	Others may be able to do what you do, but you? You make it look GOOD. Really, REALLY good. All buildings you construct now have a distinctive architectural flair that marks them as yours and yours alone. Even a simple wooden shack you build will have people nodding matter-of-factly and recognizing the design like a nation's flag, if they've had experience with you before. In addition, purely aesthetic construction - landscaped bays, parks, covered walkways, promenades - are not only cheaper to build, but require little to no upkeep.
6	Efficient Electricity	Quality	100	Generic Video Game Developer	Energy. Computers, being devices able to calculate AI paths while simultaneously rendering graphics for players to see, use a decent amount of it. Thankfully, you seem to be extra skilled in the area of computer electronics, able to make devices that not only use smaller amounts of energy for the same work, but are also more resilient than the average gaming device, able to handle electrical surges far better than most.
7	Artiste	Quality	100	Girl Genius SB	From acting to painting, there's a lot of call for people like you around here! Simply put, you have the skills and talent to be one of the greatest, finest artists of all time. Not just in any one field either. Your talent is boundless and unbelievable at everything remotely art-related you do. With the slightest effort, you could be a scintillating star in all fields from writing, painting, singing, underwater basket weaving... er, you get the idea. Crowds throng to listen to a concerto from you, and books you write may well cause knife fights between people wanting to buy them! Such is your talent that in but a handful of months you could become a celebrity every bit the equal of the Queen of the Dawn, or any other celebrity you've heard of. This also makes anything you do look unbelievably good, from your fighting which looks like a dance, to your clanks which all look like Things of Beauty and Grace even when stuffed chock-full of firepower.
8	My Watch Doesn't Tell Time	Quality	100	Honkai Impact Third	The further you stray from the intended use of a device's style or look the better a device it becomes by default. If you make a watch that can't tell time you could cram a ton of things into it despite it's relatively tiny size. The shape or style must be a recognized thing, like a watch or a phone in order to benefit from the boost.
9	Repair Savvy	Quality	100	Outlaw Star	Your skills in mechanics are top notch. Your weapons, armor, and personal equipment are all easy to repair, and maintenance of all of them takes mere minutes instead of hours.
10	Whether There's Weather	Quality	100	Satisfactory-Factorio Gauntlet	If you built or designed it, it's weatherproof. What kind of weather? Yes. Snow, scorching heat, pouring rain, vacuum, hail, all sorts of weather. If a human could survive a while without a spacesuit, you tech will keep working. And maybe it'll keep working even if a human couldn't.
11	Brass and Vacuum Tubes	Quality	100	Smash Up	You can make perfectly functional devices with a steampunk aesthetic. In fact, machines you build like this tend to work a little better, and stand up to far more abuse.
12	Medicine	Quality	100	Star Wars: KOTOR	Pretty much anyone can inject themselves with a stimpak or wrap an injury in bandages, but unlike you most people don't know how to do it right. You possess enough medical know-how to make stimpaks and other quick healing items repair twice as much damage as they normally would and you can also treat minor injuries about as well as regular field medic. So long as you have the right supplies that is.
13	Aesthetics	Quality	100	Terraria - Journey's End	It's not enough to just be able to make things, if you can't make them look good. You now have a true talent for design work and layout, capable of mentally visualizing complex structures and working out how best to match your mental vision, without sacrificing things like structural integrity. This also applies when making things on a smaller scale, allowing you to alter the design of objects to add aesthetic flair without compromising their function.
14	Customised Weapons	Quality	100	XCOM	You know that efficiency is number one, because waste is a thief. You know how to make the best designs better, and will ensure that the equipment in use is ergonomic, streamlined, and efficient.
15	Fumble Spotter	Quality	200	Generic Cubicle	You excel at finding odd ways in which your products might be used or misused that could lead them to fail, and in devising ways to fix them before they ever become issues. You are also adept at making the proper usage for your products obvious in their design.
16	Loaded Up	Quality	200	Generic Cyberpunk	It's not enough to have what you need locked away back in the workshop, and even when you have time to prepare you often have to pack light. You have a particular genius when it comes to building and working with tools, gadgets, weapons, armor, and other personal scale equipment. Whether it's cramming a computing setup that would take up an entire workstation into something that a hacker can slap onto their arm for on the fly hacking, or taking a normal pistol and modding it until it's more lethal and effective than most military arms, you're able to cram a stupefying amount of effectiveness into easily ported packages. Your creativity, skills, and genius just seem to skyrocket when dealing with things in sizes that would hamper anybody else. Bigger doesn't always mean better, sometimes it just means cumbersome.
17	Excellent Craftsman	Quality	200	In Another World With My Smartphone	You are incredibly talented at making things. What kinds of things? All kinds of things. You are simply that talented after all. Anything you personally make, or direct the creation of, will automatically be top-quality, and you never need to worry about making mistakes in the creation process. To get you started you may pick any four mundane skills related to making things, which you start as a master of.
18	They're Like Legos, Right?	Quality	200	Kerbal Space Program	There's robust engineering, and then there's modularity. Pick one. Except for you - you seem to have the gift of designing methods that allow for seamless mixing and matching of modular technology that lack none of the parts incompatibility and fragility you'd except from such a design paradigm. While this seems focused on Kerbin technology in specific, a little work should have you applying such a paradigm to all sorts of technologies...
19	Legendary Craftsman	Quality	200	Modded Fallout	Remember all those unique prototype weapons with crazy awesome effects? The Legendary items in Fallout 4? The games have had their fair share of 'better than normal' items, and you know just how to make them. You have the ability to substantially improve whatever items you work on, needing at most enough components to build a second copy of the item in question. Whether it's dumping half your power cell into each shot a la Pew-Pew, making every bullet fired by your Minigun into an explosive round, or crafting armor that boosts your stats with no regard for how or why it works, you've got it all. Never again will you need to worry about being unable to find that Two-Shot or Instigating Gauss Rifle! You'll even be able to (slightly) fudge where those unique effects could be found, like making Power Armor with special effects or a Gatling Laser that does fire explosive rounds. Beams. Whatever.
20	Heart of Fire	Quality	200	Nexus 2.0	Fire Elementals possess a form of magic called the Ember. This magic grants incredible resistance, bordering on immunity, to heat and flames, though it does nothing for the pain that heat can cause. However, that is merely a side effect. The true use of Ember is as a form of refinement, materials exposed to ember infused flame have their traits enhanced. Food becomes tastier and more nutritious, metals become more resilient, and potions last longer or have an increased effect. This does, however, require the material to be exposed to flame, so this will not work on certain materials.
21	Artificer	Quality	200	PREY	Any monkey with a wrench can look up the technical manual and do a repair. Well, maybe not any monkey, but you're certainly a cut above the rest. Any technology you come across that you understand the principles behind can be drastically improved. Either simplifying it to make it easier to fabricate or improving its durability or power output. Weapons, turrets, tools and vehicles can all be improved beyond their base specs.
22	From Q With Love	Quality	200	Smash Up	Taser in the keyfob, laser in the watch, grappling hook pistol that looks like a cellphone? You are the undisputed master at disguising weapons and espionage gear as ordinary items. Just try not to get them confused with the real thing, and do bring the car back in pristine condition.
23	The Voice of Ingredients	Quality	200	Toriko	Ingredients in the series somehow have a 'will' of sorts. Through currently unexplained phenomena, there have been Ingredients in the series that seem to have a 'voice', which 'calls' for certain people and 'guides' them into how to prepare the Ingredient in question. People who possess the ability to hear the Voice of Ingredients are shown to have an affinity towards Ingredients. The Ingredients also seem to have 'preferences' for those that eat it as many believe that rather than a Chef choosing the Ingredients, the Ingredients 'choose' the Chef. Those with Voice of Ingredients will find that ingredients that "speak" to them always are the freshest or well aged, taste better then usual, and so on. This extends to other worlds where ingredients don't have Voices.
24	Crude and Tough	Quality	200	Warframe SB	While Grineer technology is ugly and primitive compared to their rivals, they are undoubtedly effective, rugged and easily produced. The latter is true for creations of your craft. Anything you make is both durable and tough, able to take a beating and function in the harshest of environments while being viable for mass production.
25	Gadget Master	Quality	300	007	You've been trained by Major Boothroyd at the skills of his job. You're excellent at creating and maintaining gadgets of all types. You can miniaturize nearly anything, and hide things in forms that... really shouldn't work. You can even make lasers! You're also good at coming up with ideas for unusual methods of assassination; beheading umbrellas, flamethrower bagpipes, and the like.
26	Do One Thing At A Time	Quality	300	Dinotopia	When you focus yourself on doing a single task, your skill and efficiency doubles. Material requirements are unaffected, but time taken is halved and quality is doubled
27	Master Craftsman	Quality	300	Forgotten Realms	You are exceptionally skilled at crafting things. At your worst, your results are masterwork.
28	Savant & Wonder Forging Genius	Quality	300	Generic Exalted	You're a Savant! This means you've got an incredible insight in crafting all sorts of things, from meals, to clothes, to armor, to weapons, to magical devices, and all sorts of other things besides. Even if you've never done something before so long as it's a skill remotely 'craft-like' in nature you'll be able to perform it at the level of a (mortal) master. This just represents innate talent, and if you actually focus on developing such skills the normal way you'll quickly outstrip even the best that a mortal craftsman could accomplish, able to make artwork that speaks to the soul (perhaps literally) or armor and weapons of surpassing quality that look like show-room pieces despite being suitable for combat and also being sturdy and reliable to a frankly unbelievable degree. Purchasing this will even make you substantially better than other Exalted craftsmen, assuming you put in the same amount of effort that they did. Your crafting abilities need to be seen to be believed. From your hands pour forth miracles given form, works of art of peerless and breathtaking magnificence, works of culinary delight that would leave Emperors sullen at the thought that no other foods could compare, weapons that could last hundreds of years of constant use that would leave men feeling honored to have been slain by them, all these and more take shape under the guidance of your hands. You would be welcomed in any land and by any court for the sheer quality of your work, and you will quickly gain national, if not worldwide, fame for your creations if you bother to advertise them at all. The least of your creations are superior to anything a mortal master might create, and even the simplest and least adorned of your works will be possessed of unmatched efficiency, resilience, and simple elegance. Purchased with the Savant perk this is taken to an even grander height, leaving even the crafts of other Exalted looking as pale and shameful imitations by comparison, assuming you put forth the same effort they did in learning your base crafting abilities.
29	Blacksmith	Quality	300	Generic Xianxia	Weapons and armour are not useless in this world. Indeed, one of sufficient talent may create arms and armour that can (and usually do) mean the difference between victory and defeat for those who use them. You are able to make equipment with special traits and great power to aid the one who wields and wears them. What the gear is able to do and how strong it is is dependent on your skill, the processes used, and the reagents that go into their creation - for example, if you wanted to make a flaming sword, you would need a source of magical or conceptual fire to infuse into the blade. With sufficient time and skill the stuff you make can decide the fate of nations, planets, and even entire dimensions. Furthermore the arms and armor you can create are nearly half-again as powerful as they would otherwise be, given similar materials, time, and effort in their creation.
30	Factorissimo	Quality	300	Satisfactory-Factorio Gauntlet	You can make buildings that are bigger on the inside. The larger the building, the greater the ratio of inside-space to outside-space. A small warehouse could be the size of a large warehouse internally (~5x isotropic linear scaling,) while an arcology the size of an island would be the size of the entire island chain inside (~1000x isotropic linear scaling.) The main problem with these is that they have limited slots for belts or pipes to go in or out. The expansion may be non-isotropic; that is it may be scaled by more in one direction than another. You may also do the reverse and create a building that is smaller inside than outside, or smaller in one direction and larger in another. The interior and exterior sizes of these buildings are set during the design process, and are fixed for all buildings of the same type. In addition, you can place these buildings inside each other, creating recursive expanded spaces. You can pick one up with your Builder without breaking them. If you do this, any machinery inside is frozen in time, and any living being is ejected from space where the entrance was.
31	Built to Last	Quality	300	Stargate Atlantis	You probably took the saying if it's worth doing, it's worth doing well a little too closely to heart. You could build a city to last tens of thousands of years at full functionality or a battery that keeps its unused charge indefinitely. Mere time and weather will not erode your monuments, and your devices may lie dormant for eons, ready to reawaken at any time. It's up to you whether this is due to glowy space crystals (ahem, advanced materials science knowledge) or something stranger.
32	Enhancement Mastery	Quality	400	Battle Action Harem Highschool Side Character Quest	Just by looking at a piece of technology you are able to consider different ways on how it might be improved. Whether its increasing damage for weapons or decreasing power draw for components there is always some way to improve an item. This also improves your Valkyrie's Core innate ability to enhance items.
33	Seamless Construction	Quality	400	Endless Space	You might not be able to design the perfect ship, but you certainly could build one that is good enough. Given enough resources and the proper blueprints, you can build ships that would rival that of the Endless, cast as a single, cohesive whole. Even if you build it with mundane methods, it still ends up being nearly perfect, not a single design flaw or construction error in sight. This also applies to things you build that aren't spaceships.
34	Merge	Quality	400	Gemcraft - Frostborn Wrath	Want a bigger, better, badder copy of something you already have? Look no further. This allows you to permanently merge items together, even CP items, but the more dissimilar they are, the more potential power is lost in the merge. Two magic swords would usually stack their power, but a magic sword and a magic bow combining would be reduced to one form and reduce the power of the final item a fair amount, though it would still be more powerful than either original. You can't do more than double the power of the strongest original item merged in this way, but you could add lots of bells and whistles that don't directly make it more powerful such as additional elemental affinities. Items that are designed to be merged (like gems) do not have the limitation of doubling their starting power, so if you merge 64 level one gems, you will end up with a level 6 gem.
35	Ultra-High Settings	Quality	400	Generic Video Game Developer	While many may wish they had the beastly computers needed to run games on max settings, many don't. But why should we limit the beauty of your art for such a mundane reason? Your art and animations are such that no matter how hi-res the models or complex the animation it will have a minimal, if any, impact on how well your game runs. This also applies to other items and products you help create, meaning even the shittiest of computers or consoles can run your game at the highest resolution without suffering too much, while products like swords can have designs might seem to hinder a user's ability to swing it when in fact it's just as usable as a normal one.
36	Secrets of Steel	Quality	400	History's Strongest Disciple Kenichi	An illustrated guide created by the greatest master of weapons the world has ever known. It keenly details the techniques, methods and setup required to create weapons using traditional Japanese techniques. This text goes beyond that however, and if the directions are followed perfectly it can be used to forge weapons, armor, and tools that are far better than anything that could possibly be made even with the most advanced metallurgic technology. Objects created while still composed of steel will be significantly stronger than steel and can withstand blows from a Martial Arts Master. Blades made using these techniques will be preternaturally sharp, able to cut through stone, steel and perhaps even more with proper strength and training. Such bladed weapons will almost never lose their edge and require virtually no maintenance. Armor made using these techniques is nearly indestructible and will never rust or corrode. Normal tools will work with such efficiency that even primitive tools can accomplish feats of scale equivalent to highly advanced modern technology. For example, a scythe made with these techniques could harvest an entire field in the same amount of time as a combine harvester or a simple hoe could do the work of a tractor towed plough.

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37	Mythic	Quality	400	Irish Mythology	Whether you call them gods or fairies, the Children of Danu are just so much more, in many ways. They drink more, eat more, laugh more, love more. This perk brings a similar sense of epicness to your life, improving to at least some degree all other perks as you fight harder, sing better, see deeper and craft better items. More, it adds some more... abstract qualities. An ordinary warrior cannot batter a howling storm into submission, or punch someone so hard cows give virgin birth hundreds of miles away. But with this perk, you can. A humble smith cannot make a bow from the rainbow or catch a maiden's sigh and sharpen it to literally cut to a man's heart. With this, you can. It's a new and altogether more legendary way of seeing and interacting with the world.
38	Infusion	Quality	400	JoJo	Besides infusing your body with Ripple, you can now direct the flow of energy at will. This will lead to a variety of effects, such as using Ripple to mend an ally's wounds. As well, you can infuse Ripple into objects. This improves existing qualities and makes them deadly to the undead and living alike.
39	Behold, Haxcalibur	Quality	400	Modded Skyrim	Congrats, you broke the crafting system. Anything and everything you make, build, enchant, or otherwise create is now ten times better than it really ought to be. Make an ordinary dagger that does 12 damage? Now it does 120. Pick up an endgame weapon and enhance it for its supposed max of 200 damage? 2000. Guns that hold more bullets and do more damage, magic staffs that massively amplify your magic, armor that shrugs off OHKO's, potions that let you ignore 110% of fire damage, weapons with ten or twenty enchantments. And if that wasn't enough, you'll learn anything crafting related ten times as fast, just to blow the competition out of the water even more.
40	Elemental Mastery	Quality	400	Monster Hunter	Any elemental properties your weapon carries are significantly amplified by up to 50% depending on the quality of the weapon.
41	Built to Last	Quality	400	Nexus 2.0	The things you create are much more resilient than they otherwise would be, requiring far less maintenance to keep in good condition and functional. This even applies to larger projects, such as buildings and farms, or more esoteric creations, such as Seeds for Seed Sorcery. On top of this, anything you build is simply built better, a sword will hold a sharper edge, armor will resist more damage, a cart will have a smoother ride, and much more.
42	Mark Whatever	Quality	400	Satisfactory-Factorio Gauntlet	You want to make a Mark 7 belt? Sure thing. You can create improved versions of your technology just by adding rarer and/or more processed materials to the recipe. These will not be as materially efficient as more of the lower-mark technology, but will be more efficient in other ways, including space or energy-per-effect.
43	Engineering Iteration	Quality	400	Sunrider	The highly analytical mind of a prototype can always see a way to improve something. Even with existing materials and techniques, there is always a slightly better way for you to manufacture a certain part or lubricate a joint. The improvements you make to your devices are noticeable and potentially endless, but you quickly find yourself at the mercy of diminishing returns. You can expect the first 50% worth of improvements to be reasonably attainable and up to 75% expensive, but beyond that it becomes prohibitively expensive.
44	Reforge	Quality	400	Terraria - Journey's End	The Goblin Tinkerer has a special process by which he can enhance various items, improving them in a wide variety of ways, a process which he charges dearly for. Now you know the secrets of that process as well, and can use it to reforge your various items, granting them a wide variety of properties. You can either sacrifice things of material value (I.E. money) or can dump mana into improving the object. The cost in either case depends on how well-made and powerful the item in question is, with better objects costing more to improve. However, one benefit is that your process is refined enough that you can push the reforging to either make the item better or worse, rather than relying on random chance. That said, it is possible for a highly improved object to simply eat the cost and then not change at all, so there is still a risk.
45	Blessing of Dundr	Quality	400	The Banner Saga	You received the blessing of Dundr as he left the world, and received the boon of the god of smithing and knowledge. You gain godly talent in learning how to smith and can weave stories that capture and entertain people on equal footing of the greatest bards.
46	A Matter of Scale	Quality	400	Warhammer 40k: Squats	Let others joke about compensating, you know the engineering it takes to make war-machines function. Most devices work best in a narrow range of sizes, too big and they become unwieldy, too small and insufficiently powerful for the job. Either way efficiency drops off sharpy. Not for you. You can scale up weapons to level cities and slay Titans, or miniaturize them almost to the point of digi-weapons with no loss of functionality, and can do this for virtually any technology.
47	Miniaturization/Efficiency	Quality	400	Worm	You can miniaturize anything down to levels that any sane man would consider impossible. A fusion reactor the size of a watch battery would be the absolute minimum of what you are capable of, and you'd be able to make it far smaller than that. Your power also makes you a master of technological efficiency, anything you make needing barely any energy to run compared to what it should and continues to do so for a very long time. These specialties also make you a master of nanotechnology and similar pursuits. Of course you aren't barred from building something big like a giant robot, just that it'll be impossibly efficient and crammed full of more weapons and subsystems then should be possible
48	Hybridization Theory	Quality	400	Zoids Legacy	So one day you had a bit of spare time after your daily Zoid admiration hour. After taking a close look at your favorite Gojulas and your favorite Mad Thunder, you decided that if the Gojulas could wield the Mad Thunder's Magnesser Drills like an arm weapon, you could probably reenact that scene from the show you watched two days back on the professor's hi-def television. Those mechanics can slap on parts and scavenge however they like. You can literally merge two machines together into one, with twice the processing power as before. Mind you, Zoids typically won't respond well to suddenly sharing a body with another core and another mind, but you'll have ethical uses for this...right? For most mundane machinery, you don't need any power source besides your own, but be careful that should you make your machine too big, the internal power supply might not be enough to feed it.
49	Diamond Techniques	Quality	500	Summon Night Swordcraft Story	Hoo baby, now you're cooking with gas! These are the same techniques used by Craftlord Rondeau, the Diamond Craftlord of Wystern! This means whatever you make is now in addition to being top of the line in performance, also top of the line in looks! If you have this perk as a Craftknight, you're likely to be a Craftlord yourself. If you're an Apprentice, you're likely to be considered the second coming of Craftlord Shintetsu just like Cleru or Pratty!
50	Mo Weapon Master & Holy Mo Forging Pool	Quality	500	World of Cultivation	The way the Mo forge their weapons is unique from how Xiuzhe create their talismans. Through the process of forging already high class materials the Mo forging method focuses far less on creating a weapon with specific new traits, and focuses far more on emphasising and enhancing the properties which already exist in the materials by forging them in the deep cold flowing waters of the Mo Forging Pools. You are now a master Mo Weaponsmith, able to look at a pile of materials and bring out the absolute best of what they could be, enhancing the traits they would naturally have if you forged them. A dagger forged from a beast which breathed fire will have a fiery aura, or even possibly burn upon touch of the blade, while more complex things such as a sword made from the tongue of a rotten undead carp soaked in the water of a necrotic realm may be able to cause things in a small area to decompose. Through hard work and study you can do much with this art, and should you have other means of forging or creating weapons the results will only grow more impressive. Also comes with the knowledge of how to create a Mo Weapon Forging Pool. The Underground Nether River is silent, it is 60 feet wide and spectacular to see. The river water of the Underground Nether River is as sticky as glue, is black yet clear, and flows without making a sound. The water in this river is extremely suitable for the creation of Mo Weapons, by placing a part of yourself or another creature as well as a weapon into the waters you can guide them to merge and create a Mo Weapon, a weapon connected to you much like a talisman or a flying sword, though often times more powerful, not because of superior forging techniques but because of the superior materials conglomerating to create a weapon. The pool has the special property to not only work well for forging Mo Weapons it also has the effect of combining multiple weapons or items into one, as Xiao Mo Ge did with his Sky Snake Ten Transformations Pike. Doing this imbues all the powers of the items into one while allowing them to shift between the forms of up to ten of the items used in its creation. For example the Sky Snake Ten Transformations Pike was a powerful Earth Mo Weapon created, but its real power came from its ability to shift into ten different weapons in an instant. Now you can create something similar. When used to forge with the parts of a creature it forges a better weapon depending on how strong the creature was and has minor affinities based on the creature and part used. For instance using the claw of a fire dragon will probably create a fire attributed Mo Weapon ranging between a dagger and a sword (considering how big the claw is). Though weapons created will be much more impressive if you have some training in forging already After the jump it can become a warehouse attachment should you wish it.
51	Extended Warranty	Quality	600	Ben 10 0.1	Let's get real for a second: You are a scientist, not a repair monkey. You shouldn't have to teleport all the way from your home planet to fix something one of your assistants managed to break in the time you took your eyes off of them. As a result, your technology is now durable and long-lasting...you can go years without seeing a prototype of your creation before it actually needs you to fix it directly, even the most idiotic and primitive species being able to guesswork how to fix it even if they don't know how it works. Also when I say durable, I mean the universe could collapse into nothingness and that device of yours would still be floating in the empty void that used to be said universe. Point being, technology you create is both insanely durable and is easily maintained. Now maybe you don't have to handle everything yourself.
52	Hell Jump Creator	Quality	600	Dragonball	Why let just one thing take pride of place as your favourite creation? If you make two, you can make them into an even better single creation! It just needs a bit of work here and there. With your personal creations, you're able to combine any two similar creations into a greater whole. While this combination can only be done once, it will be more and more effective the more similar the two parts that are being combined are. Two swords that you've made, without being the same type of sword or same material of make, would only be half again as good once combined. Two swords that are exactly the same, down to the method of creation and time spent on the smithing? You'd have a sword hundreds of times more powerful than either of the originals. So long as you personally made it or had a large hand in its creation, you'll be able to apply this fusion and even reverse the fusion to separate the two halves once more.
53	Magma Blacksmith	Quality	600	Duel Monsters - Duel Terminal Part 2	Breaking the enemy in half with your bare hands and setting fire to anyone who tries to stop you works just fine for most Lavals, but that's no excuse to slack off when it comes to making weapons. Besides learning any kind of blacksmithing twice as fast as your peers, you're already a living legend. You can forge obsidian swords that cut straight through solid steel even when swung by a child, and your suits of stone armor would let people comfortably walk inside an erupting volcano or trek through a raging snowstorm. But you're not letting yourself stop there. With a special quenching technique wherein you use a lava flow instead of water or oil, you can reinforce any material or equipment capable of withstanding the required temperatures, improving physical qualities like hardness or sharpness thrice over.
54	Sublimation	Quality	600	Fate/Legends - Viva La France	Originality and uniqueness may certainly be the king of the high class art world but that's only when people can tell it's there. If not, a revision works just as well. Sublimation is the name of this capability you now have, which allows you to reproduce objects you have a chance to study and 'revise' them in the process, like stealing and rewriting a play. You'll need the desired item as a catalyst but this will let you slowly make copies of it, quality depending on the time and resources you invest into each one. A few hours is usually all it takes but already powerful items can take expensive, rare or dangerous to acquire materials to remake. More uniquely, your revision ability allows you to alter these catalysts. Again, basing the extent of the effect on time and resources, but you can certainly make a magical sword several times as powerful or add numerous new abilities to it, altering its history or composition so that it always had those qualities. Perhaps a cart of raw materials from the local town square is all it'd take to take an ordinary iron blade and make it sharp enough to cut metal and alight in flame on command. But improving an already legendary blade like Durandal even moderately could take a fortune's worth of materials that would already be difficult to attain, even for a king. There is not technically a limit on how far an object may be revised, though the cost of doing so will continue to grow greatly. Of course, selling your reproductions and revisions would certainly help build the fortune needed for something big.
55	Exalted Ways Dominance	Quality	600	Generic Exalted	As one of the Dragon-blooded you were trained from birth to excel in the areas in which you showed talent, and you showed a great many talents indeed. Choose any seven of the following - War, Melee, Martial Arts, Archery, Thrown, Riding, Sailing, Socializing, Athletics, Awareness, Dodge, Bureaucracy, Crafting, Integrity, Investigation, Larceny, Linguistics, Lore, Medicine, Occult, Performance, Presence, Stealth, Survival, or Resistance. You are now the undisputed master of those seven skills. This is in addition to any skills or abilities you would normally be good at on account of your Caste or 'favored' choices. You can do things with the seven skills you have chosen while half drunk and blind on your worst day that the greatest mortal practitioners would never be able to replicate, even on their best day, in their entire lives. Additionally you can train anyone that you personally tutor in these seven abilities and they will quickly reach a level of skill close to, but just short of, your own level of skill. They will learn at a rate equivalent to an Exalt so long as you personally teach them, even if they aren't an Exalt. If you chose Dodge you might one day be able to walk through a rainstorm without getting wet. If you choose Archery you might strike a man's heart from over the horizon while he is standing in the middle of a forest. If you choose Bureaucracy, the sheer efficiency and speed with which your organization operates will baffle even the most astute observers and leave competitors hopelessly scrambling to catch up. Choosing Medicine might allow you to perform brain surgery with a rusty knife using only one hand, and have the patient come out the other side perfectly healthy. Point blank the things you can manage with your chosen skills would be outright impossible for nearly anyone else to replicate, even other Essence users needing to 'cheat' and use Charms in order to match what you can do with nothing but your own innate talent. You may purchase this perk up to three times, each time it is purchased you must select different abilities.
56	A Gilded Bow	Quality	600	Horizon Zero Dawn - SB	Be it a Lodge War Bow or a golden gun, the more invested the aesthetics of your weapon, the more efficient, accurate and deadly it becomes. What for others might be only usable as a trophy weapon is for you a weapon twofold as deadly as its undecorated cousins. Not limited to just weapons.
57	Master Craftsman	Quality	600	King Arthur	Thanks to being taught by faeries, anything you make by hand is a great deal better than anything regular humans can make. Armor is nearly indestructible and lighter than it should be, blades are sharper, blunt weapons have more force behind them, bows and crossbows can shoot farther and are easier to pull back. Even mundane items like baskets work better, though you can't give items mystical powers without being a wizard or something.
58	Rubedo	Quality	600	Lords of the Night - Zombies	You can imbue your craft with perpetuity. For gross structure, you can form a half-real substance from Corpus and Gold that, when invested in an object, perfects and transcends that object. Afterwards, you're left with the perfected shadow of the transcended object. Such shadows resist damage much like lesser artifacts, and if they are somehow damaged will restore themselves over time. The shadow is also just better then the original untransended object was. It costs roughly five parts gold for every one part of the object to be transcended. For engines and other systems that need to be fuelled, it starts out costing as if to pay to transcend enough fuel for it to run all day to create a perpetual engine that runs on a common fuel. There is no good benchmark for all the different exotic fuels you might have, but it's safe to say that it grows exponentially more expensive the more exotic the fuel.
59	Legendary Master: Crafting	Quality	600	Rimworld	You're an expert at the manufacture of goods of a truly staggering variety, whether its rolling joints, creating sci-fi tier ray-guns, or sewing a doll. The speed at which you create any of these implements is vastly increased and becomes shorter every time you successfully complete one. Every time you produce a copy of something you've already made it is slightly improved, a rough 1% increase in overall function. This stacks fully with successive fabrication though you must be personally involved in the process of creation. Roughly one in every 1000 of your creations will be Legendary, doubling all improvements from this perk and bearing a unique 'artwork' based on an event from your Jumps.
60	Failess Mode	Quality	600	Satisfactory-Factorio Gauntlet	When you design equipment or machinery, you make sure that it's designed properly. Your designs are far more resilient against failure than they would otherwise be, only completely failing when critical components are outright destroyed. Chain reactions where failure of one component leads to another failing are uncommon, and really can't happen by accident. More importantly, every failure mode is a safe failure mode. You could make an antimatter storage container that wouldn't auto-annihilate if power failed.
61	Sum of its Parts	Quality	600	Satisfactory-Factorio Gauntlet	You understand how to create expandable systems, keeping complexity low while still allowing for different materials or more production to be added in the future. Complex systems make sense to you. You can see the logic behind even the oddest bit of system design, and you can expand it if you find the reasoning sound. Finally, the bigger the system or factory you created is, the more productive it is. Adding more machines makes everything faster and more efficient.
62	Mini Machines	Quality	600	Supergod	Advanced technology might be the basis of most superhumans but what if you can't skip all that and just fit a machine the size of a factory into a man's arm so he can break a castle with his fist? Pretty neat, I'd say. You have the ability to miniaturise technology to an incredible degree, fitting machines the size of small buildings into the hand or head of an ordinary human, without facing any loss in efficiency or effectiveness. If you then make them at the usual size, they'll be far better than they usually would as you pack so much into them. You're also incredibly skilled at fitting these machines you've made into the biology of living beings, creating effective and viable cyborgs.
63	Create the Heavens and the Earth	Quality	600	The Magician - TV Show	You are a creator first and foremost. While most Deities simply reside over creations, you create them and more. With this perk your ability to "create" is massively boosted, and when it comes to creating things your accuracy in doing so, being through divine powers or through mundane practice, is astounding to say the least. Regardless of your Origin, you gain the ability to create any object, mundane or Magical, if you're normally able to create Magical items or enchant the things you're trying to make without this ability that is, that's the size of or smaller than the average Human, assuming you're willing to foot the cost in the Magical energy it would take to make the base mundane item and fuel the enchantments needed. This perk cannot reproduce things that require other esoteric methods of payment in the enchanting or creation process of a Magic item, such as the expenditure of experience, the usage of souls, or the power of love. This process can take anywhere from milliseconds to around ten seconds depending on the size of it and how Magical it is. Any existing abilities that allow you to create things are significantly boosted in potency, and anytime you bequeath any of your internal energies in some way to another it is incredibly boosted in potency, to the point where if you were a Deity and you gave someone a part of yourself to consume for temporary power, you could decide for it to instead boost them to near Deity levels for a short duration instead of the average Master Magician boost people normally get from such an action.

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64	Matching and Mixing	Quality	600	The Weakness of Beatrice	If Mixing combines different ingredients to create new objects, like combining various plants to make powerful healing potions, what happens when you combine two or more of the same thing? Normally, nothing, it's a total waste of ingredients. It's not entirely impossible to find a way past that limitation and when you found that way, you rocketed past it to new heights of crafting power. You're able to combine multiples of the same thing to increase its overall power and utility. This can range from combining many corpses of the same being to create a super strong golem under your command to combining many Shining Weapons into one Frankenstein weapon that can channel an unholy shit-load of power at once.
65	Omnicrafting	Quality	600	The Weakness of Beatrice	Most Support classes are limited to one general area of work. Healers mix potions and medicines, constructors mix buildings and fortifications, smiths mix weapons and armour. Command and Passive spells only apply to your specialty, just like how someone who trains to become a blacksmith won't get any better at painting or drawing up building plans. You're some kind of Omni-Support class that not just ignores these limits, it shatters the very idea that you'd be so limited. Your crafting and Mixing abilities in one area can be used for any form of crafting or Mixing. Abilities that would normally improve the potency of your potions instead improve the power of your created weapons and vice versa. This also applies to your raw skills, allowing you to use skills in one crafting/creative discipline for other areas of work. That said, the skill scaling is a little weaker, in that only very broad specialties will carry over the full effect, while more specific forms of creating things gives a small benefit to other skills.
66	Lightning is my Art	Quality	600	Van Hellsing	You have twisted Tesla's theorems, plans, and experiments to whole new levels, creating tools and gadgetry capable of warping lightning and electricity to ends unseen by the man himself. You can give life to stitched-together golems and clockwork automatons with your tools, use electricity to manipulate, warp, or fracture objects to your individual needs, and even twist people into your warped, hunchbacked goons with your favorite flavor of electroshock therapy. Any technology made by you can run off of any electrical source you have access to (and is, in-fact, empowered for it), and has a Gothic London theme to it on a completely unrelated note.
67	Craftsman of the Gods	Quality	600	Viking Saga	Things you make yourself from base components gain properties far beyond what they should. Belts that increase strength several times over or a spear that never misses are well within your skill, and you will only get better.
68	Centurio Ordinatus	Quality	600	Warhammer 40k: Adeptus Mechanicus	You have been inducted into the Divisio Militarus, a branch of the adeptus mechanicus dedicated to the construction and operation of the Ordinatus war machines, mighty titan-scale siege weapons of unparalleled power. While the shielding and mobility systems that carry these devices into battle are relatively simple to create, you understand the intricacies of how physics and performance are affected by up-sizing technology. With sufficient data on the function of a humble lasgun or arc rifle to extrapolate from, you could smoothly transition that device to function when a hundred or more times larger - and to be appropriately more powerful than the simple multiplication of its output would suggest. The weapons you create and oversee are fit for a god-machine to wield, and the likes of Nova Cannons and weapons arrays on board the largest ships of the Mechanicus are also within your purview.
69	The Legacy of /m/	Quality	600	World Seed	Looks like you've watched a few too many anime of a previous century. Or too few, depending on who you ask. Nevertheless, seeing several mechas combine into one giant mecha has inspired you to develop a certain skill set, one that allowed you to take the concept of combination and run with it. As long as you have the time and resources, you can easily build things such as several spaceships that combine into one large mecha able to fight space monsters in melee, with its pilots linking their minds to fight as one, that will be far stronger than the sum of its parts. If you ever come upon a race with collective chuunibyou, I'm sure you'd find many friends in them. You can also build similar technology that is smaller in scale, like for example autonomously fighting swords that combine together for a devastating final attack, or something as advanced as nanite swarms able to transform into almost anything you could possibly conceive of. Furthermore, with some work you could also combine devices that weren't designed to do so, taking their best parts but leaving out their individual flaws to make something exponentially more powerful or useful than either of the originals. Somehow, you are able to do this without the end product ending up any larger, clunkier, or needing more energy. So making the most powerful gun you are able to build, but which uses up an inordinate amount of energy, and combining it with the most energy efficient one in your arsenal is a real possibility open to you.
70	Minor Blessings & Unnatural Skill & Divine Child	Quality	700	Percy Jackson and the Olympians	For one reason or another you've got a god who cares slightly about you and has seen fit to grant you some minor boon within their domains. Choose one god from any pantheon and gain a minor boon from them. The god will care slightly about you but unless you go on to further distinguish yourself it will be more of a minor interest in your affairs than someone they feel the need to help (Effectively think a diminished version of one ability a demigod might have, think minor ones are stuff along the lines of breathing water, lucid dreaming, or appropriate vague extra senses, useful but nothing especially major). This can be taken multiple times. Whether from your heritage or just being that good you've got one particular mundane skill that your feats which border on supernatural. Whether you're a smith on the level of the Cyclopes, a near prescient tactician or a swordsman who is nigh unstoppable with a blade your feats will be legendary. You are on a level within your skill such that only other beings of legend can hope to match you. This may be taken multiple times. You may not choose magic but you may choose a particular application of magic if you have it already (so curses, enchanting might work, more specific gets a bigger boost). You are the direct child of a god of your associated pantheon and gain various benefits from this. You gain lesser manifestations of your parent's domains as well as generally being better than an ordinary mortal. You may take most any god as your parent but to take one of the heads of a pantheon as a parent you must take the "Fate finds you interesting" drawback receiving no points for it (you can also do this with a lesser god to get greater powers). Generally this will give you insight into and some control over your divine parent's domains, a son of Poseidon for example can control water and ships, talk to horses, cause minor earthquakes and is empowered within water.

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1	Wired Watchmaker	Research	100	Arcanum of Steamwork and Magic Obscura	Long hours hunched over the machinery and books that define your profession have left you with a keen eye for detail. Your eyesight is excellent even in the occasionally poorly-lit workshops you frequent, and your mind has sharpened to the point you'll easily remember the details of any schematic you're trying to assemble. You can still wear that monocle of course, but this time, you'll wear it for style!
2	Savant's Understanding	Research	100	Exalted: The Infernals	A good scholar is one that understands quickly, and remembers their lessons well. Gaining a sharpened mind, you will make connections and associations extremely quickly, your burgeoning mind filling with ideas and potential solutions. But remembrance is just as important, so you will find that your memory is clear and enjoy near-perfect recall. Indeed, the memories of life and technology in the First Age, which your Exaltation retains from its past life as a scholar of note, are likewise quite clear. Even better, you will find it easy to retain absurd amounts of newly acquired information. For some reason, this also makes it easier for you to construct elaborate monologues to reveal the full genius of your grand schemes.
3	Etoria Disciple	Research	100	Final Fantasy XII	The art of Etoria, the technology which allowed for the creation of things like airships, has always fascinated you. You've noticed patterns in technology, and armed with that knowledge you adapt to new technology quickly. Your teacher has given you a skystone, the key to building your own airship in time, and you'll have no lack of resources.
4	Spark of Genius	Research	100	Galactic Civilisations II	With the sheer amount and complexity of information involved in next-generation research, most scientific advances slowly progress in vast, city-sized research facilities. But every so often, there's a giant leap forward - a sudden flash of insight that ignores all perceived barriers to scientific advancement and leads to more progress in a few days than you might have otherwise seen in months. Now, you and your people are gifted with just this kind of creativity, experiencing the same kind of sudden technological breakthroughs on rare occasions. This might just make scientific progress a bit more difficult to predict in advance, but you'll always be pleasantly surprised when it happens.
5	Benadryl Cabbagepatch	Research	100	Invincible	You have an incredible ability to make inferences and be correct. You truly are a natural at inductive and deductive reasoning, able to use logic to fill in the gaps in your knowledge, you can guess with reasonable accuracy when others would be left scratching their heads in consternation. This sort of deduction is quite useful when trying to reverse engineer advanced technology.
6	Well Researched	Research	100	Lords of the Night - Liches	The truth of the matter is that, no matter what you're doing, someone else was doing it before you. People say, don't reinvent the wheel, but the wheel has been reinvented countless times. You are good at avoiding having to reinvent things already made or discovered, though. Your mind is like a steel trap. Not only do you never forget anything, you're good at instantly putting everything you come across into context. This won't make you instantly cross-reference it with something from a completely different context, but when you think on things and try to figure something out, find a solution, or need something out of left field you can quickly scan across your entire body of knowledge for something that could help. This comes with you already being well studied on a huge range of topics, in this jump and all future ones you go to. Think of it as roughly ten doctorates' worth of study on a wide range of subjects, with a new set each new jump. You can leave minds that might actually be greater than yours in the dust, as they try to achieve something from first principles that was figured out by an obscure sage thirteen centuries ago, who only ever put his findings down in a single journal that has been gathering dust in some corner of a minor family library ever since.
7	Nigredo	Research	100	Lords of the Night - Zombies	The first step is breaking things down to their basics, before putting them back together. You always understand how far you can atomize knowledge, and are able to source all the bits. If you're starting an experiment, you can use this to completely break down your starting premise, break down what you think you know, find every source for every one of those bits. You will keep discrete knowledge of what you think every step is doing, what it's checking for. If you get unexpected results, you'll be able to atomize what those results are, what conflicts with what you know, and what doesn't. This makes you no more right than you were before, but helps immensely in figuring out where you're wrong. Likewise, if you one day discover a source of yours was unreliable, you'll know every bit of information you got from him directly or indirectly, and be able to find every conclusion you're using that he contributed to. It won't tell you which ones are manipulations, but you'll know that you have a bias because of something he said to you in passing because you'll be able to identify every contributor to your every bias.
8	Analysis	Research	100	Red Alert 3	You can immediately identify any defects in hardware upon casual observation. This is effective on devices, Vehicles, and buildings.
9	Librarian	Research	100	Smash Up - Obligatory Cthulhu Supplement	You have a phenomenal memory and organizational skill, and a real gift for research. It's a rare day indeed where you can't find the information you need, or at least narrow it down to a single rare book.
10	Simple Scientific Solution	Research	100	Tenchi Muyo!	This perk grants two features that in universe depend on your setting, out of universe both work unless you desire otherwise. Slice of Life: Science solves everything, even the little household problems. You can create supertech improvements to common tools and appliances, up to and including automobiles or similar works of engineering. Create dishwashers that can clean dishes in an instant, self heating plumbing or forcefield window panes that act as air conditioners. SpaceOpera: Well established methodologies and an instinctive grasp of the same allow you to draw conclusions or produce results incredibly fast. You halve the time it takes to gather data, compose research on some subject, or devise a test to prove/disprove something handy for when you have to figure out an enemy fortresses' one weakness
11	Hoarder's Eyes	Research	100	Touhou Forbidden Hermit	You know the name and function of any object just by looking at it. Only that however, and the function is rather abridged, giving you a fairly brief overview of exactly what it does and nothing beyond that. You should probably try not to make any more assumptions beyond that.
12	Rites of Maintenance	Research	100	Warhammer 40k: Adeptus Mechanicus	While already designed to be incredibly robust, Imperial equipment inevitably requires maintenance. You can locate and identify problems within a machine in a fraction of the time it would take other adepts. Not knowing how a machine functions does not make fixing it any more difficult so long as you have the proper parts, tools, and rituals to guide your hands.
13	Powered Productivity	Research	200	DOOM 3	Why are there so many excessively high-powered systems employed in the UAC Mars base? Well, at its most basic because it works. Brute force might be lacking in elegance, but there is nonetheless a certain charm to deciphering ancient hieroglyphs with a computer mainframe the size of a ten-story building, or getting started on a terraforming project with what could charitably be called a self-sustaining nuclear fusion system. You're adept at using such immense volumes of raw energy and potential, and can easily find ways to turn challenging but complex problems into well, equally challenging but decidedly simpler problems with a suitable application of raw power. Not only that, but you also possess a high degree of skill in making sure these kinds of energy use don't lead to further problems, like unbalancing the power grid or burning out the circuitry. It might not be pretty, but without asking yourself 'why not try more power?', would the UAC ever have developed such mighty new technologies as the Plasma Rifle or the BFG-9000?
14	Stone-age Otaku	Research	200	Earth Girls	It takes a lot of patience and a lot of repetition to make a good blade from a stone. You don't bore, at all, and your hands are always steady. Between different attempts at the same task, you can pick out the tiniest differences between the last attempt and the attempt before that (and the ones before that...) to work out precisely what needs to be tried the next time.
15	Great Man	Research	200	Fate/Legends - Strange New World	There's no dullards to be found here. You're a great mind and there's no doubt about it. A mind to match the likes of Nikola Tesla or the other Great Men of these modern times, you have intelligence and creative ability beyond any common man by far. Your knowledge of the sciences is vast, covering many different fields to quite great depth. One day you might work on plans to transform how the world sees energy, the next on weapons that could rock the military world to its core. Your knowledge outside of the sciences is quite limited, perhaps they never interested you as a child, but you do have two special qualities of your own. Either way, you're a brilliant and creative man but the first special advantage is great talent for improving and iterating upon the inventions of others. So long as another made it, you find yourself naturally realising how and where it could be improved, finding it easy to accomplish these further developments and even having some skill at taking the parts you like of a technology and applying them to something else. The other special trait you gain is to instead focus on the advancement of technology yourself, making new technology come far faster to you, especially if no one else has explored the present field. You'll find the strange, the fantastical and the considered-impossible to be much easier for you to make possible and even feasible. You can buy this perk again to gain the second benefit.
16	Experienced Eye	Research	200	Final Fantasy IV	Spending so much time on experiments which tend to explode in your face (or the faces of your assistants) has given you a keen eye when it comes to potential. You just get how things work without needing to study it for long at all. Whether machine, or organic, you understand what it does, and how to dismantle it with ease.
17	Insightful Analysis	Research	200	Freefall	Whenever you build, invent, scan, design, or perform a major repair on something, you have a clear and accurate understanding of it several decades in advance. The errors, issues, bugs, problems and so on that would be discovered with mass production and mass use of whatever item are clearly understood by you, alongside the fixes and preventative measures that would come into play.
18	Uncommonly Good Common Sense	Research	200	Freefall	While this alone won't turn you into a genius nor give you information you didn't already have, it will help you in applying your knowledge. Any time that something you already know becomes relevant that information comes to mind immediately, without causing any distress or distraction. You'll never make the same mistake twice and might not even make it once. Plans that have problems or contradictions in them become obvious. If you were an expert pickpocket you would never fall for someone else using your own tricks against you, and even if you had always been on the straight and narrow if some Squid bumps into you and tries to sell you a watch that coincidentally matches the one you just lost you'll be able to realize that it is in fact yours. One free suggestion for buyers of this perk, reading about the scientific method as well as logical fallacies would be a great help for you.
19	Insightful	Research	200	Galactic Civilisations II	Science is, ultimately, the process by which the underlying rules of reality are determined, clarified, and understood. It should not be a surprise, then, that your people's talents at logic, analysis and experimentation provide a noticeable boon to the speed of your R&D efforts? Even better, your followers are highly adept at recognizing dead ends and false results - be they positive or negative. Consequently, your faction won't waste as much time and resources on scientific endeavors that eventually turn out to be 'duds', reducing overall costs of your research as well.
20	Brute Forcing Science	Research	200	Hive Queen Quest	Science is an amazing thing, it is what brings a being from the caves to the stars and allows them to step beyond the bounds of what nature provides. However science is a never-ending road and the more you learn the more questions you have. Researching a problem takes time, lots of time, and lots of resources. Maybe you wish to take a little shortcut through this process? With the proper handling a well versed team of scientists can do far more than a horde of idiots any day, unfortunately you may not have access to well-trained help. Taking this allows you to get around that little problem, by throwing more people at a project you can actually increase the rate at which you learn and understand things making it much easier for your research to pay off. This quickly hits a limit though and more than 200 people working on a project will probably not net you much more of an increase than 100 (which will already increase your researching skills by a large amount) Obviously quality is better than quantity but sometimes quantity has a quality all of its own.
21	Methodical Approach	Research	200	Lords of the Night - Liches	Sometimes the best approach is plodding. It's like you have two extra minds. Not creative or innovative like your normal thoughts, but absolutely patient, and never stopping, slowing, or growing bored. If you need a material with a certain set of properties, they can go over everything you know about material science and systematically work through it until they find such a material. If you need to make a process more efficient, they can systematically go over all possible iterations, checking them one by one, simplifying one way, then another, and another, seeing what works and what doesn't. You always know how many steps you went up or down on a stairway, how long your stride was, how many windows you passed, and other such points of data. This doesn't give you bottomless memory, but the machine minds in the back of your head miss nothing, and can ponder anything and everything. They can even outperform a more brilliant mind, because they never dismiss anything and leave no stone unturned, even ones a more intuitive thinker would overlook. They excel at keeping the facts in mind, and only the facts. What they lack in creativity or innovation they make up for in being utterly systematic. You also find it easier to work methodically through things with your normal thoughts, and when you do you can work with the machine thoughts, using your intuition and creativity to help them overcome problems and find solutions faster. These extra thought trains always equal your normal ones in raw processing, but are otherwise crippled as described above. However, they will take on weakened shadows of any mental or social enhancing perks you possess. For example, if you have the Social Intelligence perk, they will pick up on social data, and can work with it despite not being creative or intuitive, processing through such data in bulk to help you solve larger social questions. They won't be as capable as if you focused on those things with your normal thoughts, but their methodical approach means they can handle bigger datasets then you can, and nothing stops you from considering the ideas and thoughts they come up with your normal less restricted thought processes.
22	Accumulated Mastery	Research	200	Lords of the Night - Vampire	Anyone can learn the 'basics' of a craft. Most people can become competent, if their fickle nature doesn't betray them. Mastery though requires commitment. At least, that's what you've been told. This doesn't help you learn a skill - instead, it lets you take a skill you've already gotten to a solid point, and lets you push it to the level of preternatural mastery. Instead of slowing down and growing more difficult, your learning becomes easier and speeds up when it hits the normal point of diminishing return. Eventually you'll hit a new plateau, but it's well on the far side of 'inhuman.' This will usually take about as much time and effort as it took you to become a journeyman in that skill in the first place.
23	Finger of Silver	Research	200	Macross	While other kids were building tinker-toy creations, you were fiddling with your dad's car and doing a better job than him. By purchasing this, meddling with machines and OverTechnology is as easy as breathing for you. By getting your hands on something, you can easily figure out how it works and how to copy its inner workings, provided that it wasn't just bullshit magic. The more advanced something is, the harder it may be... but with time and effort, you just might succeed.
24	Muggle Technology	Research	200	Make A Wish	You know it, general knowledge of up to graduate level in every scientific field is known to you, not only this, but the knowledge seems very eager to help you and as such whenever you are using magic for creation of something or other, the knowledge will leap up with helpful facts and connect seemingly disconnected facts to help in whatever magical creation you are making next. Post Jump, the helpfulness and eagerness spreads to the rest of the knowledge you have in your mind.
25	Innovation-Inator	Research	200	Phineas and Ferb	When you have an idea, you just want to run with it, and now you can. Just by coming up with an idea for a device, you'll start to get impressions for how to go about building it, what parts you'll need, and what sort of esoteric principles it will function on. You'll still have to do the actual building, and taking shortcuts around pieces you don't have the parts for could lead to problems later, but eh, you'll bounce back if it blows up in your face.
26	Crafting & Repairing	Research	200	Scooby Gamers	You are a rising star in crafting and hand-working. With some time and effort becoming an expert in any sort of crafting you set your mind to is entirely possible. You are also extremely talented at repairing damaged items and figuring out their functions - so long as you've got the time and the resources, you could put back together even devices and artefacts you've otherwise got no clue as to the function of or that would otherwise be irreparable. This works as a training booster for crafting, letting you learn crafting skills three times faster than before.
27	What's This Do?	Research	200	Titanfall	The technology used in the frontier can be so complex and advanced it takes years for even the most brilliant minds to understand. Really now? That's good, you needed something to do after lunch today. Now, even if your in a dropship in the middle of a fire fight, you can decipher the inner workings of technology so long as you have the controls to scre- I mean analyze.
28	Wizard of Wisdom	Research	200	World Seed	Mages are known as the foremost researchers and scientists in the galaxy, responsible for most of the magitech used in the galaxy in place of mundane technology. Then, if you were to focus on magic yourself, would it not be appropriate to have the same skillset? Certainly, your natural ability in these disciplines would make you a welcome guest in any mage society. You have the grit it takes to repeat an experiment as many times as it takes to get results, know how to be objective in all things related to your job and look at things without any biases, even subconscious ones, and live with the tenets of the scientific method in your mind. Most importantly of all, you have an intuitive and instinctive understanding of scientific principles. Even if you were a farm boy with no formal education to speak of, just a few years of schooling could get you to the point where you would make observations and discoveries that would impress even people with PhDs in those fields. This scales with your knowledge and expertise, so I have high expectations if you were already smart before getting this perk. You also won't get bogged down with false positives or negatives: in anything you do or try, you know whether it is possible at all, and if you get a result, whether it is truthful, and if it is not, what you can do to make it so. Yet another problem that many scientists face is the lacking relevancy and application of their research in real life. But no more. At any time, you have an instinctive knowledge of what you should prioritize in your research. Some madman is trying to conquer the galaxy in secret? You'll get a hunch that it might be time to work on that antimatter generator again. The aftereffects of a supernova will cook your planet with radiation in a few years? A spark of inspiration will cause you to create vastly improved radiation shields and implement them planetwide for a test run. From a certain perspective, it really does look like the hand of a God is guiding your scientific aspirations. Do you have blue skin, perchance?
29	The Enrichment Center Regrets to Inform You That This Next Test is Impossible	Research	300	Portal	Who says you need controls and logical experiments to get workable results? You have a gift for getting useful information out of testing scenarios that would never be allowed in a real lab. To be specific, you can get the same results a top scientific team would get from an expertly designed controlled experiment by running a somewhat dodgy if expensive natural experiment.
30	Researcher	Research	400	Age of Mythology	You are far faster at designing and discovering new technologies. Inspiration and breakthroughs hit you far more often.
31	Jack of All Trades	Research	400	Andromeda	Like Hohne you are a prodigy at learning all fields of science and engineering. Learning what would take geniuses years in weeks. You can push the limits of science and engineering to new heights, but it will still take time to learn everything that is out there.
32	Quick Study	Research	400	Factorio	So much to learn, so little time. You absorb new information at a ridiculous rate, retain it perfectly, and can recall anything on a moment's notice. Your optimized mental processing vastly increases your intelligence, and offers protection against drugs, damage, or other things that would impair your mind or tamper with your memories.

#	Name	Category	CP	Jump	Description
33	Genius	Research	400	Fantastic Four	What can I say? You are one. You have a brain that leaves supercomputers, all the supercomputers looking like an early 1900s adding machine. The speed at which your brain processes information is legendary as is your sheer intelligence and inventiveness. You could pioneer entire branches of science in your basement, or build equipment capable of affecting and manipulating the building blocks of the universe with nothing but what you could find in an ordinary 21st century lab. Any and all designs and items, be they technological or otherwise, leap for the chance to unveil their secrets to you, allowing you to understand every detail with just a glance. And more than understanding them, you have an instinctive gift for breaking such things down, improving them and copying stuff from one to the other. Just... don't become useless, Jumper.
34	Into The Future	Research	400	Galactic Civilisations II	Know where you're going - or you'll just get lost. Science has a vast spectrum of possibilities open to a society, from advanced construction methods and ecological engineering to weapons technologies and faster FTL drives. It's enough to make one's head spin - but your people know how to stay grounded, possessing a nearly prescient ability to determine how useful any particular scientific effort is going to be, how long it might take before it starts to offer tangible results, and even what further options it might lead to. This doesn't eliminate the need to figure out what the options are to begin with, and you might still have to choose between developing a better Hyperwarp or pursuing Discovery Spheres instead - but you'll at least be able to make an informed decision on which path to pursue.
35	Improbable Crafting Skills	Research	400	Generic Isekai - 4Chan	You're an expert at recreating modern technologies with atypical resources. Even if you don't know the full mechanics or manufacturing process for a particular item, you'll be able to craft it with local materials or supernatural abilities through experimentation or sheer magical power. Post-jump, you'll also have a much easier time interchanging materials and processes for technologies not native to your original world.
36	Evolve Each Day	Research	400	Green Worldz	Every time your weapons are deployed in the field, you gain data. Data on what worked and what didn't, data you can use to make your weapons better. Even if you don't actually get a report from the user or recover the weapon from the field at all, you will still learn how and why the weapon failed, and how you can improve it to ensure such a thing never happens again. At least, not for the same reasons as last time.
37	Bolthole Protocol	Research	400	Honor Harrington	While coming up with unbelievably advanced new designs may not be exactly your forte, what is, is the reverse engineering of the same. You need only spend a few moments working at something to get a basic idea of how it works, and only get faster from there. No matter how advanced or obscure the technology, you can eventually work it out, with a thousandth the time and effort it would take anyone else.
38	Incredibly Talented	Research	400	In Another World With My Smartphone	There is one area in which you truly shine. Pick a single skill or talent such as hand to hand, swordsmanship, magical innovation, alchemy, or similar focus. You are now, hands down, one of the best people in the world in that subject. An alchemist could come up with all sorts of new alchemical concoctions and potions that would astound and amaze your peers, a swordsman could cut down a hundred men on his own nearly effortlessly, a magical innovator could create new spells or rituals or magical items with unsurpassed vision and creativity, and similar such potency applies to any other skill or focus you take with this perk. Beyond that however you will always be able to refine your focus, allowing you to push yourself to greater and greater heights no matter how skilled you become. You may purchase this perk more than one, but it must apply to a new skill or focus each time it is taken.
39	Like A Robot	Research	400	Invincible	Your mind is a masterpiece. You think faster than a normal human being; you can process in a second what would have before taken you a minute. You have the ability to split your mind in twain to concentrate on more than one thing at a time. In the beginning you would be limited to dividing your mind into 10 different streams of thought, each of which has the full processing power of your entire mind. Given time however, something on the scale of decades, you will be able to split your mind exponentially more, giving you enough subdivisions to run the world, control an army, and a police force of millions of separate robot suits all the while manipulating global politics. Given even more time, who knows how far you could take this.
40	The Only One Who Bothered To Learn	Research	400	Iron Sky	Yeah, it might very well occur in this world that people would refuse to learn how to fix things while living in a place where day-to-day survival depends on them and others fixing things in time. You have no such problems, thankfully. You're a genius at figuring out, reverse engineering and patching together any and all kinds of technology. You can patch in new power sources on the fly, or work out how to jury-rig devices to perform functions they aren't even designed to, at times.
41	Enemy Tech Progression	Research	400	Orion's Arm: The Amalgamation	Any technological device that you have subverted will reveal its inner workings to you. The blueprints, knowledge and methods that go into the creation and operation of the technology you subvert are automatically uploaded to your mind. If you cannot subvert a technological device, you can still learn its secrets, but at a far reduced rate. You are also able to more quickly grasp the inner workings of those subverted devices to improve on, and upgrade them.
42	Upgrades! Upgrades!! UPGRADES!!!	Research	400	Red Faction	You can make it all better. By studying a piece of technology for a short while, you can come up with ways to improve its functions or fix design flaws, though you'll still need the related technical skills to figure out details. In addition, you can use salvaged materials in lieu of fresh parts for this task.
43	Core Competence	Research	400	Spiral Knights	The Cradle is a dangerous place for the Spiral Order, and not only due to it's indigenous wildlife. There are too many unknowns, too many variables to be comfortable with. That is why it falls to people like you, One of the most naturally gifted researchers within the Order, to increase the odds of safety. Your attention to detail has increased dramatically, letting you pick out and recognize patterns in the construction and design of machinery much more quickly than others. Understanding these patterns has given you incredible insights into technology found in the Cradle and in the Gremlin bases, along with how it can compare and blend with technology of the Order you are so familiar with... and your own, which you are even more familiar with. When the Order finally reaches The Core, perhaps you will be one of the most likely members of it to unlock the secrets held within.
44	Info Processing	Research	400	Starcraft II - Nova Covert Ops	You are not always stuck in a lab, you are useful in more areas than just that. You can process information, sensor readouts, intercepted communications, and more importantly, you can apply such knowledge. While others would use such data for tactics, you see opportunity for scientific advancement. The more information you have access to, the better opportunities you see for salvageable materials, technologies, or data. And you can use those to relatively quickly implement a usable and useful technology.
45	At What Cost	Research	400	The Death Mage Who Doesn't Want a Fourth Time	Science. Magic. Both require innovation, the branching of new ideas forming a tree of knowledge that grows ever more. The greatest issue facing you is what cost is too great for innovation. By ignoring the morals of the modern world you may make great breakthroughs in magic and scientific research, learning far more from testing on unwilling subjects than would otherwise be expected, with prolonged excruciating torture of many subjects vastly increasing the likelihood of discovering something world changing over the standard procedures. Should you wish to retain your moral compass, however, you may instead receive a boost to your research and discoveries when adhering strictly to a moral code, with said boost increasing the more you go out of your way to adhere to it, altogether being just as effective, if not better, than any immoral alternatives that you might think.
46	Fuck Physics	Research	400	The Death Mage Who Doesn't Want a Fourth Time	In case you have forgotten, these worlds, Lambda and Origin, do not have the same physics as the Earth you are so used to. In fact, much of what can be done in Origin and Earth, such as guns and the like, cannot be done in Lambda due to these differences, nor do certain metals exist. A terrible thing for those who wish to make use of their knowledge. There are alternatives, however. Alternatives that you have a knack for discovering. With time and study you are capable of finding alternatives for any material or effect that is impossible in one location so long as it is possible in another. Whether it be shooting a gun on Lambda, using spells in a magic cancelling room, or containing antimatter without it exploding, so long as the desired effect or material can exist/occur in another space, you will eventually be able to duplicate it.
47	Reverse Engineering	Research	400	Worm	While you still possess an amount of scientific knowledge beyond the curve of modern society, your base technical knowledge is far less than other Tinkers. This is however because your power lets you reverse engineer the principles and workings of anything you can get your hands on, and then apply that knowledge and understanding to your own work. Just seeing a device and watching it function gives you a vague idea as to how it works, and examining something means you can derive the hows and whys as to its functions. This requires time and effort on your part, in addition to the time and resources it'll take to actually implement this new knowledge, but as long as you put in the necessary investment you can always understand virtually any new technology. Your Tinker abilities will continue to expand as you gain access to new technology and knowledge, with potentially no upper limit as long as you can keep gaining samples to work with.
48	The Overachiever	Research	600	A Certain Magical Index + A Certain Scientific Railgun	To be a leading scientist of a specialized field you need to be more talented than others that they can only look up to you in envy and to be hired in the Academy City you need to be someone like that. You now have the doctorate knowledge and professional practical skills in every branch of science, engineering and arts along with the ability and knowledge to create every technology that exists in Academy City with the specialization of creating Espers with abilities of your choice or leaving it to random chance. You also gain a preternatural ability to reverse-engineer any technology that you can get your hands on with enough time but just seeing one in action would give you a rough guess on how it works and what principles it works on. The greater the gap of the technology that you know to the one you're trying to reverse-engineer the faster you can analyze and understand it along with the ability to improve existing technology or those that you reverse-engineer thirty years ahead of its time.
49	It's All Science	Research	600	Bioshock - Welcome to Rapture	So you can fly, you can shoot lasers from your eyes, you can lift a freight train with your mind? At the end of the day it's all science. Science which you can recreate with analysis, even in genetic form. Unless it's magic. But even then, you can recreate any non-magical prerequisites.
50	Comic Book Science	Research	600	DC Multiverse - Earth 11	You're extremely intelligent, easily one of the smartest people on the planet. You could build a massive company from scratch and revolutionize the sciences if you so choose. Your genius allows you to remember everything you've ever seen in great detail, hold multiple trains of thought at once, pick up new information and master skills very quickly, and build futuristic technology that seems to ignore conventional physics. Intellectually, you rival Lex Luthor and Ms. Terrific.
51	Promethean Man	Research	600	Fate/Legends - Strange New World	It is mankind's destiny to grow beyond this world. The Gods fear this destiny. It's why they've tried to enslave us, hinder us and even exterminate us. Even the world itself fears our potential. And it is because of men like you that this is the case. Men who can look at the magic of the world, that thing which makes a mockery of logic and reason, and force it to bend to our wills. To make the light of the gods into the light of mankind. So long as you can perceive it, through your senses or through the application of technological tools, you have the capability to begin to decipher natural and supernatural phenomena and create new technologies based on that phenomena. Observing the lightning in the sky, the thing considered only to be controlled by Gods, would allow for the discovery or advancement of electrical power. Watching and observing as a Magus creates a Bounded Field may open up a field of technology that allows for the warping and alteration of the fabric of space. Even the strangest supernatural acts, such as the manipulation of platonic ideals or concepts or abstract ideas, could eventually be something you make controlled via technology and science. All you need to do is put in the work, have the creativity and that special bit of genius to make this all work.
52	Flexible Doctrine	Research	600	Galactic Civilisations II	From Antimatter Torpedoes to Kanvium Armor technologies, it's a fact that space-borne warfare is highly reliant on the equipment you provide your forces with. The release of the Hyperdrive design has led to a new arms race of unprecedented might but that also means you can end up caught completely off-guard. Over-extending your technological R&D into missiles might end up with your forces utterly outmatched if an enemy starts equipping their ships with masses of point defenses, ECM, and other anti-missile systems, and the same is true if you're built to defend against mass drivers and suddenly face ships with energy beams instead. If only you had a decent energy weapon or some Mass Drivers instead and now, you likely will. You and your people will find that any kind of military technology, be it weaponry, defenses, or any other such systems you need for your forces, is now merely the first option of many. The time and effort needed to develop alternative military options (based on existing but 'lesser' methods you might possess) to match what you can already do is vastly reduced. So if your most powerful weapon is a Mass Driver of some sort (say a Quantum Driver), you could get your hands on Beam Weapons or Missile tech that are equally effective - except your opponent might not have suitable defenses for them. Likewise, if all you have is armor and your foes start using beam weapons, your desk will probably see a report or two on breakthroughs in shield technologies before the week is over. Furthermore, you'll find that adjusting any existing systems you have deployed is far easier than it otherwise was - modular components and interchangeable system parts ensuring that equipping your fleets with what they need to turn the tide is not going to stay a mere idea.
53	Seed of the Singularity	Research	600	Generic Cyberpunk	They say that the future begins with an idea, but that's not true. It begins when you make an idea reality. You're not just someone that is content to fiddle the technology that's already there, you're one of the minds that could shatter everything we thought we knew. Your ability to innovate and invent is awe inspiring, doing the work of years in scant months. What you piece together in your lab to test a concept would count as a production model to anyone else, and your actual finalized designs are nothing short of pure brilliance. This applies just as well to actual discovery, burning through fields of testing and examination with incredible speed. Your work alone could build the entire future if you had the resources, and if you can survive the people who would kill for the things you can make.
54	Transhuman Protocols	Research	600	Generic Cyberpunk	The things we could do if only every advance wasn't riddled with unseen dangers and hidden consequences. If they're smart they'll listen to you. You can take any technology or procedure that you understand and easily figure out the flaws, pitfalls, drawbacks, and unintended or negative consequences, and as long as you put in the time you'll figure out how to get past them. Whether it's ensuring cybernetic augments don't result in lethal rejection from the body, a gene-modification doesn't make the body eat itself from the inside out with cancer, or that a device to transfer a mind leaves the same person that went in and not just a copy, or just working out the kinks in something you'll find a way. The future is an uphill battle, and there won't be time to make it if you spend it stumbling.
55	A Spark of Genius	Research	600	Girl Genius SB	Or you might be an absolute, incomparable genius in general, I guess. While anyone who takes the Scientist Origin may be a weak spark if they wish to, this is where you go for the good stuff. You now have, and thus are, one of the strongest Sparks on the planet now, an absolute, blazing genius like Agatha Heterodyne,either of the Wulfenbachs, Dr Vapnoople, or others at the same tier. The Spark, that something that makes the wonders of this world possible, is plugged into your mind and soul, inflaming it, filling it with a fire that boosts your mental facilities to unbelievable extents such that many things that should be impossible... suddenly aren't. While you specialise in some field to extraordinary degrees, like being able to create artificial sparks if you choose 'Von Neumann Clanks', your genius is unbound by the petty concerns lesser sparks suffer from, allowing you to shine equally bright in every field from Microbiology to Trans-Dimensional Aeronautics. You have an instinctive grasp for scientific principles, can reverse engineer technology more or less just from seeing it, and have a head for calculation and numbers that defies belief. You can decrypt data in your head, have a completely flawless memory, and are in general the quintessential Mad Scientist. Complete with a gift for cackling and rants that can terrify anyone who isn't, by the way. When in the Madness Place, especially, you have an outright effect that allows you to warp time and space in a small area around you, letting you do weeks' worth of work in hours, and outright warp, twist, spindle the mutilate the very laws of physics as you craft your wonders... and horrors. Apart from the SCIENCE!, you have a charisma that borders on mind control, as anyone without a spark, or an exceptionally strong willpower is drawn into your orbit by your sheer force of will, ready to help and serve wherever they can. Your body is also somewhat better than most, allowing you to go all those all-nighters without food and fight off highly trained fighters while barely paying attention.
56	No Giants Around	Research	600	Horizon Zero Dawn - SB	Other Oseram tinker and toy with relics of the old world, learning how to imitate and adapt what has already been done. Not you. You have an instinctive understanding of technologies and systems you can analyse, and can extrapolate that knowledge to its next logical step. With each generation beyond the first away from the work you're analysing, the extrapolation gets less reliable, roughly halving each time; but the first step is always accurate, provided it's based on working observations.
57	Absolute Scientific Mastery	Research	600	Marvel Cosmic	Here is the apex of your craft. Scoff at the petty inventions even the likes of Galactus and High Evolutionary can create. The Maker's Tools? Ha, child's play. If it is scientifically possible to create it, you can figure it out. If your research or invention would require some undiscovered theory or law then you can work through that and perhaps even create new fields of study. The only limit to this perk is it must be something that is scientifically possible either within a setting or through perk fiat. You always know if something is scientifically possible no matter what setting or world you are in.
58	Dead Men Have No Secrets	Research	600	Mass Effect Andromeda	You've got samples of a civilization's tech, and maybe even pure data recovered from their computers. But now what? Now, you actually get to use them. You now have the fantastic ability to reverse engineer unknown technologies, and the more alien they are to you, the better you are at it. The reason why is because a civilization's technology isn't just one single thing. You can detect the intricacies behind every little detail, and extrapolate from those details how a civilization thinks, what materials they'd use and why, and so on. The wider the variety of samples you have, the greater the insights you have into every level of their civilization. And once you know how they thought, you can make your own versions of copies of their tech, as if you were a scientist of that civilization. You are not just acquiring raw data, but understanding what you are discovering.
59	Scientist Salarian	Research	600	Reaper Hunter	The galaxy is home to many wonders that are present in nature however nature is often ugly. You much prefer the clean and sterile world of technology and because of that you have worked out many ways to recreate strange and often incompatible technology of others to work together in ways that were thought impossible. You could for example study a medicine made of rare mushrooms and herbs and recreate its effects with a synthetic concoction created in a lab or study the workings of a weapon powered by rare and exotic elements and create a work around to recreate the same weapon using much more available materials. The large bowgun that hunter showed you made from sinew and bone that somehow shoots lasers from ammo created of bugs and rare plants could very well be recreated from steel and synthetic polymers with enough study and a minor drop in power. This perk allows you to study technology and recreate it from less esoteric or rare materials at a lower level of power depending on how much study and work you put into it with more work coming closer to the power of the original piece of technology.
60	Legendary Master - Intellectual	Research	600	Rimworld	You're an expert at research and scientific advancement of all kinds. There is no technology beyond your capability for reverse-engineering or eventually decoding. So long as you have a clear goal in mind for the development of a piece of tech you can eventually manufacture it. All research work you complete is not only doubled but is also impossibly easy to understand to even the most simple-minded luddite. With your blueprints even a group of tribal humans could find the stars within their grasp. Sidenote: actually doing so is another story altogether.
61	Deus Vult	Research	600	Saga of Tanya the Evil	The creation of cutting edge technology is an odd process. Normally, it would be long hours of research and testing followed by tiny advances. You on the other hand, by some method, have been inspired. Your specialty lies in completely eschewing the normal methods in order to create prototype technology that far outpaces everything - in exchange for vast amounts of instability. If you manage to reign in your genius, and ego, creating something halfway between genius and the status quo will leave you with something more powerful, but also easier to mass produce.

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62	Resident Mad Scientist	Research	600	Schlock Mercenary Rebuild	There are certain technologies out there that simply shatter the status quo. The teraport, the long gun, Laz'r'us. Now, you can be the source of similarly groundbreaking discoveries. You are a mad genius, easily capable of combining wildly divergent pieces of technology to come up with a synergistic masterpiece that will overturn the status quo. Even your lesser discoveries will end up being similarly ground-breaking.
63	We're Going to Change the World Peter	Research	600	Spider-Man PS4	Few are the men that can look down on the world like you do. Your mind is one of those that will be looked back on in centuries time as one of the greatest in history. You have all the potential to change the world with your intelligence. Create a cure for cancer, true cybernetic bodies, unlock the secrets of turning matter to pure energy or creating true space flight. They'll likely take years of work but you well and truly can change the world. But why cure cancer when you can make superheroes and monsters instead? You might have a world class mind but you also have truly superb talent for creating technology meant to interact with super powers. Giving, taking or altering the superhuman powers found in this world. Making a man have the powers of a spider or creating a monstrous symbiote superweapon or sealing the negative powers of a poor young child. Even technology meant to enhance, weaken or otherwise interact with these powers is within your grasp. While you have no experience with magic, you might perhaps learn to apply some principles from your work here to that field too.
64	The Ever Expanding Tree	Research	600	Stellaris	Science is something that people do not think of very much, in their minds it is almost like magic, simply looking into something and after an undisclosed amount of time, poof! You however know that is not how Science works, you know that it is a doctrine for which to follow when one wishes to understand the Universe safely and efficiently. You have mastered this doctrine, and because of it your ability to discover new technological heights is virtually infinite allowing you to continually discover more and more technologies without any limit. To add to this you can even branch out seemingly useless pieces of technology into something completely unfathomable. For example you could use the basis for a toaster to create a giant space station that superheats planets. While this may seem almost fantastical, the general rules of research still apply, and because of this you must still conduct actual research and experiments.
65	Tell Me Everything	Research	600	Superman	An easy enough thing to say, but human minds have a long way to go before they can understand Kryptonian technology, let alone use or reverse engineer it. Except you, that is. You could spend a few days getting a crash course in technology so alien it comes from entirely different galaxies, and come out of it fully capable of designing your own versions with modifications and improvements. Your mind is a scintillating, brilliant thing moving orders of magnitude faster than anyone else, with a multitasking, research and invention talent that would make you, as a completely normal person, the biggest threat to even a mighty Kryptonian in the fullness of his power. Technology yields up its secrets to every glimpse from you, and there is no tech in the world you cannot at least begin comprehending.
66	Mass Production	Research	600	X-Men Evolution	A common theme in the world of technological marvels is that they are either left to groups of select people or only one of them is left in existence. To you however these seem like silly limitations to have when one has the potential to bring so much peace and prosperity to the world with these amazing inventions. You happen to have the best ability for the job of ushering in this new age as well. As long as you look closely at something hard enough and do some basic study it is possible to completely understand the inner workings of any technology or object down to the tiniest details. While this works best for technology anything that is an object will do just fine. No object or piece of technology whether it be slightly ahead of modern times to the cosmic magitech of the future can't be not understood by you. As mentioned above, objects and technology in this sense even has a very loose definition as it can range from robots, indestructible metal, swords that grant the power of gods, to even the ultimate of Macguffins. You'll be able to reverse engineer and mass produce practically anything you want from a cave with a box of scraps. The objects will always contain their original properties but you can go further beyond that. You can alter the properties, strengthen them, weaken them, make it so only select people can wield them, and much more. With enough creativity and effort you may even create superior items than the original ever was.
67	Coconut Tech	Resources - Fiat	100	Bloons	You are extremely intelligent, with such a great understanding of technology that you can supplement inferior parts for better parts as needed. The worse the substituted part is, the shorter it will last, but it will function perfectly while the part is inserted. Using vines, wood, and coconuts to replace wires, sheet metal, and batteries is not out of the question. With each building skill gained, you gain the ability to insta-craft a crude version of that building out of thin air.
68	Scrap Hound	Resources - Fiat	100	Dead Space	You build. Of course, you need parts to build, and, of course, you need materials, usually scrap metal or leftover electronic bits and bobs, to make parts. Whenever you go looking for scrap parts to use as materials, you always find more than you would otherwise, five instead of four, twenty-five instead of twenty, whatever. When you build parts from materials or scrap, you always find you need less materials, in the same order as that bonus, to put those parts together. Really, really useful if you plan to build electronically-based weapons, armor, etc, or extensively modify your own, pre-existing, equipment through similar means.
69	Engineered to Scale	Resources - Fiat	200	Mousehunt	To date, the largest mouse that's been observed weighs in at a staggering 2400 lbs. To contrast this, in the same environment exists a mouse that barely weighs an ounce. Clearly a trap that works on the former would be ridiculously inefficient for the latter, but hunters will typically demand a single trap type, so they don't have to get used to different traps operating with different mechanics. You can address this problem during the production cycle by manipulating the size of your creation: making it twice as large or half as large, whichever is most appropriate. Creations made this way do not require extra resources or additional tuning to function, and they'll function just as well with the size taken into consideration.
70	Automatic Looting & Waste Not, Want Not	Resources - Fiat	300	Mass Effect Andromeda	A Technician can be called in to fix things in the middle of a fight. But when your focus is on keeping your head on your shoulders, who has time to pick up those supplies you ran past 3 hours ago? You, that's who! You now have two things: First, you have some sort of pocket-universe/bag-of-holding/bigger-on-the-inside backpack/whatever that allows you to carry a large amount of loot. The loot will be unsorted, and while you can carry a lot and not notice, you also cannot immediately use what's in your loot bag. You'll first have to have your mineral wealth in the right place to build something with it, and equipment needs to actually be equipped before it can be used. Second, you gain a sort of aura or field that will automatically put anything (that hasn't been claimed by another being) nearby you into your loot bag. Stumble across a dead Kett, you get all the loot a thorough check would have found you if you'd taken your time. A farmer's vegetable field wouldn't work, unless you are knowingly stealing from the owner. The size of the looting-aura grows with how quickly you can move and what areas you can actually access. And the loot you get is determined by your skills. For example, if you have butchery skills, you can auto-loot meat, bones, and/or skin, while skills with electronics would let you get intact pieces of robots. The size of a single item would go up to and include a shuttle or the Nomad. If you run into something bigger than that, you'd need to have the skills to break it down to fit it. Sometimes a Technician just doesn't have the resources they need to get the job done. That's when you have to get creative with what you consider a resource. You have the ability to break down objects that you can personally move into their component parts and/or resources, whichever you wish. If you need a bit of Eezo, an Initiative gun should have some. Don't want to murder some harmless Eirochs? Kett gear usually has some Eiroch Fluid Sacs incorporated into it. In addition to breaking down objects, you also have an accompanying pocket dimension for just resources and/or component parts. It doesn't weigh on you, and you can easily carry around enough resources for any job. If you have the Automatic Looting perk, you can choose to have any raw resources you pick up to go straight into your Resources Bag. And any crafting you do can pull straight from your Resources Bag.
71	No Monsters Were Harmed in the Making of This Product	Resources - Fiat	300	Monster Girl Encyclopedia	The bodies of monsters are useful resources for all sorts of things (Dragon scales make nifty armor, Slime substances can be used for various potions/elixirs, Demon Realm Boar meat is incredibly healthy and invigorating, etc.), so now that monsters are friendly (sometimes too friendly), it's become easier to obtain these once-rare ingredients. However, this leads to a dilemma: how to extract the items without hurting the innocent Mamono. At the lowest level, this perk helps you sense what parts of a creature's body could be useful/profitable (it won't help you exactly identify their use, but it will at least let you know if they're worth taking a look at). But more than that, the perk enables you to easily extract things from a subject's body without actually harming the individual, even if doing so would normally hurt or even kill the person. The subject will generally heal any scars without trouble afterwards, and any removed parts that are irreplaceable will regenerate. Plus, you gain increased skill at preserving the extracted materials for extended durations until you can find a good use for them or hawk them off to buyers.
72	Shipping the Product	Resources - Fiat	400	F.E.A.R.	Prototypes are one thing, but what about actually getting the damn thing distributed? An item or weapon doesn't help anyone if it's the only one of its kind. You will find your ability to create has increased dramatically in efficiency, letting you use the materials for three of the same items to actually make five while streamlining production lines rather quickly. As a bonus, logistics have increased enough where your shipped supplies are harder to intercept, keeping any allies you have fresh with resources!
73	Resource Efficiency	Resources - Fiat	400	Mass Effect Andromeda	It's nice being efficient. It lets you make more with less, stretching out vital supplies even further. With this perk, any time you are crafting something, you can make it for half the materials. Just don't ask how you got a full cake from half the amount of ingredients. However, anytime you break down an item, you only get the amount of resources that went into it. So, breaking down a gun you made for 50% resources would give you those 50% resources, compared to a gun made by someone else who used the full amount in the construction, and thus giving you the total amount.
74	Monster Harvesting	Resources - Fiat	400	Warhammer Fantasy - Amazons	Without the power of industry or technology that civilisations like the empire have access to, the Amazons have learnt to be resourceful in other ways. They and now you have become masters of taking the bodies of fallen foes and turning them into weapons, tools and armour. Not only are these removed parts of enemies just as effective as when the enemy was alive, they even retain any special powers or magical qualities they had at the time, even if the being would normally need to be alive to supply those powers. Poisonous fangs will continue to bleed venom even after being torn from a giant snake's mouth and turned into a sword, whilst a monster that naturally produced magical wards would continue to do so even when it's hide had been stripped and turned to armour. Along with this skill for harvesting comes notable talent for creating weapons, armour and tools.
75	Stabilized Moonsilver	Resources - Magical	50	Exalted: The Lunars	Deposits of Moonsilver form only in the Wyld. Beams of moonlight unpredictably illuminate a region of the Bordermarches or Middlemarches, boiling off the Wyld and distilling its Essence into the fluid, watery-looking moonsilver. However, raw moonsilver is unstable. An artisan needs special techniques to work it. Through coaxing songs and careful taps and strokes with crystal hammers and probes, the artisan quiets the Wyldness remaining in the raw moonsilver so it becomes a stable metal. Pacify it too much and it freezes into silver; hit it too hard, and it shatters into drops of quicksilver. This does mean that in other worlds, you might have some difficulty finding any quantities of Moonsilver to use. Therefore, you may purchase a supply of moonsilver here. Gaining five Talents of pure, stabilized Moonsilver for you to use, enough for the creation of most any kind of artifact, as well as notes detailing the thaumaturgical procedure that may be used to create Moonsilver yourself. In the future, you will gain another five Talents of this mutable metal every year, ensuring that you will never permanently run out.
76	Ritualistic	Resources - Magical	100	Azeroth	You are much more skilled at elaborate rituals. You often find that if a ritual calls for the blood of 10 virgins, you can get away with just 5. This only applies to magic such as Enchanting or Inscription, not to anything scientific in nature. So you'll still need those two batteries for your rock'em sock'em robots.
77	Soul Gems	Resources - Magical	100	Elder Scrolls Online	An essential tool for enchanters and mages, yet one that's only recently gained formal recognition. You have five Petty, four Common and Lesser, three Greater and Grand, and two Black soul gems all held in a tasteful keshweed fiber satchel. Each gem holds a soul of its corresponding size, color, and power. For example, a Petty gem would hold a rabbit or a small dog at most, while a Grand would hold a mammoth or a strong Daedra. These are both White souls and can be held in White gems. The rarer Black soul gems hold the souls of sapient creatures, like humans, beast folk, or elves. You can use them as arcane batteries, as focuses for spells, or just as general magic storage. You'll get a new set every month of whatever's been depleted. Remember to be careful handling the Black gems, as they can have unfortunate and potentially lethal side-effects if not contained properly.
78	Magical Ore	Resources - Magical	100	Everyone Else Is A Returnee	What is a smith without some metal to work with? Equipment plays a large part in this world, and a craftsman can only do so much without good materials. Luckily you happen to have a large storage box filled with lumps of unrefined ores of many varieties. The rarity and valuability of these ores range from normal iron all the way to precious ores of heaven, with the quantity of the ores being inversely proportional to their value. As you travel to future jumps, this box will update to include for the various ores you encounter. I hope you have some way of refining and forging them. Each month, the box will refill.
79	Monster Hunted	Resources - Magical	100	Everyone Else Is A Returnee	Metal and stone are only a small group of materials used in the creation of equipment. Much more prevalent is the use of the flesh of monsters. From the feathers to the fur to the blood of them, every part of a monster can be used for something by a skilled craftsman. Luckily you just so happen to have a replenishing supply of monster bits. You can choose the class of monster flesh you receive, though the stronger the material the less of it will be supplied: You may only get a handful of 5th class feathers, while you could get a metric ton of 1st class scales. New material is supplied each month. Among these you may even get some magic cores.
80	Endless Bag of Glowstone	Resources - Magical	100	Minecraft	You get a small bag which inexplicably contains a full stack of Glowstone Dust. It refills once a week. Handy for lighting up your surroundings, keeping the monsters at bay.
81	Endless Bag of Redstone	Resources - Magical	100	Minecraft	You get a small bag which inexplicably contains a full stack of Redstone. It refills once a week. Handy for experiments with Redstone Wiring.
82	Pixie Dust	Resources - Magical	100	Peter Pan	Most if not all fairies constantly produce the magical substance of fairy dust around their body, such that a trail follows wherever you fly. People and even objects as large as ships, when covered in the sparkling dust, gain the ability to fly. However, while inanimate things can fly without any challenge, people wishing to fly must have sincere faith and happy, carefree emotions. You can constantly emit pixie dust at will and even surround you with a cloud of fairy dust. The perk also enables you to breathe easily without choking on pixie dust or other particles, such that you could breathe and talk even with smoke all around you. If you are not a fairy, you will be looked at quite strangely by others, but things are often strange in Neverland so that's hardly a bad thing.
83	Spirit Pyroxene	Resources - Magical	100	The Vortex (Atelier: Arland Triology)	No one quite knows where this pyroxene came from, but it has a very definitive effect on the items that it forms a component of. The mystical power inside the pyroxene seems to carry over into the items that it forms - at least, a portion of the power does, and the crafted items became more conductive towards spiritual magic of a large variety.
84	Magic Rocks	Resources - Magical	100	Touhou Luna Nights	You may be familiar with gemstones as simply being shiny rocks. Here that is not the case, all gems in this jump have magical powers, and while they do not individually possess much power, they can give significant boosts when collected by the hundreds or thousands. By paying 100 CP, you can choose to take this quirk with you, changing gemstones in future worlds to possess small magical powers of their own.
85	The System & Freebies & Elemental Seeds	Resources - Magical	100	World Seed	As the name suggests, this is the system that is in place in Neolife, and will soon be introduced to the real world as well. It allows people to do things such as cast spells, manipulate mana, use runes, cultivate affinities, increase their physical qualities beyond anything they could've dreamed of before, and so much more. After reaching the apex of their class or a skill they might possess, and grasping near the level cap of 999, one could throw entire mountains, move at massively hypersonic speeds, ignore whatever damage people with the same power output might dish out, create illusions that are more convincing than reality itself, and affect entire planets or even solar systems. You gain access to this System for no charge, and may grant it to to other people in any settings you might visit in the future. It will adapt itself to anything you encounter, allowing you to cultivate affinities not found in this universe, or create spells and maybe even entire schools of magics focusing on forces absent here. This includes things such as the Kingdom or Ship management menu some people here have access to, though you might freak people out if you use it and they don't know of its existence. You'll also gain the ability to introduce this world's mana, including the System, monsters, Souls, and Auras, to other universes, though the consequences of doing this will fall upon you. All people playing Neolife may choose two schools of magic to start with, and so do you. There's a school of magic for pretty much everything, including Gravity, Sound, Barrier, Blood, Aura, Origin (the creation of matter ex nihilo), Solar, and Summoning magic. Of course, there's also a field of magic for any element you can think of and more, such as Fire and Earth magic, and even Nature magic and Technomancy exist. You can also pick two affinities to start off with at 5%. Affinities, in case you don't know yet, can be literally anything. If something exists, it has a mana signature. And if something has a mana signature, the signature can be forged (cultivated) and controlled. Be it an affinity for life, fur, time, leaves, bark, a specific fetish, or something more abstract like luck, order, madness, or chaos, the variety of affinities is truly endless. An elemental seed is the condensed essence of an element, and they're almost exclusively produced by Druids or Mages capable of creating enchantments replicating their methods. They have various uses, such as powering enchantments or magical items, and are required in the process of giving an object an elemental ability. Druids also use them to introduce new elements into their Grove, and need them to cultivate their affinities past the 25% point. As such, each of them is fairly valuable, with the price skyrocketing once you go beyond the basic seven elements and to incredibly rare ones such as Time. They are also pretty time intensive to make, requiring about an hour of work for each, even for people relatively skilled in their creation. But now, you won't ever have to worry about that, as you'll get a dozen Seeds for each of your affinities delivered either to your warehouse or another place you designate, every week. Their quality depends on the level of your affinities: from 5% to 25% you'll get low-grade ones, from 25% to 50% medium-grade ones, from 50% to 75% high-grade ones, and finally, from 75% up to 100% you'll get top-grade seeds.

#	Name	Category	CP	Jump	Description
86	Gems & Gift Shop: Material Supply	Resources - Magical	150	Touhou Luna Nights	Magic crystals that somehow improve your abilities, though not all that much until you start stacking a great deal of them. Every purchase gives you one hundred and fifty amethysts (which improve your graze rewards), thirty aquamarines (which improve the rate at which your MP recovers), fifteen topazes (which improves your special ability recovery rate), eight rubies (which improve your defence), seven sapphires (which improves your attack power), five emeralds (which helps your health to recover), and one diamond (which improves both attack and defence, twice as much as rubies and sapphires do). Additionally, they can be used to power monsters and traps, with more powerful ones requiring higher quality gems, if you know how to use them. Purchasing this grants you a replenishing supply of one material that you have acquire a sample of. For 100cp, this is the same amount as your sample and it is replenished monthly.
87	Portable Examination Station	Resources - Magical	150	Van Hellsing	A portable study centre - magnifying glass, vials, all held within a tightly-locked briefcase. As well, comes with a variety of supernatural samples - from vials of different blood types of demons and werewolves, to vampire fangs, demonic horn shavings, ghoul teeth, and ectoplasm from a great variety of undead.
88	Grathmeld Supplies	Resources - Magical	200	Ar Tonelico	You receive a 1m white ceramic cube, which contains 250 kilograms of randomised base components and Grathnode crystals. Stocks replenish every week, and ratios skew towards whatever ingredients you used the most of.
89	Songstone Composer	Resources - Magical	200	Ar Tonelico	Another 1m cube. This produces the essential elements of Song Science, in the form of 1 ton each week of Songstone rubble, a crystalline ore of Parameno, Grathnode and Ardel. By itself, Songstone converts sound into magic, storing it until a threshold is reached and it explodes in a burst of wild energy - making them effective improvised grenades. Extracted and refined, their true potential can be reached. Parameno absorbs sound as magic, Grathnode emits it as magic, and Ardel acts as a semiconductor.
90	Iron Rose	Resources - Magical	200	Circle of Magic	You gain a rose bush made of living iron. If placed in contact with a pure sample of any metal, it will generate buds and eventually roses of that metal. Such roses can be harvested, then planted to transform more and more of that metal into living metal slowly over time. They must be planted in soil rich in that metal, or in a pot full of clay and chunks of said metal to grow properly. Should you tend these roses long enough for them to bear seeds, the plants that grow from these seeds will transform base metals into whatever metal they grew from.
91	Ecto-Ranium	Resources - Magical	200	Danny Phantom 1.5	Ecto-ranium, the rare and mythical ore that is basically the kryptonite to ghosts. They can not touch it and start to lose their powers when near it. It can be turned into weapons or items. You get a ten pound supply that regenerates monthly. In future jumps this ore will work on incorporeal spirits as if they were solid beings. So you can line your house to keep ghosts out.
92	Sacks of Essence	Resources - Magical	200	Divinity - Original Sin	These five head sized burlap sacks are extremely light despite the fact they look to be filled to bursting and each emits a faint light from the seams, a different color coming from each. A fiery red, a gentle blue, a brilliant white, a somber brown, and... is that fifth one emitting shadows? Small balls of solidified elemental essences are not a rare commodity in Rivellon and have a huge variety of uses in everything from specialized grenades to magical arrow heads to even aiding in enchanting arms and armor. Each sack contains five balls of each element and the sacks refill themselves every week. What use you put these concentrated bits of elemental magic is limited only by your imagination and experimentation. Just don't get opposing elements too close to each other. The result is fairly explosive, doubly so if you are enchanting at the time.
93	Beauty Leads to Death	Resources - Magical	200	Duel Monsters - Duel Terminal Part 1	Ah, what a pure soul you are. Untainted, shining with a gentle light like morning snowflakes refracting the ephemeral rays of the rising sun. To corrupt it and bring you to the depths of vileness would be such a pleasure ahem. This pure soul of yours, besides looking rather pretty to anyone with the appropriate senses, makes you a rather fitting sacrifice. Even just a mouthful of blood taken from you as payment could have effects similar to an entire life's taking and that's assuming you don't have any special traits that might raise your value. Still, that type of thing could get you killed easily, so you've figured out how to hide or negate all of these traits as a necessity for survival.
94	Burgeoning Whirlflame	Resources - Magical	200	Duel Monsters - Duel Terminal Part 2	The flame in your heart gives you strength, but you are not the only one who can draw upon this potence. You are magical. Even a pound of your body would function as a reagent of reasonable quality, and that's assuming whoever was using pieces of you didn't bother playing to your strengths. As a Laval, you would be a source of high quality materials for any mages wishing to produces potions or equipment aspected to fire. Given the changes to your nature, and the powers you might wield, through acquisitions in other worlds well, you'd certainly be a prized catch. Who knows what someone willing to kill the golden goose by using you in your entirety could achieve? Ah, in case you're worried: you can freely control this new feature of yours, and decide who can benefit from it and how. Without your consent, none can even learn you hold this hidden power.
95	Crate of Adamantine	Resources - Magical	200	Dungeon Keeper Ami	Adamantine, the rare metal forged by the dwarves of the frozen north. This metal is the result of a dreadful battle between the gods of light and the gods of darkness, this metal is all that remains of a once mighty god of light that fell to earth while killing a dark god, after many years his flesh was changed and warped till it became the metal adamantine, nearly impossible to forge without the correct knowledge this metal is nearly indestructible and harms creatures of evil like fire while blocking dark magic completely. You now have a crate of this amazing metal and shall receive a new crate once a year. Though this may not seem like much especially with the requirements on forging it, you need not worry. This Adamantine will work as if it were normal steel up until its first forging.
96	Holy Stone	Resources - Magical	200	Everyone Else Is A Returnee	This is stone infused with large quantities of holy energy, meaning it is extremely full of mana as well as incredibly durable. It is in this way that the holy stone can then be used in any number of ways. Due to the holy properties, it is particularly good for use in the equipment of priests or paladins. Similarly, due to its natural strength it is good for the construction of buildings and structures. You receive several tons of high tier holy stone, enough to make a small house. Any used stone is refilled each month.
97	Onmyo Supplies	Resources - Magical	200	Fate/Legends - Land of the Rising Sun	A woven pack containing a large number of normally expensive supplies needed for proper Onmyouji craft. A seemingly unlimited amount of high quality paper, ink and scribing tools are within as a start, the basics needed for most spells in this field. Beyond these, are a large number of premade charms and shikigami that can be released from the pack on command. These can serve as emergency wards, alarms and shields when in a bind. Moderately powerful on their own, they can hold off a demon or band of men for a few minutes while you escape. The shikigami, numbering a few dozen in small paper forms, are able to act as capable spies and messengers over long ranges. When combined into one, they turn into a large animal such as a tiger or wyvern, a powerful combatant that can defend you against even a decently powerful hero for a few minutes before crumbling. The charms and shikigami replenish a week after being used.
98	Harmless Extraction	Resources - Magical	200	Final Fantasy XIV	With hempen yarn and animal skins in shorter supply since the catastrophe, you and other craftsmen have had to adapt your practices in order to keep the orders met. Practices to minimize the amount of animals killed, to make the most out of that which you have on hand are all crucial nowadays as resources grow scarcer. While the animals still aren't too comfortable with it, with this magic you can weave together a copy of their skin or wool, while only taking a small portion of what they have. It doesn't really feel right, but at least the animal is still alive! It'll take time, but what you've taken will slowly grow back.
99	Crystal Concepts	Resources - Magical	200	Kingdom Hearts	You possess the unusual ability to find tangible concepts, often used in this setting to create items through Synthesis. Nothingness, evil, darkness, light, sadness etc. You can now find distilled physical versions of normally abstract concepts left behind by defeated enemies, or hidden in obscure and hard to reach places. These concepts are typically related to the place or enemies you obtain the from, such as fiery enemies or locales holding Fire Shards, or a lightning dragon dropping a Lightning Crystal. The quality of the item depends on the difficulty of obtaining it, ranging from Shards from weak enemies, up to Stone, Gem, and finally Crystal for the progressively tougher enemies. What you do with them is up to you; they'd make nice jewellery, that's true, but I'm sure you can find a better use for crystallised fire or hope. In jump this means you find significantly more Synthesis ingredients you can either use, or sell.
100	Endless Bag of Nether Warts	Resources - Magical	200	Minecraft	You get a small bag which inexplicably contains a full stack of Nether Wart. It refills once a week. The crucial ingredient in all Minecraft potions, brew it with water and any of a vast array of ingredients to create a magical potion. Also comes with a Brewing Stand.
101	Arachne Silk	Resources - Magical	200	Monster Girl Encyclopedia	An endless strand of silk from an Arachne that can be used in making clothes. Clothes made with the silk are extra durable, so that even a wild beast couldn't leave even a tear on them. Stains on the cloth are easy to remove, but magical energies applied to the clothes have a trace of them absorbed and stored inside the clothes, giving off the scent of the energy.
102	Monster Killing Metals	Resources - Magical	200	Percy Jackson and the Olympians	About ten pounds of Celestial Bronze, Imperial Gold or Stygian Iron. All made to destroy godly and monstrous creatures (save the last, which also hurts mortals) weapons crafted from these materials are incredibly durable and able to hold enchantments of the like seen in ancient myth. Your supply restocks every two weeks, with the type of metal delivers being of your choice.
103	Resolute Thread	Resources - Magical	200	Skulduggery Pleasant	You have a spool of thread that's supposedly made from the stomach lining of an Emperor Dragon over 2000 years ago. The more pressure applied to it, the stronger it becomes. You could bind a superhuman or use it to hang hundreds of tons off of the ground. Spool refills and used thread once a month.
104	Taydenite & Gift Shop: Material Supply	Resources - Magical	300	Ben 10 0.1	You have found yourself in possession of a large taydenite crystal. Both the rarest and hardest gem in the galaxy, it could be sold for a small fortune. The only thing known to be able to cut taydenite is taydenite. Taydenite is also used to power spaceships, so with some work you could use it as a power source. Purchasing this grants you a replenishing supply of one material that you have accquired a sample of. For 100cp, this is the same amount as your sample and it is replenished monthly.
105	An Artificer's Dream (x6)	Resources - Magical	300	Generic Exalted	Pick a magical material from the following of Jade, Orichalum, Starmetal, Soulsteel, Moonsilver, and Adamant. You now have a source of it provided for you in your warehouse every week, roughly 50lbs worth. If you pick Jade you get 50lbs of each of the five types of Jade. None of this stuff is actually made into anything yet but if you've got the crafting skills you could easily change that. If you pick Starmetal note that you'll probably have the largest (and only regenerating) source of Starmetal in all of Creation. Don't let your enemies find out. In fact, don't let anyone find out you have a regenerating source of any of these materials, whole nations have been put to the torch for less. Magical Materials are incredibly useful, and critical, in the construction of artifacts.
106	Arcane Resources	Resources - Magical	300	Ravenwood	A supply of high quality, magically-active materials. Such materials are useful in the process of casting spells of various sorts, able to act as foci for various spells, or can be used in the creation of potions or artefacts (as described in the Natural Magic perk). Comes with several schematics for potions and artefacts that can be made with these materials. Additionally, this comes with a travel case that can contain up to 16 potions. Potions contained within this imprint to the slot they are placed in for the next 24 hours, at which point the potions respawn the day after they are used. Placing a different potion in the slot allows it to imprint the new potion.
107	Super Sea Snails	Resources - Magical	300	Splatoon	You have a small breeding population of around 10 Super Sea Snails, large snails with crystalline, conical shells. The snails are hermaphroditic and they live for around 15 years. They're more than they seem, they provide an invaluable service- Their shells can be used to imbue hats, shirts, and pairs of shoes with extra Ability Slots, or reroll the abilities of a clothing item with 3 full slots. This kills the Sea Snail, but if you're careful to keep up the population then eventually you might have an entire wardrobe of 3-slot clothing. Also, they're delicious when cooked right.
108	Magic MetaMaterials & Gift Shop: Material Supply	Resources - Magical	300	With This Ring	We hear about swords and armor made of Orihalcum, Mithril, and Jovium, but there are far better uses for these wondrous materials. Jovium is a perfect conductor of heat and electricity, Orihalcum and Mithril hold a magical charge and enchantment far more effectively than ordinary materials, and both are far stronger than their weight would suggest for metals. You receive a metric ton of these three metals for use in any military or industrial project you like, and instructions for producing more. The process, however, of synthesizing common alloys into magical metamaterials requires either a familiarity with metal typically found in journeyman level craftsmen who shape metal such as blacksmiths, welders, and jewelers, or familiarity with arcane practices found in journeyman level enchanters or artificers. Purchasing this grants you a replenishing supply of one material that you have acquired a sample of. For 100cp, this is the same amount as your sample and it is replenished monthly.
109	Mana Gems	Resources - Magical	300	World Seed	One rather important power source used in many energy-hungry magitech devices, and also popular with mages and enchanters, are mana gems. But due to their nature, they cannot be artificially created, only forming after several years of mana condensing and purifying in a single location. This commonly happens only on asteroids, where they can be left undisturbed for long periods of time, and truly vast mana veins can form. But even as mining them can be a hassle, their value makes it worth anyone's while, as they are capable of holding and regenerating massive amounts of mana, with the exact volumes depending on the gem's size and quality. And it seems like you've hit the jackpot, as with this you'll be able to gain a steady supply of mana gems each week. You may decide on a case by case basis whether you want several dozen small and low-quality mana gems, or two to three big and high-quality ones.
110	Aethertapping	Resources - Magical	400	Aion	You have been taught how to extract Aether from vortices, which can then be used by daeva to catalyze their crafting. Post-Jump, you will be able to find the occasional vortice-like anomaly spread across the setting seemingly at random, which you will be able to draw aether out of. They'll be invisible and undetectable to anyone who doesn't have this perk, however. You have mastery in this art, and make post-jump vortice-anomalies considerably more common.
111	Crystal Garden	Resources - Magical	400	Azeroth	You now possess the very same crystals used by the Draenei in many of their creations. This single man sized crystal, when planted, can create a massive mine filled with even more crystals of varying shapes, sizes, and colors. The mine may be temporarily depleted if you harvest too much too quickly, but it will regenerate more crystals for you to harvest if given a month to rest. The crystals you mine from this can be planted into other areas to create new mines. However, these new mines will not regenerate after use and once empties the land will need time to replenish the necessary nutrients before you can plant more crystals. If you purchase The Mine then you will have an entire floor dedicated to these crystals within your mine.
112	Echos of the Time War	Resources - Magical	400	Ben 10 0.1	Where did you get these? Or when did you get them? This is a trio of Time Beast eggs. They are a substantial power source for time machines, able to charge them up with enough power to go as far as the creation of the universe, someplace most time travelers couldn't hope to reach on their own. Should you instead decide to hatch them, the Time Beasts that emerge will be loyal to you and see you as their parent, being a ferocious pack that can travel up and down the timestream freely. Let's see how smug your enemies are when you send these angry dogs after them years in the past!
113	Arcane Emulation	Resources - Magical	400	D&D Eberron	To enchant is to create the greatest of items. To enchant without magic is pure bullshit, but is doable with certain tricks shared only amongst the most secretive of crafters. Thanks either to learning from them or to discovering these abilities yourself, you can craft magical items without the need for related spellcasting. Further, you know all the little tricks to minimise the resource costs of your items, which whilst minimal by themselves add up to maybe halving the total time and resource expenditure per item.
114	Ritual Pigments	Resources - Magical	400	Dishonored 2	A selection of paint pigments in more than a dozen colours, each colour conveniently prepared from precise ingredients and according to very specific methods needed to use paintings as a ritual for conducting sympathetic magic no need to wait for certain phases of the moon, nor collect certain weeds in a container made of a human skull. Put simply, what you paint in the painting can be imposed onto reality, or what is in reality can be transferred into the painting. There are enough pigments here to do one painting which affects a room-sized area, allowing goods to be conjured, things within the area to be altered or removed, or to turn the painting itself into a room-sized pocket dimension. You could paint a painting of an empty room and add in a pile of silver to the painting, to sympathetically conjure a pile of silver into the real room, or you could paint a picture of the room without its door, which will magically remove the door from the wall of the real room, preventing all access. Unfortunately painting ephemeral things souls, magic, auras, power still does not make them appear in reality. You could also use these paints to move something out of reality and into the painting, such as valuables or a prisoner, concealing or trapping them inside it. If you should possess Voidheart and Endless Black, you will find the scale of this power magnified you could create an entire world of phantasy within the painting to enter, or call forth from your canvas a change to affect an entire city.
115	Potted Stardust	Resources - Magical	400	Divinity - Original Sin	The Stardust plant is a hardy, quick growing flower with peachy-red colored petals standing up on spindly stalks with large, wide fern-like leaves growing from the base. It is highly sought after by women who use the golden dust that clings to its flower petals to enhance their beauty, but that is only the least of its uses. The golden dust is highly magical and can be easily used for crafting a variety of magical items. Everything from magical swords to voodoo dolls can be created with a pouch full of this stuff. The flower in this pot will generate one small pouch of dust every few days and will never need tending to. Should it be killed, a fresh pot will appear in your proximity within a week.
116	Gemavic	Resources - Magical	400	Gemcraft - Frostborn Wrath	This perk allows you to summon gems made of different materials using gemcraft, including materials from other jumps. This only works if the material is a transparent or translucent crystal, unfortunately. Most materials are much worse for conducting magic than crystalized mana, but perhaps you can find a use for a diamond the size of a living room? Non-Magical gems are exceptionally cheap to create you know, since they're essentially sparkly paperweights. Feel free to be creative with shapes.
117	Forbidden Treasure	Resources - Magical	400	Generic Exalted	You looking for some weird stuff? Maybe the bottled laughter of a newborn infant, or the dream of a maddened artist? How about the color of the sunset as seen from a specific mountain peak found only in The South? Well if you buy this option you'll have those things. 200cp gets you a regular source every week in your warehouse of relatively hard to find exotic resources and reagents which can be used to dramatically aid in the speed and efficiency of artifact creation. For 400cp you get a larger amount every week of far more exotic things. Trapped Essence of Yozi, a fragment of the twisted dreams of the Neverborn, and a thousand and one things never before seen or imagined spawned from the twisting madness found only in the absolute heart of the Wyld. You may direct what specific kind of resource you get each week if you have some specific need or desire in mind, and may freely choose something different the next week.
118	Pale Ore	Resources - Magical	400	Hollow Knight Voidheart	A highly sought after material, filled with pale energy. Pale Ore was often used in the creation of mastercrafted armor and weaponry, for the edges it can produce are ever keen and never require sharpening or maintenance, and their durability is said to outstrip that of many rare alloy metals. In addition, their cold bite can often quickly inflict frostbite on unprotected foes. You've managed to arrange shipments of this ore, granting you several chunks of it every week, more than enough to make a handful of weapons of a suit of armor.

#	Name	Category	CP	Jump	Description
119	Qian Yuan's Treasure Vault	Resources - Magical	400	Talisman Emperor - Mortal Dimension	Chen Xi encountered a treasure vault much like this one in the Oceanic Desert. While he had to fight several cultivators to get away with the treasure, you'll have an easier time, as this vault attaches to your Warehouse or inserts into jumps in a location only known to you (you may make this choice for each jump). The Vault contains 4,096 doors, and behind each door is a space containing a particular item: medicinal pills suitable to aid in cultivation or to recharge Essence during battle, piles of rare materials like White Refined Gold, Water Netherstone, Six-Yang Crimson Iron, Azure Heart Wood, suitable for equipment refinement and alchemy, gardens filled with varieties of spirit herbs and flowers in effect, if it's a material used to craft something, it can probably be found here. The materials slowly replenish themselves so long as they aren't completely used up (and there is no material which is singular - you cannot completely use up a material unless you are in a hurry to craft something big), and you can add materials from future jumps to the vault to have them gain the same benefit.
120	Metal of the Gods	Resources - Magical	400	The Death Mage Who Doesn't Want a Fourth Time	Adamantite. Mythril. Orichalcum. Magical metals of incredible power. Adamantite and Mythril are opposites, in a way. The first, incredibly sturdy, the perfect material to defend against the physical world. Mythril, on the other hand, has anti-magic effects, defending against spells as effectively as Adamantite does against physical blows, while also being capable of damaging spirits. Finally, there is Orichalcum, the metal of the Gods, having resistance against both physical and magical blows even greater than the other two. The metals of Gods, which are now at your hands. You have a replenishing supply of each material, enough to forge from their raw forms an entire suit of plate armor, a shield, a spear, and a sword. This supply, should it be used or sold, will replenish once every year, though it should be noted that those with the ability to forge from these great metals are far and few between. Post jump, you will also receive an equal supply of any other metals considered divine alongside the ones provided here from any setting's visited, including those created by you or others.
121	Dust	Resources - Magical	400	The Games We Play	Ah yes. Where would we be without this? This is a supply of Dust of all types, presented to you weekly for whatever purposes you may have for it. Dust being a crystallised form of elemental energy, color changing depending on what it's elemental affinity is. It can be used for a variety of things, be it adding some Aura to make them explode into a burst of their native energy or sewing it into clothing to make empowered wear, putting it in bullets to create specialty ammunition of great strength or just to power technology. Types seen thus far are water, air, lightning, fire, gravity, time and Light, but there are many other kinds. For 100 CP it's a fairly small supply. More than enough for a family, even the most wasteful or extravagant one or businessmen or Hunters or any other. Let's say several kilograms of each type. For 200 CP it's a larger supply, many tons upon tons of it, enough to keep a small city functioning pretty easily, or keep a small army supplied. Emphasis on the 'small', mind you. Of course, you could pay 400CP instead and forget all these constraints. You now own a whole deposit of dust, one with nigh-endless supplies of all types. But of course, once again, the keyword is 'nigh'. Or you could have a set of literally bottomless containers, but where's the fun in that?
122	Oni Treasures	Resources - Magical	400	Touhou Forbidden Hermit	You have in your possession the four treasures of the Oni. The first is the Ibuki Gourd, a stylish large purple gourd with a stopper that has been soaked in the extract of a Sake Bug. Even a little bit of water in here somehow multiplies into a vast quantity of sake, though it never produces more than the gourd can hold at a time. With this treasure, you could easily ensure you never spend another moment of your life sober. The second is Douju's Jar, a large waist-high pot full of an endless amount of edible oil with no unusual properties beyond tasting smooth and nice. Perhaps you might want to establish a deep-frying business? The third is the Hoshiguma Dish, a simple red sake dish that has the miraculous ability to raise the quality of any sake poured into it, making it taste much better and be far easier to drink. Note that the sake does not need to remain in the dish to benefit from the increased quality; pouring it into the dish and then pouring it out into another container is a perfectly valid way to amass a lot of high-quality sake. However, sake can only benefit from its blessing once. The fourth, and most potent, is the Ibaraki Box of a Hundred Medicines, a decorated sake box that can hold two litres of liquid at a time. Should a healthy person drink alcohol from the sake box, it temporarily grants them the strength of an Oni for a day at the price of shifting their personality to be like an Oni's (read: crude, brash, coarse, loud and belligerent) until it wears off. If a sick, injured or otherwise unhealthy person drinks from it, however, it cures all of their ailments barring incurable mutilation from powerful magical relics at the small cost of permanently transforming their body into that of an Oni – though some might say this is simply another bonus. If a lot of people were to drink from this box, you can be assured it would cause incredible amounts of chaos.
123	Worldsinger	Resources - Magical	400	Warhammer 40k: Craftworld Eldar	The craft of the Bonesinger is mighty indeed, yes but as there are many notes in a song, so are there more uses for music than Wraithbone alone. In the way the Bonesinger shapes Wraithbone with psychic energy and their voice, so do you shape the green and growing things. Vegetation springs from the earth, seemingly from nothing, at the sound of your voice, molding itself to fit your needs. Should you grow hungry, bring forth fruit. Should you grow hot, bring forth shade. Should you grow weary, bring forth a bed of leaves. All these shall heed your song.
124	Tithe of Souls	Resources - Magical	400	Warhammer 40k: The Warp	Hungry, are we? Within this glass vial rests thousands of high quality (psyker grade), non-sentient souls for either your consumption or as currency and fuel/reagents for other purposes. This vial restores itself once every week after being emptied or damaged/destroyed in your Warehouse.
125	Treasure Mimic	Resources - Magical	500	Dark Souls 3	A large wooden chest divided into three compartments. The left compartment contains twenty pieces of Twinkling Titanite, the right compartment contains twenty Titanite Scales and the middle compartment contains assorted shards and chunks of normal Titanite. Titanite is a good, strong metal good for weapons and armor among other things, as well as reinforcing equipment. Twinkling Titanite is handy for the reinforcement of equipment steeped in strength, baring unique abilities, without diminishing those properties, though it's somewhat poor for crafting. Titanite Scales are left behind by Crystal Lizards that grow to immense sizes after devouring souls, and are the ideal material for reinforcing equipment made through Soul Transposition. All three being handy materials for a blacksmith though. Titanite originating from the chest will slowly replenish over time once used for something. The assorted normal Titanite will replenish one piece every hour or so, while the special varieties usually take a couple days per piece. In reality, the chest is a loyal mimic that guards these resources and whatever else you put inside. If need be, it can even reveal itself to fight a would-be thief or carry out simple instructions. When walking about, two long arms and a huge tongue protrude from the inside, teeth grow along the edges of the lid and a long, lanky, deceptively powerful body stretches out of the bottom.
126	Heavenly Azure Profound Jungle	Resources - Magical	600	Against the Gods!	Pills, pellets and crystals are a cornerstone of cultivation. Even one or two powerful pills can redefine the fates of entire clans or sects, as it so happens. Equally important, however, are Profound Beasts, or rather their bodies. There is the blood, which is a great tool in cultivation, the flesh and bones, used for their own purposes, but the most special are the Profound Cores found within these beasts that make life in so many parts of these worlds so difficult. You have something completely amazing, in that regard. This is a dense jungle, attached to your warehouse, filled with all sorts of dangerous profound beasts. As a matter of fact, it has one of every single species and race of Profound Beasts in this setting, all ready and waiting for you. Because you see, while the blood, flesh, bones, core and everything of these beasts is at the level they're supposed to be, their actual fighting abilities are dramatically lower. Three entire realms lower, as a matter of fact. That is, the Emperor level monsters can only do damage on the level of a True Realm monster, and so on. Unless you want them at full power for some reason, that is, Then they are. This doesn't apply to beasts below the Sky Profound Realm, so the weakest any of them get is to Elementary. Also, each Realm's monsters are isolated in their own 'zone' of the Jungle they practically never leave, with the weakest ones on the outermost circle and so on. The numbers of the beasts inside are proportional to how rare they are in the outside world, as is the rate of replenishment if killed. Even the rarest beasts only take a few months, though, maybe a full year for the absolute rarest of them. In future worlds, the Jungle provides beasts from the local setting too.
127	Alchemical Haven	Resources - Magical	600	Desolate Era Part I - The Three Realms	This is a plot of land about three hundred and fifty thousand square miles large that would keep getting bigger to accommodate additional plants, accessible through a door in your warehouse. Inside this dimension, you will find soil that adapts itself to grow whatever is planted in it, and an atmosphere that will change itself to meet the demands of each and every plant as needed, transforming some areas into barren, frozen wastelands, and others into fiery hellholes. To add to this, the Alchemical Haven automatically harvests fruits and replants seeds, meaning that the only intervention needed for it to stay operational is the introduction of new seeds. It can even speed up time for some plants so that they can be planted and harvested as much as you wish. However, this only works when there are no sentient beings within the dimension. Before you plant anything, there are several mortal ranked fruits and spiritual grasses already planted and matured for you to use that altogether may allow you to enter the Zifu stage, if you already possess the required insights.
128	Divine Metals (x2)	Resources - Magical	600	Marvel - Magic	You have somehow managed to procure a supply of two divine ores; You have somehow gained access to 100 gallons each of Uru and Adamantine in a liquid state. Uru is a magical metal, unique to the world of Nidavellir of the Nine Realms. Incredibly resilient to the point of near-invincibility and with a luster best compared to badly wrought iron. Uru is a favored by the gods of Asgard and the dwarven smiths who ally with them for not only its rugged durability, but also for the fact that it is a supremely effective magical conductor. Though extremely hard to correctly enchant, the magic laid upon it will be powerful and as nigh-unbreakable as the metal itself if you can manage it. Adamantine is something of a study in contrasts with Uru. Though every bit as durable as its Nordic cousin, the magical metal favored by the gods of Olympus has little else in common with it. Where Uru is dull and rugged, Adamantine is a gleaming gold. And where Uru is a supreme magical conductor, Adamantine is instead effectively immune to mystical effects below those of the greatest gods. There is one other quality that the two brother metals share, however: the incredible difficulty of forging them, usually requiring either incredibly potent magic or heat comparable to that found in the heart of a star. Combined with the metals requiring incredible skill for even rudimentary working, it is usually nearly impossible for any mortals to utilize these rare metals in their forges. You receive an additional 100 gallons of whichever types you have purchased every six months.
129	Starstuff	Resources - Magical	600	Peter Pan	A refilling bag of the mythical, green powder that can be produced from stars under rare occasion. It has a variety of magical properties depending on who is exposed. Any animal exposed to the substance transforms into a mythical, humanoid creature similar to its origin; for instance, a fish may become a mermaid, or a bird may become a fairy, though not the normal kinds found in Neverland. Furthermore, humans exposed to it can fly and can gain artistic inspiration; however, overexposure can lead to greed and paranoia. Outside of this purchase, the substance is extremely difficult to find in the traditional Peter Pan, unless the setting was changed. Also, unlike its form in the story, the Starstuff cannot be used to destabilize the fabric of the universe.
130	Let There Be Light	Resources - Magical	600	The Games We Play	And so there is. This is a replenishing supply of neutral Sephirot components of all ten kinds, for all your soul crafting needs without the horribly unethical gathering process and terrible guilt. You get 1000 people's worth of pure, high quality Sephirot, the stuff souls are made of. It's so high quality that each is worth a hundred of your average souls, if not more. Don't worry about losing any unused stuff either, because it builds up as time goes on. Sephirot is some of the most valuable stuff in the world here, and that's for a reason. In this world, the ratio of Sephirot within your soul determines its structure, the power of your Semblance and other such things. In future worlds, it could be entirely different, luckily enough you get the local stuff no matter where you go, allowing you to keep up your tinkering. And again, don't worry about losing access to any of the past stuff. Each setting's soul stuff will continue to produce itself separately from a separate setting. But what use does it have in the future? Depends on where you go and how it all works there, but you'll have to figure that yourself for the most part. Maybe you can eat it.
131	The Dragons Blessing	Resources - Magical	600	The Legend of Zelda: Breath of the Wild - TG	The pieces of the Spirit Dragons that wander Hyrule are truly potent, even their scales and pieces of their horn could easily take a mundane traveler's sword up to a hero's weapon! Their inherent magic and power is such that, for any crafting(from cooking to elixir mixing to weapon crafting to even casting enchantments) they are one of the best ingredients you can find. But the Spirit Dragons are elusive, and dangerous to harvest from. You have been gifted a small collection of Dragon parts to use at your leisure, which will replenish every fortnight.
132	Natural Regeneration	Resources - Magical	600	World Seed	In Neolife, it wouldn't be wrong to say that magic is in everything. One interesting facet of this can be seen in how on many worlds, dug earth and other natural resources are replaced by the ambient mana over the course of a few weeks if there isn't anything like a support structure preventing it. While this is certainly convenient, you thought to yourself, I can do better. After all, many important resources can't even be found on planets, like mana gems or the insanely rare mineral osmium, which are only found on asteroids. But with the ability you created, this won't be a problem anymore, because you can just restore them anyway: simply by spending enough mana, it is possible for you to regenerate any natural resource or duplicate existing ones. You could pump mana into an asteroid to restore whatever it is that was mined there to get effectively infinite resources out of it, do the same to the extremely valuable gem lying in front of you to get multiple copies of it, or send out a massive wave of mana to cover a whole planet in a forest. The mana required scales linearly with the amount of the resource you want to work with, its complexity, and its power. So while you could easily get massive amounts of diamonds and wood even with a little mana, duplicating something like the Top 5 metals (see Notes) or similar materials would require truly insane amounts of mana.
133	Crafting Materials, Supplies, and Tools & Guild Base Supplement: Legendary Treasury	Resources - Magical	750	Overlord - The Series	You have the good fortune of possessing a regenerating stock of high end crafting materials suitable across all fields of crafting, alongside the tools and workshop space in order to make something with them (you must supply the actual skill on your own however). Materials for low-end magical items (ie: Greater tier or below, as explained at the beginning of the item section) regularly resupply such that you could probably churn out hundreds of such items a day. Legacy tier materials would allow you to craft a few things a day. Materials for equipment at the Relic tier resupply often enough you could probably make a single relic tier item a day. This is the limit for the 300 CP option. For 600 CP however your materials now include enough for a single Legendary tier piece of equipment every two weeks or so, and the materials for a single piece of Divine Tier equipment would likely take at least two months. However, there is nothing preventing you from stockpiling the materials, as they'll keep resupplying themselves even if not used up. This may either be a warehouse attachment or attached to another property at your desire, either way it will always have enough space inside to store materials for crafting things, will always be neatly arranged, organized, and labeled, and will be perfectly capable of storing or maintaining even the most volatile or fragile of substances. Your guild base is famous, or perhaps infamous, for the mind boggling amount of treasure it contains within. Or it would be assuming anyone knew about it. You have enough Yggdrasil gold coins within to keep your guild base going for hundreds of years, and it is littered with powerful high tier magic items of all shapes and sizes, and an even more excessive number of low and mid tier magical items. Barring truly foolish spending habits or ruinous expenses you should likely never need to worry about your treasury running out of gold to support the guild base. In future worlds it will refill with equivalent amounts of gold, and new magic items suitable for the world it finds itself in. Additionally, and finally, it is now of arbitrary internal size. There will always be more room and more space to add in any treasures or items you come across, as the treasury will expand to fit them as you add them inside. If you or a Companion also purchased the Crafting Materials, Supplies, and Tools item from the regular Overlord (the series) jump document then this Legendary Treasury will also be filled with copious amounts of reagents and crafting materials, of appropriate qualities and levels for whatever version of the Crafting Materials, Supplies, and Tools option you purchased. In future worlds it will fill up with more as appropriate to the world(s) you've been to.
134	Herb Garden	Resources - Magical	800	Azeroth	A herb garden designed however you wish. This garden has all the herbs found on Earth and in WoW. Herbs picked here will not need to be replanted and will regrow on their own without any help from you. There will always be enough herbs for whatever you may need them for, but if you pick more than 100 herbs within a month they will need time to rest before they regrow taking one month to do so. You can attach this to your warehouse, a pocket dimension, or import it into the world of Future Jumps.
135	Caloric Stone	Resources - Magical	800	Overlord - The Series	The actual origin or source of the Caloric Stone is a near total mystery. It forms only from large concentrations of the Seven Prismatic Ores, legendary divine materials that possess qualities far and away above anything else. Why this occurs, or even who first discovered the Caloric Stone, is unknown. While held the Caloric Stone grants the usual benefits of a World Item upon its bearer, providing protections against negative status, instant death, being trapped or held, scryed upon, and so forth, trumping even the effects of other World Items. However, while useful, those are far and away the least impressive aspects of the stone. The truth of the matter is quite simple; the Caloric Stone is the ultimate crafting material. No matter what you are making, no matter how mighty, no matter what other materials are included, adding the Caloric Stone will make that item or bit of craftsmanship better. Food, drink, weapons, armor, buildings, vehicles, golems, indeed anything that can be crafted can be quantifiably made superior (by an astounding degree) by the inclusion of the Caloric Stone in its creation process, as the stone expands the possibilities and power of what can be done with crafting. If you were to use particularly mighty materials in the creation of something, say ingredients on par with those usually used in the making of a Divine Tier item, the resulting piece of equipment would be truly legendary, halfway between the status of a Divine tier item and a World Item. Obviously, and unfortunately, the stone is expended when used. However, since you're paying at a premium, you are guaranteed to receive a new Caloric Stone exactly one month after using it, appearing in whatever location is most convenient for you. You may explicitly hand this to other people but you need not fear losing it. If separated from your person in a fashion you didn't intend, it will appear in the closest convenient location for you a day later. However if it was used in this time frame to make something then you must still wait a month for it to respawn. The Caloric Stone is discounted for those that purchased the 600 CP option for Crafting Materials, Supplies, and Tools. The Caloric Stone is utterly unique, and cannot be duplicated or copied via any method whatsoever using in-jump methods.

#	Name	Category	CP	Jump	Description
136	Auto-Smelter & The Mine	Resources - Magical	900	Azeroth	This Auto-Smelter will smelt down any raw ore placed inside it into high quality ingots. This smelter is completely hands free, except for actually placing the ore inside. For further incentive, if you purchased The Mine you will be given a group of magical constructs who will mine your ore, place it in the Auto-Smelter, then sort out the finished product. They can not be used for anything outside of their primary functions stated above. As the name suggests, this is a mine. At a basic level, which you get with the first purchase, you get basic metals of which you can find on Earth and Classic WoW. For another 50 CP you will gain access to all metals found in Burning Crusade. Another 50 CP and you will get access to all metals within Wrath of the Lich King. Yet another 50 CP you gain access to raw ores from Cataclysm. I think you're starting to see where I'm going with this. Keep spending an extra 50 CP until you eventually reach the latest expansion of the game (included in price). You will gain all ores of that expansion and all previous ones. Your mine will grow in size adding additional floors representing the different expansions for each purchase of this item. The mine will never run dry, but it can be depleted if you gather the ore too quickly. Give the mine a month and it'll be back up to full capacity. You can place this mine anywhere in future Jumps that you wish or within your own pocket dimension, if you have one.
137	Electronics	Resources - Mundane	50	Star Wars - KOTOR	A large supply of computer spikes and repair parts that can be used with nearly any modern machine in the galaxy. Computer spikes overwhelm electronics with junk data and are used by hackers to aid them in bypassing electronic security doors and terminals. Repair parts are packages of universally adaptable components that can be used to fix or upgrade droids, vehicles, and other machines.
138	Sack of the Maker	Resources - Mundane	100	Arifureta Shokugyou de Sekai Saikyo	Medium sized, this bag contains an assortment of random ores and metals for you to work with, from cheap iron to Tauru ore which is one of the hardest known ores around, the quality and quantity of these materials will vary from day to day and sometime will drop some really precious minerals. It refills once a day so don't get shy at using them.
139	Originite Prime Bundle	Resources - Mundane	100	Arknights	You gain access to several crates of pure Originium that can be utilized for various means, and will restock itself every week. Wrong handling will be dangerous, however post-Jump, this will be perfectly safe to use in any way.
140	Thanatonium Supply	Resources - Mundane	100	Arpeggio of Blue Steel	A material used in corrosive torpedos and other Fog weaponry, this highly unstable matter is used along with nanomaterials to create some of the exotic effects that the Fog's technology is known for, such as graviton engines, and the various gravity and space-altering superweapons. This is a small stockpile, enough to fully re-arm a Fog vessel with corrosive torpedos. The stockpile replenishes monthly in your warehouse.
141	Bandit Gunsmith	Resources - Mundane	100	Borderlands	You have amazing technical insight and when shown a pile of broken weapons or energy shields you can use parts from some to reassemble others into decent condition. Don't expect it to be pretty, but you can nail 15 repeater pistols together to make a functional shotgun, or use bits of five shields to make one that works.
142	Raw Materials	Resources - Mundane	100	Elder Scrolls Online	About 20 ingots worth of dwemer metal, a few honing stones, and a set of hammers and tongs. Used materials refill once a year. Not exactly powerful in the more high-tech settings, but being able to craft items out of a metal that never really rusts is something that won't ever go out of style. Or you could always just sell it off. This is almost 600 crowns worth of eternally respawning refined metal and smithing equipment just sitting on the ground after all.
143	Honkai Cubes	Resources - Mundane	100	Honkai Impact Third	You have a supply of Honkai Cubes and know how to make more. Crystallized Honkai energy that when used to make or enhance weapons, gear, or anything really far enhances it beyond normal limits of human capabilities. Of course just having them does nothing, and if you just slap it on a low quality weapon it wont go very far. But with proper application of skill and infusion you can use these to create incredible things. Just beware potential feedback. Not intended to be fed to Tunas.
144	Tool King	Resources - Mundane	100	Modded Fallout	Starting with a cartload of random junk and ending with high-quality ammunition or power cells, cutting-edge improvements to power armor, overcharged laser weaponry or even entirely new kinds of science is practically trivial for the average Fallout protagonist yet their talents pale compared to yours. This Perk grants you immediate access to pretty much any kind of crafting shown in the Fallout series: from Hand Loader to Science! and Chemist to Robotics Expert, if it somehow involves building things out of other things (from guns to ammo to even entire buildings), you've got it - including perfectly memorized designs for the kind of components and tools you might need, like the Robotics Workbench or Nuka-Cola Mixer station. In fact, you're good enough that you'll never make mistakes while doing this type of crafting (assuming someone doesn't start shooting at you or some such), and you'll be perfectly aware of where you were in the process if you do find yourself interrupted and have to continue later on.
145	Backyard Handywork	Resources - Mundane	100	Phineas and Ferb	Who needs a massive machine shop or specially-crafted equipment when you have some plywood and a toolbox? No matter how complex or intricate a project you might be making, you'll find that you can easily figure out how to substitute commonly available tools and resources for more complex equipment, and still have the final project come out fine. Also comes with a decent understanding of engineering, architecture, and a few other material science fields to help you get started on whatever projects you might want to work on.
146	By The Numbers	Resources - Mundane	100	Satisfactory-Factorio Gauntlet	You know how much of any given resource your industries and organizations are producing, and how much potential for production there is for each resource.
147	Dye and Paint	Resources - Mundane	100	Terraria - Journey's End	A selection of paints and dyes that can be used to color various objects or furniture. Each hue has enough to paint two or three objects, and restocks in a day once used. This also comes with a set of brushes, rollers, and scrapers that you can use to apply or remove the dyes and paints. To start with, you have all of the basic, bright, deep, and gradient hues. You gain the strange, lunar, shadow, negative, and illuminant hues.
148	Mundane Supply World	Resources - Mundane	100	The Celestial Foundry	This item gives you access to all the materials that one could get on Earth, but with one caveat, you'll have to find and harvest them yourself. Your warehouse gains a portal that is linked to an artificial plane of existence that is of infinite size in all directions, where humanity or sapience of any kind never developed. You can find an unlimited number of any resources given enough time, but they are spread around as would naturally occur in nature, meaning you have to often move when you exhaust the local supply. Resources are always located in environments where you would find them on Earth, and when you travel to this world, you are able to choose which environment you arrive in, or return to any prior location you have been before. Environments have realistic distances between them, so if you need something found in several biodomes you need to return to your warehouse, or use a fast transport of some kind. Every time you gain a perk that requires access to a new raw material, this raw material appears in the most native form in this supply world and has to be collected as it normally would be. If your material is only found inside stars, you better be ready to get a rocket to go collect it somehow.
149	Material Limitations	Resources - Mundane	100	World Seed	Even with the advanced technology commonplace on Earth nowadays, material limitations haven't changed. Or rather, you could say that they've gotten even worse. After all, how are you going to store antimatter if you have only steel at hand? Luckily, you won't ever have problems finding the materials you need. Whether you'll stumble upon them while searching through a scrapyard, or find just the right people who can get you that obscure alloy you need, nothing will stop you from building whatever you want besides your own skill. Well, if you're keeping it reasonable, at least. The chance of you finding what you're searching for decreases exponentially with the material's strength and rarity, and increases by how much you know about said material, scientifically, and how good your technology skills are. So while a regular schmuck would probably never find Adamantium, someone who could reproduce it themselves in only a few years would have much, much better chances. So if you're in a situation where it is impossible to get what you want with what you know and where you are right now? Then you'll have to get to work yourself. Good riddance then that you can eventually reproduce any material or alloy that you have seen, though for extremely advanced ones it might take an unreasonable amount of time and skill
150	Reusable Resources	Resources - Mundane	200	Anno 2070	Recycling requires effort. There is always a loss - in terms of energy, in terms of time, in terms of effort, in terms of materials. Your faction's knowledge of materials science has minimized this loss to the utmost; When destroying buildings, recovering crashed vehicles, or decommissioning equipment, you always recover the same amount of material put into its construction, ripe for being re-applied to other tasks.
151	ADAM Slugs	Resources - Mundane	200	Bioshock 2	Ugly as they are, these deep sea slugs glow with the bright red of ADAM in their veins. They naturally produce the raw material, which can be harvested from them and easily refined into the necessary building blocks for Plasmids and Tonics. However, harvesting the slugs directly yields very little ADAM and would require dozens to generate a single new Plasmid. But it is what it is. It's not like you would implant them in little girls and then harvest their blood for larger amounts of ADAM. That would be monstrous. The slugs come in a small aquarium that won't need maintenance to keep them alive and will refill to contain six slugs every week. Just keep the lid on. They like to wander.
152	Fixer Upper	Resources - Mundane	200	Dark Cloud 2	When they put you through an apprenticeship, the first thing they did was to tell you to take apart a train. Then put it back together again. Then they repeated the process, removing parts bit by bit, and yet every time you still managed to put the train back together. Eventually you've come to realize that you can repair things - all while removing any extraneous parts to ensure that the efficiency of a machine is optimized. Machines that you've tinkered with don't seem to need as much to work as others might.
153	Mineral Rights	Resources - Mundane	200	Diabolical	You have, through some underhanded but fully legal means, acquired a metric ton of rights to various mines and harvesting operations the world over. In practical terms this means you will have a sufficient amount of raw metals, ores, minerals, and other physical resources to build or construct whatever you desire all without paying a dime for it. You can also sell the excess on the open or black market, or simply stockpile it all for yourself. This will follow you to other Jumps, providing a steady stream of physical resources and allowing you to live the life of a mining magnate, or always have sufficient resources for your industrial ambitions.
154	Cidhna Mine	Resources - Mundane	200	Elder Scrolls Skyrim - SB	Nobody escapes Cidhna Mine, that's how the saying goes anyways. Cidhna mine is an extensive set of tunnels snaking into Nirn which the Silver-Blood Family uses as a prison and as a source of much wealth. Yours isn't that same dreaded mine, though it's similar in many ways. Placed in a reasonable location of your choosing is a copy of the mine, and while the original was predominately used for silver mining, yours is much greater. Throughout the mines are extensive reserves of just about all of the ores found in Skyrim at the time, ranging from Ebony to Stalhrim and will produce an incredible amount. These reserves will replenish themselves once they begin to run dry and the mine will be manned by NPC guards and workers, though you could always appoint your own workers and guards if you wished. In future jumps it updates to include new material in the mine.
155	Spare Parts	Resources - Mundane	200	Generic Factory	You will get a large crate marked Spares that will spawn replacement parts whenever something you own or are responsible for maintaining needs replacement parts. The spares will always be of the same quality as the originals. If the crate is destroyed or stolen, it will re-appear whole in your cosmic warehouse the next day.
156	Vibranium Sample	Resources - Mundane	200	Marvel Cinematic Univers Vol. 1	Vibranium is an extremely rare element that possesses unique attributes. In a pure mass, vibranium forms a solid metal that is stronger than steel, but only a third of the weight, as well as being completely vibration absorbent. This means it can absorb the impacts of a great deal of attacks, but bear in mind high-energy attacks WILL do damage... especially if it is consistent. Purchasing this gets you a container a foot in length with some Wakandan Vibranium shards that will replenish itself every month.
157	Body Shop	Resources - Mundane	200	Smash Up	A good scientist pushing the bounds of human knowledge always has a use for raw materials. Here is a collection of preserved body parts from every species in the world, updating in future Jumps. Just never ask where it all comes from.
158	Bottomless Bucket	Resources - Mundane	200	Terraria - Journey's End	A fairly large metal bucket, which, when filled with a liquid, can pour out infinite amounts of said liquid unless deliberately completely emptied. It will resist cold, heat, corrosion, and other damaging properties of whatever liquid fills it, and when deliberately emptied, no traces or cross-contamination will happen when the bucket is refilled.
159	Woden's Blood	Resources - Mundane	200	Uber	An unrefined sample of the world shaking substance used to catalyse the transformation from normal human to superhuman weapon, containing eight portions. Each portion can, with proper knowledge and technology, be refined to be used as any one unit of catalyst of the basic activation sequences. Alternatively the entire eight portions can be refined for use in one of the Special Activations. Replenishes once per month. Acts as a highly lethal contact poison to any person without the potential to receive Activations. Using an unrefined portion of Woden's Blood on a person with the potential to receive further Activations grants half a Physical and Halo Activation each and has the chance to horribly deform the recipient.
160	The Green Box	Resources - Mundane	200	World of Darkness - Genius the Transgression	A verdant steamer trunk closed with a simple lock, that can only be opened with a key you'll find on your person, always. Filled with an assortment of random bits and doodads that would be considered rare crafting materials for your Aesthetic as well as dozens of other things that could be used to craft Wonders of other Aesthetics, in general it has a massive amount of parts that range from small computer chips to diesel truck engine parts. If you need more just close the box and open it again, it'll be full.
161	Adamantium	Resources - Mundane	200	X-Men Evolution	You receive a case of liquid adamantium which is the hardest material in this world. This nigh-indestructible metal once solidified in anything won't be melted and is practically impossible to destroy. You contain more than enough to do something like Weapon X and still have plenty left over. You'll of course receive more adamantium whenever you run out.
162	Programmable Metal	Resources - Mundane	300	Batman the Animated Series	A special metal that can be programmed with only a few slight touches, creating impressive geometric shapes, weapons, or nigh-unbreakable bindings and changing flexibility and rigidity in a moment's notice. In addition to a small supply of the metal that you have, you also have the know how to make more.
163	Store of Omni-Metals	Resources - Mundane	300	DC - Larfleeze	A cargo ship carrying 40 million cubic feet of omnimetal, enough to build several buildings' worth. They predate the current multiverse by a large margin, and are especially attuned to the nature of spatial dimensions. Because of this they're extremely useful in technology involving warping space and bridging between dimensions, making building such creations far easier than they would be otherwise. Your supply is restocked at the beginning of each jump or 10 years.
164	Foraker-Hemphill	Resources - Mundane	300	Honor Harrington	The brilliance of the officers and the planners does a lot to help, but in the end what wins wars is the equipment. The best equipment, a lot of it, and built really quickly and cheaply. That is where you come in. You are an innovator almost beyond peer, able to design and build technology literally decades ahead of your competition. Or if not that, you may build at the normal levels, but build it with an unbelievably tiny resource base or build it so quickly that the enemy simply can't believe their eyes. Your specialization depends upon your faction perk, but at the very least you gain vast knowledge and an in-depth understanding of this universe's tech, enough to be a Jack of All Trades.
165	Nth Metal Ingots & Gift Shop: Material Supply	Resources - Mundane	300	Injustice	Now this is valuable indeed some of the most valuable material on earth, in fact. This set of ingots, when cast into a proper form and utilized in machinery, can negate gravity, allowing for its user to fly if worn as a belt. Furthermore, it possesses extreme strength and power, making it highly suitable for use in weaponry or armor. You gain about ~1 ton of the material, which replenishes weekly if lost or destroyed (and under no other circumstances). Purchasing this grants you a replenishing supply of one material that you have acquired a sample of. For 100cp, this is the same amount as your sample and it is replenished monthly.
166	The Holy Grail	Resources - Mundane	300	Iron Sky	Well now. This is a cup weighing 84 ounces, an endless source of the wonder chemical known as Vril. Vril is a chemical that is behind all of the Vrilian technology in this world, providing unlimited energy, immortality, regeneration and incredibly heightened physical abilities. With a direct drink from this vessel you would be instantly cured of all ailments, and your physical strength is raised to such heights that you can kill a T-Rex with one hit. Plugged in as a power source, which is as simple as dipping wires in it, the grail provides an unlimited amount of any and all energies you might care to ask of it. Even chocolates made of it are enough to reverse decades of aging and fix any diseases plaguing the body. You also get an unlimited supply of these chocolates.
167	Field of Heart-Shaped Herbs	Resources - Mundane	300	Marvel Cinematic Universe Vol. 2	Out of all the Wakandan secrets that lie within the borders of the reclusive city, this one is the most potent secret of them all. It is also the most dangerous. It is a small but potent field, its soil infused with radiation from the ancient Vibranium meteor when it fell to such an extent that it would affect any plant life growing within it, like these herbs. The herbs are taken and ground up so that it may be imbibed, and when the imbiber is buried under a light covering they will find themselves on a spiritual journey to talk with their ancestors... and then rise a greater warrior. Strength and speed that reaches the lower levels of superhuman, durability to survive explosions with minor injuries. Perfect coordination and balance with agility that far outstrips Olympic athletes. It would not be too farfetched to say that the results of this herb match even the ones derived from the Super Soldier formula that made Captain America... and now you have a small field of these plants. Be very careful. After you leave, this can either be a property or a Warehouse Attachment.
168	Waste Not	Resources - Mundane	300	Monster Hunter	You have found out a great secret in the blacksmithing trade -- the reason that most blacksmiths usually ask for so many materials to make a certain weapon or armor isn't because its material intensive, but because they can make one for half of the materials and either sell the rest or make another to sell at a profit. The bastards! You have figured out how to use less materials to gain the same result when it comes to crafting your own weapon and armor. At first, it may just be an ore or two less, but with enough practice, you can reduce the amount of materials needed for a project by half(rounded down). As an added bonus, with enough practice, you have a fifty percent chance to not require high grade or legendary materials [Rubies, Plates, etc] to make an item, provided you can supplement the build with excess materials.
169	Eufiber Tumor	Resources - Mundane	300	Trinity: Aberrant	Don't show this to anyone unless you want to deal with some very awkward questions. Somehow you've acquired a small piece of Anibal Buendia's tissue floating in a nutrient bath, or something very much like it, that secretes strands of living Eufiber. You can use the Eufiber to make Quantum-Attuning suits. Living Eufiber also interacts with other powers in strange ways it is known that cyberkinetic powers are boosted when working with computers linked by a Living Eufiber network they are Attuned to. Finding other uses for this material will require experimentation on your part.
170	Olaminium Stock	Resources - Mundane	300	Trinity: Aeon	A stable isotope of element 114, this recently created material has replaced depleted uranium as the military's ultra-dense material of choice. Being still light enough that it can be used for construction or armor plating, Olaminium is even better than lead at blocking radiation. The sheer demand for this material makes it extremely expensive to acquire, even for the Aeon Trinity, and it is the preferred material for cutting-edge military-grade equipment. You receive about a shoebox's worth of ingots, which replenishes monthly, and the instructions on how to make more.

#	Name	Category	CP	Jump	Description
171	More With Less	Resources - Mundane	300	XCOM	Through careful construction, you can remove unnecessary components and get maximum efficiency into your products. What this means, is that you can create the same quality item while using less resources. Items with which you have a limited supply, such as alien materials, can be stretched farther.
172	Need More	Resources - Mundane	400	Blade Runner 2049	Replicants aren't exactly made from clay. The biological materials that go into them take facilities to produce and can get rather expensive to make each and every one individually. You won't have that supply issue however as you've got a seemingly endless supply of the raw biological materials needed to make a Replicant. Or a human. Not too different in the end, you know? You'll receive enough to make at least a dozen Replicants each day and it'll always refill the next day over.
173	Arsenal of Destruction	Resources - Mundane	400	Galactic Civilisations II	To build a fleet capable of defending your empire (or conquering a rival's) is not a trivial task. Parts and resources need to be brought in from dozens of industrial sectors, crews and soldiers need to be trained, and there's always the dilemma of what exactly you'll go for - larger numbers of small combat craft, or a few, powerful warships to dominate one sector at a time. Or at least it used to be. Streamlining your industrial capacity is not easy, but when it comes to military-industrial power your people are nothing short of savants. You'll be able to build more ships, faster and cheaper than before and most amazingly, this effect becomes more pronounced the greater your production target's overall size, complexity, and cost are. Heavy Fighters' small size means they don't have that many ways to optimize production, but Frigates are already substantially easier, and Dreadnaughts? Well, by the time you're building those behemoths you shouldn't be surprised if you start getting almost twice as much bang for your buck. Possibly literally, if you like using missile weapons.
174	Sample Collection	Resources - Mundane	400	Generic Naruto Fanfiction	Oh, what's this now? Doing some experiments, are we? Well, if you are, these would be priceless. This is a comprehensive collection of DNA samples, with blood, hair, nails and even bone samples from... well, just about everyone who's anyone! That's right. This is a collection of neatly labeled samples that have materials from very nearly every powerful ninja, samurai, random guy, demon, sage... pretty much anyone who can be considered A-class or above in the Bingo Book. The exact nature and quantity of the samples depends on the people in question and their histories. That is, someone who keeps getting injured would likely have extensive blood samples here, but for someone for whom it's a rarity you would likely see only stuff like hair and skin, and quantities dependant on how easy it tends to ordinarily be to get those things from them. The exception is for dead people, in which case you get significant quantities of everything from blood, bone, skin... well, everything. Each and every sample is perfectly preserved, and experiments performed on them have significantly higher chances of success than normal. In future jumps too, you get samples from all major figures in the setting, whether in terms of fighting strength, intellect or the rest.
175	Lack of Materials	Resources - Mundane	400	God of War	Times are tough in this land. Forces beyond knowing, monsters that roam the lands, and gods who are as petty as they are powerful. With chaos such as this, there are times you may not be able to get everything that you need. But you've learned to make do. You can get the most out of your materials, using two bars of metal where you might need four, or three hides when you need six. Of course, if you DO have all the materials required you can use them to make your creations more effective in quality and capability as well. So maybe it doesn't hurt to put the extra mile in.
176	Junkyard	Resources - Mundane	400	Mass Effect Andromeda	Junk to some is treasure to others. You get a doorway that leads to a small pocket universe that is filled with the local area's lost, broken and/or discarded items. You might find broken gear, ruined vehicles, or maybe a pristine limited edition item that someone just forgot about. Everything in here will be somewhat useful to you, but you get to decide if it's use is as a source of resources, or if something is worth fixing.The doorway takes the appearance of an expandable hula hoop that opens a portal to the pocket universe. The pocket universe will refill with junk as you travel, or as the local area around you generates junk that will be siphoned off. In addition, if you haven't cleared out the junk universe in one jump, then you can still pick it up in another, while the junk from the new jump will slowly filter in as space is opened up.
177	Saturn Spray	Resources - Mundane	400	Modded Fallout	Based on the futuristic space-program alloy 'Saturnite', this spray can contains a liquid compound that rapidly hardens into a transparent, protective yet flexible film that bonds onto whatever item it is used on. As in, it turns the item it's used on effectively invulnerable to any damaging or corroding influence, from bullets to plasma and even radiation and rusting. You could spray a Light Machine Gun, and the barrel and firing chamber would never warp or distort from overheating, for example, nor would the paint job flake off or burn up despite the fact the barrel glows red-hot from continued use. Whatever it's used on simply will not degrade or wear out so long as the spray remains in place. Its flexibility means it doesn't actually provide any increase in protection (you'll still suffer internal trauma even if your armor bounces back right after, for example), but you'll never have to worry about your equipment no longer looking the way it should - or working at less than its original effectiveness, for that matter. Should you want to make some modifications (like changing the paint job to something different), you'll also receive a spray can with the releasing agent, which will cause the Saturn Spray to harmlessly peel off and degrade into everyday chemical waste. Both cans are effectively 'bottomless' and will never run out.
178	Done Dirt Cheap	Resources - Mundane	400	Pokemon Sword and Shield	What's a researcher to do? Good assistants and proper materials are so hard to come by these days. Well, no, not really, you might just be lazy. You can probably find them off the side of the road if you spent about five minutes. This perk helps you get quick volunteers to help look for things your research depends on; and with getting the basic materials and tools needed to do it in the first place, all on the cheap! You could pay off your helpers with stories, or even the results of your research if you don't care to hang onto it. Also helps with getting help with various other situations with similar benefits.
179	Manufacturing Line	Resources - Mundane	400	Valkyria Chronicles	You've always been of the opinion that technology advanced too slowly before you arrived, but now you can apply that to the physical world as well! Any building process you oversee, whether it be the forging of a sword or an entire tank factory, will now produce results twice as fast and with half the required materials used.
180	Ore Chest & Gift Shop: Material Supply	Resources - Mundane	500	God Catching Alchemy Meister	A magical chest full of different ores, rare metals and even some gems, around a kilogram of each, for a total of 20 kilograms at maximum produced. It replenishes the contents each day at midnight. Making it a stable, if small, source of income. You can put another kilogram of any ore, metal or the likes in there so the chest will also produce it in the future. This could be handy if you ever want an exotic weapon. Purchasing this grants you a replenishing supply of one material that you have acquired a sample of. For 100cp, this is the same amount as your sample and it is replenished monthly. For 300cp (included in the price), this supply is effectively unlimited.
181	NZT-48	Resources - Mundane	500	Limitless	You have some pills of NZT-48. This amazing pill lets you easily master many abilities related to the brain, including perfect recall, increased learning speed (fast enough to master the piano in three days), peak human charisma, peak human dexterity and reflexes, hypercompetence, superhuman instincts, peak human sensory absorption, instant analysis, and nigh-unshakable confidence. Unfortunately, the things you learn while using NZT are typically not fully available to you once it wears off. For free, you receive a replenishing supply, and the formula for, a version that has a few minor, minor side effects during withdrawal or even with continued usage: memory loss, extreme paranoia, blurred vision, hearing difficulties, psychosis, missing time, skin lesions, Creutzfeldt-Jakob disease, and Limp Dick Syndrome. So yeah, there is a trade-off for genius in a pill. For 200 CP (included in above cost), you can get a replenishing supply of, and the formula for, an injectable substance based on a cyclical enzyme system, partially developed by Piper Baird, that temporarily makes one immune to the side effects in case you want to control the distribution of NZT. You also have access to a version that grants permanent immunity. If you do not purchase this option, the in-jump version of this cyclical enzyme system will not work in future jumps. The enzymes are free if you have the capstone booster and Master Chemist. For 300 CP (included in above cost), you have a replenishing supply of, and the formula for, a version of NZT-48 that has no side effects. If you do not purchase this option, you will be unable to upgrade the base version to remove the side effects. This version is free for those who purchase the capstone booster. For each of these formulas, you may choose to have them work for others or not in future worlds, enabling mass production. However, if they work, others will be able to reverse engineer them so pick your poison. If you choose for them not to work for others, you'll have to oversee the production personally, but the compounds will be immune to analysis.
182	Element 115	Resources - Mundane	600	Call of Duty - Zombies	A metal container, containing an assortment of various forms of Element 115. This stuff can do all sorts of things, but it's dangerous, so use it wisely. The contents of the container will regenerate once a month.
183	Lost Art	Resources - Mundane	600	Generic Video Game Developer	You are now an expert of the lost art, the art of code efficiency. Any code and software you make will now be far more efficient, using up far less resources for the same results and running significantly faster than most standard code. Your game would normally be 16GB and requires 8GB of RAM? Now it uses half that, at least. Game causing lag and crashing because too much is going on? Not anymore. Whatever you code, it'll run fast, and it'll run well
184	Mithril Mines and Armory	Resources - Mundane	600	Lord of the Rings - Twilight of the North	There may be older and fouler things than Orcs in the deep places of the world, but there are great treasures and opportunities to be found in those places as well. Dwarven miners know this, and the lure of mithril often proves irresistible. With this, you need not worry about the presence of any Balrog or Orcs, as your veins of mithril shall lie within a mine dropped into a location near to where you start or even just connected to your Warehouse. The great quantities of mithril that these mines make available allow Dwarf-smiths, should you have invited any, to craft marvellously strong and light armor for your warriors or yourself. More than simply a store-room and workshop for Dwarven smiths, a Mithril Armory is capable of outfitting an entire host in the most supple and strong metal known in Middle-earth. The presence of such materials naturally attracts the finest Dwarvensmiths, who may also turn their efforts to forging superior weapons in addition to crafting mithril armor. Armored and armed in shining mithril and dwarf-make weapons, your forces are certain to be fearsome indeed on the battlefield. In future jumps, you will attract whatever setting equivalent to the Dwarves there happens to be. To find work in your armory and lands.
185	Box of Resources	Resources - Mundane	600	Mass Effect Andromeda	Have a box full of the Heleus cluster's resources! Great for all your crafting needs, and ensures that you can always use your Andromeda gear. Omni-gel canisters, eezo, angaran meditation crystals, kett alloys, remnant polymers, eiroch fluid sacs, remnant cores, renderable plates, scale fibers, shell filaments, soft chitin. You will have to find your own source of the non-exclusive minerals though. This box is as big as the shipping container for the Nomad, is equally divided amongst the 11 resources, and will refill itself once a week. Post Jump, instead of a single shipping container divided amongst the resources, you get a shipping container of each resource, and they all refill monthly. In addition, anytime you run into a universe specific material that you regularly use for crafting, another shipping container will be added. You must have used that material for crafting purposes several times before it would count.
186	Gadgeteer	Resources - Mundane	600	Totally Spies Martin Mystery	Not only do you have the knowledge and resources to produce all of WOOHP and the Center's gadgets quickly and efficiently, but you'll never run out of ideas for new gadgets, and you'll be able to incorporate any other technologies you know seamlessly.
187	Computronium & Gift Shop: Material Supply	Resources - Mundane	700	Eclipse Phase	One cubic foot of grade-A, pure TITAN-manufactured computronium originally a block of water ice from Iapetus. This is the kind of thing those commie Argonauts would sell their forks into indenture to get one good look at. Whorls of glassy circuitry and fleeting aurora-like flashes of light are trapped within the clear block. Only a high-bandwidth data port betrays its actual purpose. There's more processing power in this one-foot cube than almost any single computer system in the entire solar system (with the possible exception of the rest of the Iapetus matrioshka computer and any other computronium the TITANs have made, of course); it is capable of insanely massive processing feats. It must be kept cool and powered, since it lacks the rest of Iapetus's infrastructure. It would make an excellent substrate to run a Seed AI on. Purchasing this grants you a replenishing supply of one material that you have acquire a sample of. For 100cp, this is the same amount as your sample and it is replenished monthly.
188	Who's Got Da Powa & Power Overwhelming & Tashi Station	Resources - Mundane	700	Personal Reality Supplement	This provides enough electricity to power a city the size of New York City or London, forever, with nary a brown out or power fluctuation ever. It also comes with all the basic wiring hookups, surge protectors, outlets, circuit-breakers, routers, etc you might need... but you'll probably want to get a qualified electrician in at some point... or pick up a companion who does that kind of thing. Purchase of this supplies all facilities inside your Personal Reality with electrical hookups. Not enough power? Okay, this Who's Got the Powa Upgrade means that your Personal Reality is now hooked up to the full power of a Sol-Class Star encased in a Dyson Sphere. Congratulations, you're now a Kardashev II civilization. If this isn't enough power, you need an intervention. Did someone say 'Power Converters'? This Upgrade to Who's Got the Powa means that your generator now pumps out any esoteric energy type your Personal Reality's equipment or city-like objects might need by converting some of its electricity into whatever, be that mana, anbaric power, natural gas, ether, the power of love, or the power of rock and roll. How, you ask? FIAT, BITCHES! (insert Air-Guitar Solo Here)
189	Sidequest Board & Common Material Cache & Rare Material Cache & Lightsaber Crystals & Gift Shop: Material Supply (Both Caches)	Resources - Mundane	750	Star Wars - The Old Republic	A list of all events and jobs of interest in your general area, wherever that may be—'general area' meaning anywhere you can get while the information is still relevant. Includes a data-slate for viewing the list; if you have another quest tracking item or ability, you may use that to view the Board as well. Quests may reward appropriate items from the setting for their difficulty and circumstance. The Board contains as much information as a job posting would. If the 'Quest Giver' has a reward in mind, it is indicated on the listing; if they do not have a reward in mind but would find something to reward you with anyway, it is shown as an unknown item: "Quest Reward: ??? Item". The Board also indicates if a listed job would cause a change in your standing with other individuals or organizations, and if you are in a world that tracks Experience Points or have a perk that applies such a system, those are listed as well. The items rewarded by the quests do not include features specific to CP-bought versions of those items. Treat them as normal items acquired from the Jump. You may choose whether the items follow the insurance rules of their source document or this document, but you must do so only once for all future Jumps. This cache contains common 'mundane' crafting materials, such as durasteel, synthweave, armorplast, and tibana gas. Contains a practically unlimited supply. Includes blueprints for turning your materials into these common materials, plus blueprints for all other items you purchase with CP. It's unlikely to be useful anywhere else, but just in case, this cache contains an effectively unlimited supply of each of several Lightsaber-resistant materials: beskar, phrik, ultrachrome, and refined cortosis. The metals are ready for use in crafting or modifying equipment. The cache also includes an effectively unlimited quantity of other exotic materials, such as precious gemstones, technologically useful non-Force-imbued crystals, and organic materials like krayt dragon hide. If you want to create more Lightsabers without access to the setting's unique metaphysical geology, you'll need these. Each fist-sized rock has a sample of Force-sensitive crystal growing from its surface, which can easily be broken off into chunks sized for lightsaber crafting or creating Force Focuses. Purchase includes a rock for every type and color of crystal available in the setting, including synthetic crystals such as the red Force-crystals favored by the Sith. The crystals are always properly attuned to whoever harvests them, regardless of color, and will regrow within a day.
190	Supply Cache (x2)	Resources - Mundane	800	Batman Beyond	Each purchase of this will grant you 1 of two large stores of replenishing resources that can be used for a wide variety of projects. The first cache contains a large amount of mechanical and electronic parts that can be used to build or repair a wide array of weapons, gadgets, equipment, and cybernetics similar to what Batman and his enemies use. The second cache is filled with an incredible amount of chemicals, compounds and other substances that can be used to create things like biological mutagens, steroids, drugs, and deadly toxins.
191	Tenebrium Basics & Tenebrium Mine	Resources - Mundane	800	Divinity - Original Sin	Tenebrium is an odd mineral. It grows like a crystal, but can be melted and forged like iron. It is easily enchanted, but highly resistant to other kinds of magic. In addition, it is highly dangerous and inflicts a disease known simply as Rot upon all those who handle it in any form. Worst of all, Rot cannot be cured by simple magical spells, requiring rare and powerful artifacts to cleanse the infected. Most cannot afford such things and slowly wither over the months following handling a single chunk of crystal. But with this perk, you have come to understand how to safely handle Tenebrium without infecting yourself. Tenebrium is an utterly useful material, for all that it is also incredibly dangerous to handle. Still, considering all its uses, one can hardly be blamed for desiring to have a steady supply of the crystal on hand. The Tenebrium Mine attaches directly to your Cosmic Warehouse and takes the form of a traditional mining tunnel about a hundred feet deep. Inside one will find a few dozen crystals of Tenebrium growing, each large enough to produce a single ingot when smelted. Once harvested new crystals will slowly grow in their place over the course of a week. The mine is also capable of producing other metals, crystals, and even gemstones if given a sample of such material. These will form in veins along the walls of the tunnel, but grow much more slowly. Exotic metals will form at a rate of one ingot every two weeks and crystals will produce roughly the same amount. Gemstones seem to be easier and the mine will produce a collection of small stones that will fill a cupped hand in a week. Normal metals, like gold and silver, can also be produced at a rate of one ingot per week. An ingot here refers to enough material to forge a traditional longsword with.

#	Name	Category	CP	Jump	Description
1	Coconut Tech	Resources - Fiat	100	Bloons	You are extremely intelligent, with such a great understanding of technology that you can supplement inferior parts for better parts as needed. The worse the substituted part is, the shorter it will last, but it will function perfectly while the part is inserted. Using vines, wood, and coconuts to replace wires, sheet metal, and batteries is not out of the question. With each building skill gained, you gain the ability to insta-craft a crude version of that building out of thin air.
2	Scrap Hound	Resources - Fiat	100	Dead Space	You build. Of course, you need parts to build, and, of course, you need materials, usually scrap metal or leftover electronic bits and bobs, to make parts. Whenever you go looking for scrap parts to use as materials, you always find more than you would otherwise, five instead of four, twenty-five instead of twenty, whatever. When you build parts from materials or scrap, you always find you need less materials, in the same order as that bonus, to put those parts together. Really, really useful if you plan to build electronically-based weapons, armor, etc, or extensively modify your own, pre-existing, equipment through similar means.
3	Engineered to Scale	Resources - Fiat	200	Mousehunt	To date, the largest mouse that's been observed weighs in at a staggering 2400 lbs. To contrast this, in the same environment exists a mouse that barely weighs an ounce. Clearly a trap that works on the former would be ridiculously inefficient for the latter, but hunters will typically demand a single trap type, so they don't have to get used to different traps operating with different mechanics. You can address this problem during the production cycle by manipulating the size of your creation: making it twice as large or half as large, whichever is most appropriate. Creations made this way do not require extra resources or additional tuning to function, and they'll function just as well with the size taken into consideration.
4	Automatic Looting & Waste Not, Want Not	Resources - Fiat	300	Mass Effect Andromeda	A Technician can be called in to fix things in the middle of a fight. But when your focus is on keeping your head on your shoulders, who has time to pick up those supplies you ran past 3 hours ago? You, that's who! You now have two things: First, you have some sort of pocket-universe/bag-of-holding/bigger-on-the-inside backpack/whatever that allows you to carry a large amount of loot. The loot will be unsorted, and while you can carry a lot and not notice, you also cannot immediately use what's in your loot bag. You'll first have to have your mineral wealth in the right place to build something with it, and equipment needs to actually be equipped before it can be used. Second, you gain a sort of aura or field that will automatically put anything (that hasn't been claimed by another being) nearby you into your loot bag. Stumble across a dead Kett, you get all the loot a thorough check would have found you if you'd taken your time. A farmer's vegetable field wouldn't work, unless you are knowingly stealing from the owner. The size of the looting-aura grows with how quickly you can move and what areas you can actually access. And the loot you get is determined by your skills. For example, if you have butchery skills, you can auto-loot meat, bones, and/or skin, while skills with electronics would let you get intact pieces of robots. The size of a single item would go up to and include a shuttle or the Nomad. If you run into something bigger than that, you'd need to have the skills to break it down to fit it. Sometimes a Technician just doesn't have the resources they need to get the job done. That's when you have to get creative with what you consider a resource. You have the ability to break down objects that you can personally move into their component parts and/or resources, whichever you wish. If you need a bit of Eezo, an Initiative gun should have some. Don't want to murder some harmless Eirochs? Kett gear usually has some Eiroch Fluid Sacs incorporated into it. In addition to breaking down objects, you also have an accompanying pocket dimension for just resources and/or component parts. It doesn't weigh on you, and you can easily carry around enough resources for any job. If you have the Automatic Looting perk, you can choose to have any raw resources you pick up to go straight into your Resources Bag. And any crafting you do can pull straight from your Resources Bag.
5	No Monsters Were Harmed in the Making of This Product	Resources - Fiat	300	Monster Girl Encyclopedia	The bodies of monsters are useful resources for all sorts of things (Dragon scales make nifty armor, Slime substances can be used for various potions/elixirs, Demon Realm Boar meat is incredibly healthy and invigorating, etc.), so now that monsters are friendly (sometimes too friendly), it's become easier to obtain these once-rare ingredients. However, this leads to a dilemma: how to extract the items without hurting the innocent Mamono. At the lowest level, this perk helps you sense what parts of a creature's body could be useful/profitable (it won't help you exactly identify their use, but it will at least let you know if they're worth taking a look at). But more than that, the perk enables you to easily extract things from a subject's body without actually harming the individual, even if doing so would normally hurt or even kill the person. The subject will generally heal any scars without trouble afterwards, and any removed parts that are irreplaceable will regenerate. Plus, you gain increased skill at preserving the extracted materials for extended durations until you can find a good use for them or hawk them off to buyers.
6	Shipping the Product	Resources - Fiat	400	F.E.A.R.	Prototypes are one thing, but what about actually getting the damn thing distributed? An item or weapon doesn't help anyone if it's the only one of its kind. You will find your ability to create has increased dramatically in efficiency, letting you use the materials for three of the same items to actually make five while streamlining production lines rather quickly. As a bonus, logistics have increased enough where your shipped supplies are harder to intercept, keeping any allies you have fresh with resources!
7	Resource Efficiency	Resources - Fiat	400	Mass Effect Andromeda	It's nice being efficient. It lets you make more with less, stretching out vital supplies even further. With this perk, any time you are crafting something, you can make it for half the materials. Just don't ask how you got a full cake from half the amount of ingredients. However, anytime you break down an item, you only get the amount of resources that went into it. So, breaking down a gun you made for 50% resources would give you those 50% resources, compared to a gun made by someone else who used the full amount in the construction, and thus giving you the total amount.
8	Monster Harvesting	Resources - Fiat	400	Warhammer Fantasy - Amazons	Without the power of industry or technology that civilisations like the empire have access to, the Amazons have learnt to be resourceful in other ways. They and now you have become masters of taking the bodies of fallen foes and turning them into weapons, tools and armour. Not only are these removed parts of enemies just as effective as when the enemy was alive, they even retain any special powers or magical qualities they had at the time, even if the being would normally need to be alive to supply those powers. Poisonous fangs will continue to bleed venom even after being torn from a giant snake's mouth and turned into a sword, whilst a monster that naturally produced magical wards would continue to do so even when it's hide had been stripped and turned to armour. Along with this skill for harvesting comes notable talent for creating weapons, armour and tools.
9	Stabilized Moonsilver	Resources - Magical	50	Exalted: The Lunars	Deposits of Moonsilver form only in the Wyld. Beams of moonlight unpredictably illuminate a region of the Bordermarches or Middlemarches, boiling off the Wyld and distilling its Essence into the fluid, watery-looking moonsilver. However, raw moonsilver is unstable. An artisan needs special techniques to work it. Through coaxing songs and careful taps and strokes with crystal hammers and probes, the artisan quiets the Wyldness remaining in the raw moonsilver so it becomes a stable metal. Pacify it too much and it freezes into silver; hit it too hard, and it shatters into drops of quicksilver. This does mean that in other worlds, you might have some difficulty finding any quantities of Moonsilver to use. Therefore, you may purchase a supply of moonsilver here. Gaining five Talents of pure, stabilized Moonsilver for you to use, enough for the creation of most any kind of artifact, as well as notes detailing the thaumaturgical procedure that may be used to create Moonsilver yourself. In the future, you will gain another five Talents of this mutable metal every year, ensuring that you will never permanently run out.
10	Ritualistic	Resources - Magical	100	Azeroth	You are much more skilled at elaborate rituals. You often find that if a ritual calls for the blood of 10 virgins, you can get away with just 5. This only applies to magic such as Enchanting or Inscription, not to anything scientific in nature. So you'll still need those two batteries for your rock'em sock'em robots.
11	Soul Gems	Resources - Magical	100	Elder Scrolls Online	An essential tool for enchanters and mages, yet one that's only recently gained formal recognition. You have five Petty, four Common and Lesser, three Greater and Grand, and two Black soul gems all held in a tasteful keshweed fiber satchel. Each gem holds a soul of its corresponding size, color, and power. For example, a Petty gem would hold a rabbit or a small dog at most, while a Grand would hold a mammoth or a strong Daedra. These are both White souls and can be held in White gems. The rarer Black soul gems hold the souls of sapient creatures, like humans, beast folk, or elves. You can use them as arcane batteries, as focuses for spells, or just as general magic storage. You'll get a new set every month of whatever's been depleted. Remember to be careful handling the Black gems, as they can have unfortunate and potentially lethal side-effects if not contained properly.
12	Magical Ore	Resources - Magical	100	Everyone Else Is A Returnee	What is a smith without some metal to work with? Equipment plays a large part in this world, and a craftsman can only do so much without good materials. Luckily you happen to have a large storage box filled with lumps of unrefined ores of many varieties. The rarity and valuability of these ores range from normal iron all the way to precious ores of heaven, with the quantity of the ores being inversely proportional to their value. As you travel to future jumps, this box will update to include for the various ores you encounter. I hope you have some way of refining and forging them. Each month, the box will refill.
13	Monster Hunted	Resources - Magical	100	Everyone Else Is A Returnee	Metal and stone are only a small group of materials used in the creation of equipment. Much more prevalent is the use of the flesh of monsters. From the feathers to the fur to the blood of them, every part of a monster can be used for something by a skilled craftsman. Luckily you just so happen to have a replenishing supply of monster bits. You can choose the class of monster flesh you receive, though the stronger the material the less of it will be supplied: You may only get a handful of 5th class feathers, while you could get a metric ton of 1st class scales. New material is supplied each month. Among these you may even get some magic cores.
14	Endless Bag of Glowstone	Resources - Magical	100	Minecraft	You get a small bag which inexplicably contains a full stack of Glowstone Dust. It refills once a week. Handy for lighting up your surroundings, keeping the monsters at bay.
15	Endless Bag of Redstone	Resources - Magical	100	Minecraft	You get a small bag which inexplicably contains a full stack of Redstone. It refills once a week. Handy for experiments with Redstone Wiring.
16	Pixie Dust	Resources - Magical	100	Peter Pan	Most if not all fairies constantly produce the magical substance of fairy dust around their body, such that a trail follows wherever you fly. People and even objects as large as ships, when covered in the sparkling dust, gain the ability to fly. However, while inanimate things can fly without any challenge, people wishing to fly must have sincere faith and happy, carefree emotions. You can constantly emit pixie dust at will and even surround you with a cloud of fairy dust. The perk also enables you to breathe easily without choking on pixie dust or other particles, such that you could breathe and talk even with smoke all around you. If you are not a fairy, you will be looked at quite strangely by others, but things are often strange in Neverland so that's hardly a bad thing.
17	Spirit Pyroxene	Resources - Magical	100	The Vortex (Atelier: Arland Triology)	No one quite knows where this pyroxene came from, but it has a very definitive effect on the items that it forms a component of. The mystical power inside the pyroxene seems to carry over into the items that it forms - at least, a portion of the power does, and the crafted items became more conductive towards spiritual magic of a large variety.
18	Magic Rocks	Resources - Magical	100	Touhou Luna Nights	You may be familiar with gemstones as simply being shiny rocks. Here that is not the case, all gems in this jump have magical powers, and while they do not individually possess much power, they can give significant boosts when collected by the hundreds or thousands. By paying 100 CP, you can choose to take this quirk with you, changing gemstones in future worlds to possess small magical powers of their own.
19	The System & Freebies & Elemental Seeds	Resources - Magical	100	World Seed	As the name suggests, this is the system that is in place in Neolife, and will soon be introduced to the real world as well. It allows people to do things such as cast spells, manipulate mana, use runes, cultivate affinities, increase their physical qualities beyond anything they could've dreamed of before, and so much more. After reaching the apex of their class or a skill they might possess, and grasping near the level cap of 999, one could throw entire mountains, move at massively hypersonic speeds, ignore whatever damage people with the same power output might dish out, create illusions that are more convincing than reality itself, and affect entire planets or even solar systems. You gain access to this System for no charge, and may grant it to to other people in any settings you might visit in the future. It will adapt itself to anything you encounter, allowing you to cultivate affinities not found in this universe, or create spells and maybe even entire schools of magics focusing on forces absent here. This includes things such as the Kingdom or Ship management menu some people here have access to, though you might freak people out if you use it and they don't know of its existence. You'll also gain the ability to introduce this world's mana, including the System, monsters, Souls, and Auras, to other universes, though the consequences of doing this will fall upon you. All people playing Neolife may choose two schools of magic to start with, and so do you. There's a school of magic for pretty much everything, including Gravity, Sound, Barrier, Blood, Aura, Origin (the creation of matter ex nihilo), Solar, and Summoning magic. Of course, there's also a field of magic for any element you can think of and more, such as Fire and Earth magic, and even Nature magic and Technomancy exist. You can also pick two affinities to start off with at 5%. Affinities, in case you don't know yet, can be literally anything. If something exists, it has a mana signature. And if something has a mana signature, the signature can be forged (cultivated) and controlled. Be it an affinity for life, fur, time, leaves, bark, a specific fetish, or something more abstract like luck, order, madness, or chaos, the variety of affinities is truly endless. An elemental seed is the condensed essence of an element, and they're almost exclusively produced by Druids or Mages capable of creating enchantments replicating their methods. They have various uses, such as powering enchantments or magical items, and are required in the process of giving an object an elemental ability. Druids also use them to introduce new elements into their Grove, and need them to cultivate their affinities past the 25% point. As such, each of them is fairly valuable, with the price skyrocketing once you go beyond the basic seven elements and to incredibly rare ones such as Time. They are also pretty time intensive to make, requiring about an hour of work for each, even for people relatively skilled in their creation. But now, you won't ever have to worry about that, as you'll get a dozen Seeds for each of your affinities delivered either to your warehouse or another place you designate, every week. Their quality depends on the level of your affinities: from 5% to 25% you'll get low-grade ones, from 25% to 50% medium-grade ones, from 50% to 75% high-grade ones, and finally, from 75% up to 100% you'll get top-grade seeds.
20	Gems & Gift Shop: Material Supply	Resources - Magical	150	Touhou Luna Nights	Magic crystals that somehow improve your abilities, though not all that much until you start stacking a great deal of them. Every purchase gives you one hundred and fifty amethysts (which improve your graze rewards), thirty aquamarines (which improve the rate at which your MP recovers), fifteen topazes (which improves your special ability recovery rate), eight rubies (which improve your defence), seven sapphires (which improves your attack power), five emeralds (which helps your health to recover), and one diamond (which improves both attack and defence, twice as much as rubies and sapphires do). Additionally, they can be used to power monsters and traps, with more powerful ones requiring higher quality gems, if you know how to use them. Purchasing this grants you a replenishing supply of one material that you have acquire a sample of. For 100cp, this is the same amount as your sample and it is replenished monthly.
21	Portable Examination Station	Resources - Magical	150	Van Hellsing	A portable study centre - magnifying glass, vials, all held within a tightly-locked briefcase. As well, comes with a variety of supernatural samples - from vials of different blood types of demons and werewolves, to vampire fangs, demonic horn shavings, ghoul teeth, and ectoplasm from a great variety of undead.
22	Grathmeld Supplies	Resources - Magical	200	Ar Tonelico	You receive a 1m white ceramic cube, which contains 250 kilograms of randomised base components and Grathnode crystals. Stocks replenish every week, and ratios skew towards whatever ingredients you used the most of.
23	Songstone Composer	Resources - Magical	200	Ar Tonelico	Another 1m cube. This produces the essential elements of Song Science, in the form of 1 ton each week of Songstone rubble, a crystalline ore of Parameno, Grathnode and Ardel. By itself, Songstone converts sound into magic, storing it until a threshold is reached and it explodes in a burst of wild energy - making them effective improvised grenades. Extracted and refined, their true potential can be reached. Parameno absorbs sound as magic, Grathnode emits it as magic, and Ardel acts as a semiconductor.
24	Iron Rose	Resources - Magical	200	Circle of Magic	You gain a rose bush made of living iron. If placed in contact with a pure sample of any metal, it will generate buds and eventually roses of that metal. Such roses can be harvested, then planted to transform more and more of that metal into living metal slowly over time. They must be planted in soil rich in that metal, or in a pot full of clay and chunks of said metal to grow properly. Should you tend these roses long enough for them to bear seeds, the plants that grow from these seeds will transform base metals into whatever metal they grew from.
25	Ecto-Ranium	Resources - Magical	200	Danny Phantom 1.5	Ecto-ranium, the rare and mythical ore that is basically the kryptonite to ghosts. They can not touch it and start to lose their powers when near it. It can be turned into weapons or items. You get a ten pound supply that regenerates monthly. In future jumps this ore will work on incorporeal spirits as if they were solid beings. So you can line your house to keep ghosts out.
26	Sacks of Essence	Resources - Magical	200	Divinity - Original Sin	These five head sized burlap sacks are extremely light despite the fact they look to be filled to bursting and each emits a faint light from the seams, a different color coming from each. A fiery red, a gentle blue, a brilliant white, a somber brown, and... is that fifth one emitting shadows? Small balls of solidified elemental essences are not a rare commodity in Rivellon and have a huge variety of uses in everything from specialized grenades to magical arrow heads to even aiding in enchanting arms and armor. Each sack contains five balls of each element and the sacks refill themselves every week. What use you put these concentrated bits of elemental magic is limited only by your imagination and experimentation. Just don't get opposing elements too close to each other. The result is fairly explosive, doubly so if you are enchanting at the time.
27	Beauty Leads to Death	Resources - Magical	200	Duel Monsters - Duel Terminal Part 1	Ah, what a pure soul you are. Untainted, shining with a gentle light like morning snowflakes refracting the ephemeral rays of the rising sun. To corrupt it and bring you to the depths of vileness would be such a pleasure ahem. This pure soul of yours, besides looking rather pretty to anyone with the appropriate senses, makes you a rather fitting sacrifice. Even just a mouthful of blood taken from you as payment could have effects similar to an entire life's taking and that's assuming you don't have any special traits that might raise your value. Still, that type of thing could get you killed easily, so you've figured out how to hide or negate all of these traits as a necessity for survival.
28	Burgeoning Whirlflame	Resources - Magical	200	Duel Monsters - Duel Terminal Part 2	The flame in your heart gives you strength, but you are not the only one who can draw upon this potence. You are magical. Even a pound of your body would function as a reagent of reasonable quality, and that's assuming whoever was using pieces of you didn't bother playing to your strengths. As a Laval, you would be a source of high quality materials for any mages wishing to produces potions or equipment aspected to fire. Given the changes to your nature, and the powers you might wield, through acquisitions in other worlds well, you'd certainly be a prized catch. Who knows what someone willing to kill the golden goose by using you in your entirety could achieve? Ah, in case you're worried: you can freely control this new feature of yours, and decide who can benefit from it and how. Without your consent, none can even learn you hold this hidden power.

#	Name	Category	CP	Jump	Description
29	Crate of Adamantine	Resources - Magical	200	Dungeon Keeper Ami	Adamantine, the rare metal forged by the dwarves of the frozen north. This metal is the result of a dreadful battle between the gods of light and the gods of darkness, this metal is all that remains of a once mighty god of light that fell to earth while killing a dark god, after many years his flesh was changed and warped till it became the metal adamantine, nearly impossible to forge without the correct knowledge this metal is nearly indestructible and harms creatures of evil like fire while blocking dark magic completely. You now have a crate of this amazing metal and shall receive a new crate once a year. Though this may not seem like much especially with the requirements on forging it, you need not worry. This Adamantine will work as if it were normal steel up until its first forging.
30	Holy Stone	Resources - Magical	200	Everyone Else Is A Returnee	This is stone infused with large quantities of holy energy, meaning it is extremely full of mana as well as incredibly durable. It is in this way that the holy stone can then be used in any number of ways. Due to the holy properties, it is particularly good for use in the equipment of priests or paladins. Similarly, due to its natural strength it is good for the construction of buildings and structures. You receive several tons of high tier holy stone, enough to make a small house. Any used stone is refilled each month.
31	Onmyo Supplies	Resources - Magical	200	Fate/Legends - Land of the Rising Sun	A woven pack containing a large number of normally expensive supplies needed for proper Onmyouji craft. A seemingly unlimited amount of high quality paper, ink and scribing tools are within as a start, the basics needed for most spells in this field. Beyond these, are a large number of premade charms and shikigami that can be released from the pack on command. These can serve as emergency wards, alarms and shields when in a bind. Moderately powerful on their own, they can hold off a demon or band of men for a few minutes while you escape. The shikigami, numbering a few dozen in small paper forms, are able to act as capable spies and messengers over long ranges. When combined into one, they turn into a large animal such as a tiger or wyvern, a powerful combatant that can defend you against even a decently powerful hero for a few minutes before crumbling. The charms and shikigami replenish a week after being used.
32	Harmless Extraction	Resources - Magical	200	Final Fantasy XIV	With hempen yarn and animal skins in shorter supply since the catastrophe, you and other craftsmen have had to adapt your practices in order to keep the orders met. Practices to minimize the amount of animals killed, to make the most out of that which you have on hand are all crucial nowadays as resources grow scarcer. While the animals still aren't too comfortable with it, with this magic you can weave together a copy of their skin or wool, while only taking a small portion of what they have. It doesn't really feel right, but at least the animal is still alive! It'll take time, but what you've taken will slowly grow back.
33	Crystal Concepts	Resources - Magical	200	Kingdom Hearts	You possess the unusual ability to find tangible concepts, often used in this setting to create items through Synthesis. Nothingness, evil, darkness, light, sadness etc. You can now find distilled physical versions of normally abstract concepts left behind by defeated enemies, or hidden in obscure and hard to reach places. These concepts are typically related to the place or enemies you obtain the from, such as fiery enemies or locales holding Fire Shards, or a lightning dragon dropping a Lightning Crystal. The quality of the item depends on the difficulty of obtaining it, ranging from Shards from weak enemies, up to Stone, Gem, and finally Crystal for the progressively tougher enemies. What you do with them is up to you; they'd make nice jewellery, that's true, but I'm sure you can find a better use for crystallised fire or hope. In jump this means you find significantly more Synthesis ingredients you can either use, or sell.
34	Endless Bag of Nether Warts	Resources - Magical	200	Minecraft	You get a small bag which inexplicably contains a full stack of Nether Wart. It refills once a week. The crucial ingredient in all Minecraft potions, brew it with water and any of a vast array of ingredients to create a magical potion. Also comes with a Brewing Stand.
35	Arachne Silk	Resources - Magical	200	Monster Girl Encyclopedia	An endless strand of silk from an Arachne that can be used in making clothes. Clothes made with the silk are extra durable, so that even a wild beast couldn't leave even a tear on them. Stains on the cloth are easy to remove, but magical energies applied to the clothes have a trace of them absorbed and stored inside the clothes, giving off the scent of the energy.
36	Monster Killing Metals	Resources - Magical	200	Percy Jackson and the Olympians	About ten pounds of Celestial Bronze, Imperial Gold or Stygian Iron. All made to destroy godly and monstrous creatures (save the last, which also hurts mortals) weapons crafted from these materials are incredibly durable and able to hold enchantments of the like seen in ancient myth. Your supply restocks every two weeks, with the type of metal delivers being of your choice.
37	Resolute Thread	Resources - Magical	200	Skulduggery Pleasant	You have a spool of thread that's supposedly made from the stomach lining of an Emperor Dragon over 2000 years ago. The more pressure applied to it, the stronger it becomes. You could bind a superhuman or use it to hang hundreds of tons off of the ground. Spool refills and used thread once a month.
38	Taydenite & Gift Shop: Material Supply	Resources - Magical	300	Ben 10 0.1	You have found yourself in possession of a large taydenite crystal. Both the rarest and hardest gem in the galaxy, it could be sold for a small fortune. The only thing known to be able to cut taydenite is taydenite. Taydenite is also used to power spaceships, so with some work you could use it as a power source. Purchasing this grants you a replenishing supply of one material that you have accquired a sample of. For 100cp, this is the same amount as your sample and it is replenished monthly.
39	An Artificer's Dream (x6)	Resources - Magical	300	Generic Exalted	Pick a magical material from the following of Jade, Orichalum, Starmetal, Soulsteel, Moonsilver, and Adamant. You now have a source of it provided for you in your warehouse every week, roughly 50lbs worth. If you pick Jade you get 50lbs of each of the five types of Jade. None of this stuff is actually made into anything yet but if you've got the crafting skills you could easily change that. If you pick Starmetal note that you'll probably have the largest (and only regenerating) source of Starmetal in all of Creation. Don't let your enemies find out. In fact, don't let anyone find out you have a regenerating source of any of these materials, whole nations have been put to the torch for less. Magical Materials are incredibly useful, and critical, in the construction of artifacts.
40	Arcane Resources	Resources - Magical	300	Ravenwood	A supply of high quality, magically-active materials. Such materials are useful in the process of casting spells of various sorts, able to act as foci for various spells, or can be used in the creation of potions or artefacts (as described in the Natural Magic perk). Comes with several schematics for potions and artefacts that can be made with these materials. Additionally, this comes with a travel case that can contain up to 16 potions. Potions contained within this imprint to the slot they are placed in for the next 24 hours, at which point the potions respawn the day after they are used. Placing a different potion in the slot allows it to imprint the new potion.
41	Super Sea Snails	Resources - Magical	300	Splatoon	You have a small breeding population of around 10 Super Sea Snails, large snails with crystalline, conical shells. The snails are hermaphroditic and they live for around 15 years. They're more than they seem, they provide an invaluable service- Their shells can be used to imbue hats, shirts, and pairs of shoes with extra Ability Slots, or reroll the abilities of a clothing item with 3 full slots. This kills the Sea Snail, but if you're careful to keep up the population then eventually you might have an entire wardrobe of 3-slot clothing. Also, they're delicious when cooked right.
42	Magic MetaMaterials & Gift Shop: Material Supply	Resources - Magical	300	With This Ring	We hear about swords and armor made of Orihalcum, Mithril, and Jovium, but there are far better uses for these wondrous materials. Jovium is a perfect conductor of heat and electricity, Orihalcum and Mithril hold a magical charge and enchantment far more effectively than ordinary materials, and both are far stronger than their weight would suggest for metals. You receive a metric ton of these three metals for use in any military or industrial project you like, and instructions for producing more. The process, however, of synthesizing common alloys into magical metamaterials requires either a familiarity with metal typically found in journeyman level craftsmen who shape metal such as blacksmiths, welders, and jewelers, or familiarity with arcane practices found in journeyman level enchanters or artificers. Purchasing this grants you a replenishing supply of one material that you have acquired a sample of. For 100cp, this is the same amount as your sample and it is replenished monthly.
43	Mana Gems	Resources - Magical	300	World Seed	One rather important power source used in many energy-hungry magitech devices, and also popular with mages and enchanters, are mana gems. But due to their nature, they cannot be artificially created, only forming after several years of mana condensing and purifying in a single location. This commonly happens only on asteroids, where they can be left undisturbed for long periods of time, and truly vast mana veins can form. But even as mining them can be a hassle, their value makes it worth anyone's while, as they are capable of holding and regenerating massive amounts of mana, with the exact volumes depending on the gem's size and quality. And it seems like you've hit the jackpot, as with this you'll be able to gain a steady supply of mana gems each week. You may decide on a case by case basis whether you want several dozen small and low-quality mana gems, or two to three big and high-quality ones.
44	Aethertapping	Resources - Magical	400	Aion	You have been taught how to extract Aether from vortices, which can then be used by daeva to catalyze their crafting. Post-Jump, you will be able to find the occasional vortice-like anomaly spread across the setting seemingly at random, which you will be able to draw aether out of. They'll be invisible and undetectable to anyone who doesn't have this perk, however. You have mastery in this art, and make post-jump vortice-anomalies considerably more common.
45	Crystal Garden	Resources - Magical	400	Azeroth	You now possess the very same crystals used by the Draenei in many of their creations. This single man sized crystal, when planted, can create a massive mine filled with even more crystals of varying shapes, sizes, and colors. The mine may be temporarily depleted if you harvest too much too quickly, but it will regenerate more crystals for you to harvest if given a month to rest. The crystals you mine from this can be planted into other areas to create new mines. However, these new mines will not regenerate after use and once empties the land will need time to replenish the necessary nutrients before you can plant more crystals. If you purchase The Mine then you will have an entire floor dedicated to these crystals within your mine.
46	Echos of the Time War	Resources - Magical	400	Ben 10 0.1	Where did you get these? Or when did you get them? This is a trio of Time Beast eggs. They are a substantial power source for time machines, able to charge them up with enough power to go as far as the creation of the universe, someplace most time travelers couldn't hope to reach on their own. Should you instead decide to hatch them, the Time Beasts that emerge will be loyal to you and see you as their parent, being a ferocious pack that can travel up and down the timestream freely. Let's see how smug your enemies are when you send these angry dogs after them years in the past!
47	Arcane Emulation	Resources - Magical	400	D&D Eberron	To enchant is to create the greatest of items. To enchant without magic is pure bullshit, but is doable with certain tricks shared only amongst the most secretive of crafters. Thanks either to learning from them or to discovering these abilities yourself, you can craft magical items without the need for related spellcasting. Further, you know all the little tricks to minimise the resource costs of your items, which whilst minimal by themselves add up to maybe halving the total time and resource expenditure per item.
48	Ritual Pigments	Resources - Magical	400	Dishonored 2	A selection of paint pigments in more than a dozen colours, each colour conveniently prepared from precise ingredients and according to very specific methods needed to use paintings as a ritual for conducting sympathetic magic no need to wait for certain phases of the moon, nor collect certain weeds in a container made of a human skull. Put simply, what you paint in the painting can be imposed onto reality, or what is in reality can be transferred into the painting. There are enough pigments here to do one painting which affects a room-sized area, allowing goods to be conjured, things within the area to be altered or removed, or to turn the painting itself into a room-sized pocket dimension. You could paint a painting of an empty room and add in a pile of silver to the painting, to sympathetically conjure a pile of silver into the real room, or you could paint a picture of the room without its door, which will magically remove the door from the wall of the real room, preventing all access. Unfortunately painting ephemeral things souls, magic, auras, power still does not make them appear in reality. You could also use these paints to move something out of reality and into the painting, such as valuables or a prisoner, concealing or trapping them inside it. If you should possess Voidheart and Endless Black, you will find the scale of this power magnified you could create an entire world of phantasy within the painting to enter, or call forth from your canvas a change to affect an entire city.
49	Potted Stardust	Resources - Magical	400	Divinity - Original Sin	The Stardust plant is a hardy, quick growing flower with peachy-red colored petals standing up on spindly stalks with large, wide fern-like leaves growing from the base. It is highly sought after by women who use the golden dust that clings to its flower petals to enhance their beauty, but that is only the least of its uses. The golden dust is highly magical and can be easily used for crafting a variety of magical items. Everything from magical swords to voodoo dolls can be created with a pouch full of this stuff. The flower in this pot will generate one small pouch of dust every few days and will never need tending to. Should it be killed, a fresh pot will appear in your proximity within a week.
50	Gemavic	Resources - Magical	400	Gemcraft - Frostborn Wrath	This perk allows you to summon gems made of different materials using gemcraft, including materials from other jumps. This only works if the material is a transparent or translucent crystal, unfortunately. Most materials are much worse for conducting magic than crystalized mana, but perhaps you can find a use for a diamond the size of a living room? Non-Magical gems are exceptionally cheap to create you know, since they're essentially sparkly paperweights. Feel free to be creative with shapes.
51	Forbidden Treasure	Resources - Magical	400	Generic Exalted	You looking for some weird stuff? Maybe the bottled laughter of a newborn infant, or the dream of a maddened artist? How about the color of the sunset as seen from a specific mountain peak found only in The South? Well if you buy this option you'll have those things. 200cp gets you a regular source every week in your warehouse of relatively hard to find exotic resources and reagents which can be used to dramatically aid in the speed and efficiency of artifact creation. For 400cp you get a larger amount every week of far more exotic things. Trapped Essence of Yozi, a fragment of the twisted dreams of the Neverborn, and a thousand and one things never before seen or imagined spawned from the twisting madness found only in the absolute heart of the Wyld. You may direct what specific kind of resource you get each week if you have some specific need or desire in mind, and may freely choose something different the next week.
52	Pale Ore	Resources - Magical	400	Hollow Knight Voidheart	A highly sought after material, filled with pale energy. Pale Ore was often used in the creation of mastercrafted armor and weaponry, for the edges it can produce are ever keen and never require sharpening or maintenance, and their durability is said to outstrip that of many rare alloy metals. In addition, their cold bite can often quickly inflict frostbite on unprotected foes. You've managed to arrange shipments of this ore, granting you several chunks of it every week, more than enough to make a handful of weapons of a suit of armor.
53	Qian Yuan's Treasure Vault	Resources - Magical	400	Talisman Emperor - Mortal Dimension	Chen Xi encountered a treasure vault much like this one in the Oceanic Desert. While he had to fight several cultivators to get away with the treasure, you'll have an easier time, as this vault attaches to your Warehouse or inserts into jumps in a location only known to you (you may make this choice for each jump). The Vault contains 4,096 doors, and behind each door is a space containing a particular item: medicinal pills suitable to aid in cultivation or to recharge Essence during battle, piles of rare materials like White Refined Gold, Water Netherstone, Six-Yang Crimson Iron, Azure Heart Wood, suitable for equipment refinement and alchemy, gardens filled with varieties of spirit herbs and flowers in effect, if it's a material used to craft something, it can probably be found here. The materials slowly replenish themselves so long as they aren't completely used up (and there is no material which is singular - you cannot completely use up a material unless you are in a hurry to craft something big), and you can add materials from future jumps to the vault to have them gain the same benefit.
54	Metal of the Gods	Resources - Magical	400	The Death Mage Who Doesn't Want a Fourth Time	Adamantite. Mythril. Orichalcum. Magical metals of incredible power. Adamantite and Mythril are opposites, in a way. The first, incredibly sturdy, the perfect material to defend against the physical world. Mythril, on the other hand, has anti-magic effects, defending against spells as effectively as Adamantite does against physical blows, while also being capable of damaging spirits. Finally, there is Orichalcum, the metal of the Gods, having resistance against both physical and magical blows even greater than the other two. The metals of Gods, which are now at your hands. You have a replenishing supply of each material, enough to forge from their raw forms an entire suit of plate armor, a shield, a spear, and a sword. This supply, should it be used or sold, will replenish once every year, though it should be noted that those with the ability to forge from these great metals are far and few between. Post jump, you will also receive an equal supply of any other metals considered divine alongside the ones provided here from any setting's visited, including those created by you or others.
55	Dust	Resources - Magical	400	The Games We Play	Ah yes. Where would we be without this? This is a supply of Dust of all types, presented to you weekly for whatever purposes you may have for it. Dust being a crystallised form of elemental energy, color changing depending on what it's elemental affinity is. It can be used for a variety of things, be it adding some Aura to make them explode into a burst of their native energy or sewing it into clothing to make empowered wear, putting it in bullets to create specialty ammunition of great strength or just to power technology. Types seen thus far are water, air, lightning, fire, gravity, time and Light, but there are many other kinds. For 100 CP it's a fairly small supply. More than enough for a family, even the most wasteful or extravagant one or businessmen or Hunters or any other. Let's say several kilograms of each type. For 200 CP it's a larger supply, many tons upon tons of it, enough to keep a small city functioning pretty easily, or keep a small army supplied. Emphasis on the 'small', mind you. Of course, you could pay 400CP instead and forget all these constraints. You now own a whole deposit of dust, one with nigh-endless supplies of all types. But of course, once again, the keyword is 'nigh'. Or you could have a set of literally bottomless containers, but where's the fun in that?
56	Oni Treasures	Resources - Magical	400	Touhou Forbidden Hermit	You have in your possession the four treasures of the Oni. The first is the Ibuki Gourd, a stylish large purple gourd with a stopper that has been soaked in the extract of a Sake Bug. Even a little bit of water in here somehow multiplies into a vast quantity of sake, though it never produces more than the gourd can hold at a time. With this treasure, you could easily ensure you never spend another moment of your life sober. The second is Douju's Jar, a large waist-high pot full of an endless amount of edible oil with no unusual properties beyond tasting smooth and nice. Perhaps you might want to establish a deep-frying business? The third is the Hoshiguma Dish, a simple red sake dish that has the miraculous ability to raise the quality of any sake poured into it, making it taste much better and be far easier to drink. Note that the sake does not need to remain in the dish to benefit from the increased quality; pouring it into the dish and then pouring it out into another container is a perfectly valid way to amass a lot of high-quality sake. However, sake can only benefit from its blessing once. The fourth, and most potent, is the Ibaraki Box of a Hundred Medicines, a decorated sake box that can hold two litres of liquid at a time. Should a healthy person drink alcohol from the sake box, it temporarily grants them the strength of an Oni for a day at the price of shifting their personality to be like an Oni's (read: crude, brash, coarse, loud and belligerent) until it wears off. If a sick, injured or otherwise unhealthy person drinks from it, however, it cures all of their ailments barring incurable mutilation from powerful magical relics at the small cost of permanently transforming their body into that of an Oni – though some might say this is simply another bonus. If a lot of people were to drink from this box, you can be assured it would cause incredible amounts of chaos.
57	Worldsinger	Resources - Magical	400	Warhammer 40k: Craftworld Eldar	The craft of the Bonesinger is mighty indeed, yes but as there are many notes in a song, so are there more uses for music than Wraithbone alone. In the way the Bonesinger shapes Wraithbone with psychic energy and their voice, so do you shape the green and growing things. Vegetation springs from the earth, seemingly from nothing, at the sound of your voice, molding itself to fit your needs. Should you grow hungry, bring forth fruit. Should you grow hot, bring forth shade. Should you grow weary, bring forth a bed of leaves. All these shall heed your song.
58	Tithe of Souls	Resources - Magical	400	Warhammer 40k: The Warp	Hungry, are we? Within this glass vial rests thousands of high quality (psyker grade), non-sentient souls for either your consumption or as currency and fuel/reagents for other purposes. This vial restores itself once every week after being emptied or damaged/destroyed in your Warehouse.

#	Name	Category	CP	Jump	Description
59	Treasure Mimic	Resources - Magical	500	Dark Souls 3	A large wooden chest divided into three compartments. The left compartment contains twenty pieces of Twinkling Titanite, the right compartment contains twenty Titanite Scales and the middle compartment contains assorted shards and chunks of normal Titanite. Titanite is a good, strong metal good for weapons and armor among other things, as well as reinforcing equipment. Twinkling Titanite is handy for the reinforcement of equipment steeped in strength, baring unique abilities, without diminishing those properties, though it's somewhat poor for crafting. Titanite Scales are left behind by Crystal Lizards that grow to immense sizes after devouring souls, and are the ideal material for reinforcing equipment made through Soul Transposition. All three being handy materials for a blacksmith though. Titanite originating from the chest will slowly replenish over time once used for something. The assorted normal Titanite will replenish one piece every hour or so, while the special varieties usually take a couple days per piece. In reality, the chest is a loyal mimic that guards these resources and whatever else you put inside. If need be, it can even reveal itself to fight a would-be thief or carry out simple instructions. When walking about, two long arms and a huge tongue protrude from the inside, teeth grow along the edges of the lid and a long, lanky, deceptively powerful body stretches out of the bottom.
60	Heavenly Azure Profound Jungle	Resources - Magical	600	Against the Gods!	Pills, pellets and crystals are a cornerstone of cultivation. Even one or two powerful pills can redefine the fates of entire clans or sects, as it so happens. Equally important, however, are Profound Beasts, or rather their bodies. There is the blood, which is a great tool in cultivation, the flesh and bones, used for their own purposes, but the most special are the Profound Cores found within these beasts that make life in so many parts of these worlds so difficult. You have something completely amazing, in that regard. This is a dense jungle, attached to your warehouse, filled with all sorts of dangerous profound beasts. As a matter of fact, it has one of every single species and race of Profound Beasts in this setting, all ready and waiting for you. Because you see, while the blood, flesh, bones, core and everything of these beasts is at the level they're supposed to be, their actual fighting abilities are dramatically lower. Three entire realms lower, as a matter of fact. That is, the Emperor level monsters can only do damage on the level of a True Realm monster, and so on. Unless you want them at full power for some reason, that is, Then they are. This doesn't apply to beasts below the Sky Profound Realm, so the weakest any of them get is to Elementary. Also, each Realm's monsters are isolated in their own 'zone' of the Jungle they practically never leave, with the weakest ones on the outermost circle and so on. The numbers of the beasts inside are proportional to how rare they are in the outside world, as is the rate of replenishment if killed. Even the rarest beasts only take a few months, though, maybe a full year for the absolute rarest of them. In future worlds, the Jungle provides beasts from the local setting too.
61	Alchemical Haven	Resources - Magical	600	Desolate Era Part I - The Three Realms	This is a plot of land about three hundred and fifty thousand square miles large that would keep getting bigger to accommodate additional plants, accessible through a door in your warehouse. Inside this dimension, you will find soil that adapts itself to grow whatever is planted in it, and an atmosphere that will change itself to meet the demands of each and every plant as needed, transforming some areas into barren, frozen wastelands, and others into fiery hellholes. To add to this, the Alchemical Haven automatically harvests fruits and replants seeds, meaning that the only intervention needed for it to stay operational is the introduction of new seeds. It can even speed up time for some plants so that they can be planted and harvested as much as you wish. However, this only works when there are no sentient beings within the dimension. Before you plant anything, there are several mortal ranked fruits and spiritual grasses already planted and matured for you to use that altogether may allow you to enter the Zifu stage, if you already possess the required insights.
62	Divine Metals (x2)	Resources - Magical	600	Marvel - Magic	You have somehow managed to procure a supply of two divine ores: You have somehow gained access to 100 gallons each of Uru and Adamantine in a liquid state. Uru is a magical metal, unique to the world of Nidavellir of the Nine Realms. Incredibly resilient to the point of near-invincibility and with a luster best compared to badly wrought iron. Uru is a favored by the gods of Asgard and the dwarven smiths who ally with them for not only its rugged durability, but also for the fact that it is a supremely effective magical conductor. Though extremely hard to correctly enchant, the magic laid upon it will be powerful and as nigh-unbreakable as the metal itself if you can manage it. Adamantine is something of a study in contrasts with Uru. Though every bit as durable as its Nordic cousin, the magical metal favored by the gods of Olympus has little else in common with it. Where Uru is dull and rugged, Adamantine is a gleaming gold. And where Uru is a supreme magical conductor, Adamantine is instead effectively immune to mystical effects below those of the greatest gods. There is one other quality that the two brother metals share, however: the incredible difficulty of forging them, usually requiring either incredibly potent magic or heat comparable to that found in the heart of a star. Combined with the metals requiring incredible skill for even rudimentary working, it is usually nearly impossible for any mortals to utilize these rare metals in their forges. You receive an additional 100 gallons of whichever types you have purchased every six months.
63	Starstuff	Resources - Magical	600	Peter Pan	A refilling bag of the mythical, green powder that can be produced from stars under rare occasion. It has a variety of magical properties depending on who is exposed. Any animal exposed to the substance transforms into a mythical, humanoid creature similar to its origin; for instance, a fish may become a mermaid, or a bird may become a fairy, though not the normal kinds found in Neverland. Furthermore, humans exposed to it can fly and can gain artistic inspiration; however, overexposure can lead to greed and paranoia. Outside of this purchase, the substance is extremely difficult to find in the traditional Peter Pan, unless the setting was changed. Also, unlike its form in the story, the Starstuff cannot be used to destabilize the fabric of the universe.
64	Let There Be Light	Resources - Magical	600	The Games We Play	And so there is. This is a replenishing supply of neutral Sephirot components of all ten kinds, for all your soul crafting needs without the horribly unethical gathering process and terrible guilt. You get 1000 people's worth of pure, high quality Sephirot, the stuff souls are made of. It's so high quality that each is worth a hundred of your average souls, if not more. Don't worry about losing any unused stuff either, because it builds up as time goes on. Sephirot is some of the most valuable stuff in the world here, and that's for a reason. In this world, the ratio of Sephirot within your soul determines its structure, the power of your Semblance and other such things. In future worlds, it could be entirely different, luckily enough you get the local stuff no matter where you go, allowing you to keep up your tinkering. And again, don't worry about losing access to any of the past stuff. Each setting's soul stuff will continue to produce itself separately from a separate setting. But what use does it have in the future? Depends on where you go and how it all works there, but you'll have to figure that yourself for the most part. Maybe you can eat it.
65	The Dragons Blessing	Resources - Magical	600	The Legend of Zelda: Breath of the Wild - TG	The pieces of the Spirit Dragons that wander Hyrule are truly potent, even their scales and pieces of their horn could easily take a mundane traveler's sword up to a hero's weapon! Their inherent magic and power is such that, for any crafting(from cooking to elixir mixing to weapon crafting to even casting enchantments) they are one of the best ingredients you can find. But the Spirit Dragons are elusive, and dangerous to harvest from. You have been gifted a small collection of Dragon parts to use at your leisure, which will replenish every fortnight.
66	Natural Regeneration	Resources - Magical	600	World Seed	In Neolife, it wouldn't be wrong to say that magic is in everything. One interesting facet of this can be seen in how on many worlds, dug earth and other natural resources are replaced by the ambient mana over the course of a few weeks if there isn't anything like a support structure preventing it. While this is certainly convenient, you thought to yourself, I can do better. After all, many important resources can't even be found on planets, like mana gems or the insanely rare mineral osmium, which are only found on asteroids. But with the ability you created, this won't be a problem anymore, because you can just restore them anyway: simply by spending enough mana, it is possible for you to regenerate any natural resource or duplicate existing ones. You could pump mana into an asteroid to restore whatever it is that was mined there to get effectively infinite resources out of it, do the same to the extremely valuable gem lying in front of you to get multiple copies of it, or send out a massive wave of mana to cover a whole planet in a forest. The mana required scales linearly with the amount of the resource you want to work with, its complexity, and its power. So while you could easily get massive amounts of diamonds and wood even with a little mana, duplicating something like the Top 5 metals (see Notes) or similar materials would require truly insane amounts of mana.
67	Crafting Materials, Supplies, and Tools & Guild Base Supplement: Legendary Treasury	Resources - Magical	750	Overlord - The Series	You have the good fortune of possessing a regenerating stock of high end crafting materials suitable across all fields of crafting, alongside the tools and workshop space in order to make something with them (you must supply the actual skill on your own however). Materials for low-end magical items (ie: Greater tier or below, as explained at the beginning of the item section) regularly resupply such that you could probably churn out hundreds of such items a day. Legacy tier materials would allow you to craft a few things a day. Materials for equipment at the Relic tier resupply often enough you could probably make a single relic tier item a day. This is the limit for the 300 CP option. For 600 CP however your materials now include enough for a single Legendary tier piece of equipment every two weeks or so, and the materials for a single piece of Divine Tier equipment would likely take at least two months. However, there is nothing preventing you from stockpiling the materials, as they'll keep resupplying themselves even if not used up. This may either be a warehouse attachment or attached to another property at your desire, either way it will always have enough space inside to store materials for crafting things, will always be neatly arranged, organized, and labeled, and will be perfectly capable of storing or maintaining even the most volatile or fragile of substances. Your guild base is famous, or perhaps infamous, for the mind boggling amount of treasure it contains within. Or it would be assuming anyone knew about it. You have enough Yggdrasil gold coins within to keep your guild base going for hundreds of years, and it is littered with powerful high tier magic items of all shapes and sizes, and an even more excessive number of low and mid tier magical items. Barring truly foolish spending habits or ruinous expenses you should likely never need to worry about your treasury running out of gold to support the guild base. In future worlds it will refill with equivalent amounts of gold, and new magic items suitable for the world it finds itself in. Additionally, and finally, it is now of arbitrary internal size. There will always be more room and more space to add in any treasures or items you come across, as the treasury will expand to fit them as you add them inside. If you or a Companion also purchased the Crafting Materials, Supplies, and Tools item from the regular Overlord (the series) jump document then this Legendary Treasury will also be filled with copious amounts of reagents and crafting materials, of appropriate qualities and levels for whatever version of the Crafting Materials, Supplies, and Tools option you purchased. In future worlds it will fill up with more as appropriate to the world(s) you've been to.
68	Herb Garden	Resources - Magical	800	Azeroth	A herb garden designed however you wish. This garden has all the herbs found on Earth and in WoW. Herbs picked here will not need to be replanted and will regrow on their own without any help from you. There will always be enough herbs for whatever you may need them for, but if you pick more than 100 herbs within a month they will need time to rest before they regrow taking one month to do so. You can attach this to your warehouse, a pocket dimension, or import it into the world of Future Jumps.
69	Caloric Stone	Resources - Magical	800	Overlord - The Series	The actual origin or source of the Caloric Stone is a near total mystery. It forms only from large concentrations of the Seven Prismatic Ores, legendary divine materials that possess qualities far and away above anything else. Why this occurs, or even who first discovered the Caloric Stone, is unknown. While held the Caloric Stone grants the usual benefits of a World Item upon its bearer, providing protections against negative status, instant death, being trapped or held, scryed upon, and so forth, trumping even the effects of other World Items. However, while useful, those are far and away the least impressive aspects of the stone. The truth of the matter is quite simple; the Caloric Stone is the ultimate crafting material. No matter what you are making, no matter how mighty, no matter what other materials are included, adding the Caloric Stone will make that item or bit of craftsmanship better. Food, drink, weapons, armor, buildings, vehicles, golems, indeed anything that can be crafted can be quantifiably made superior (by an astounding degree) by the inclusion of the Caloric Stone in its creation process, as the stone expands the possibilities and power of what can be done with crafting. If you were to use particularly mighty materials in the creation of something, say ingredients on par with those usually used in the making of a Divine Tier item, the resulting piece of equipment would be truly legendary, halfway between the status of a Divine tier item and a World Item. Obviously, and unfortunately, the stone is expended when used. However, since you're paying at a premium, you are guaranteed to receive a new Caloric Stone exactly one month after using it, appearing in whatever location is most convenient for you. You may explicitly hand this to other people but you need not fear losing it. If separated from your person in a fashion you didn't intend, it will appear in the closest convenient location for you a day later. However if it was used in this time frame to make something then you must still wait a month for it to respawn. The Caloric Stone is discounted for those that purchased the 600 CP option for Crafting Materials, Supplies, and Tools. The Caloric Stone is utterly unique, and cannot be duplicated or copied via any method whatsoever using in-jump methods.
70	Auto-Smelter & The Mine	Resources - Magical	900	Azeroth	This Auto-Smelter will smelt down any raw ore placed inside it into high quality ingots. This smelter is completely hands free, except for actually placing the ore inside. For further incentive, if you purchased The Mine you will be given a group of magical constructs who will mine your ore, place it in the Auto-Smelter, then sort out the finished product. They can not be used for anything outside of their primary functions stated above. As the name suggests, this is a mine. At a basic level, which you get with the first purchase, you get basic metals of which you can find on Earth and Classic WoW. For another 50 CP you will gain access to all metals found in Burning Crusade. Another 50 CP and you will get access to all metals within Wrath of the Lich King. Yet another 50 CP you gain access to raw ores from Cataclysm. I think you're starting to see where I'm going with this. Keep spending an extra 50 CP until you eventually reach the latest expansion of the game (included in price). You will gain all ores of that expansion and all previous ones. Your mine will grow in size adding additional floors representing the different expansions for each purchase of this item. The mine will never run dry, but it can be depleted if you gather the ore too quickly. Give the mine a month and it'll be back up to full capacity. You can place this mine anywhere in future Jumps that you wish or within your own pocket dimension, if you have one.
71	Electronics	Resources - Mundane	50	Star Wars - KOTOR	A large supply of computer spikes and repair parts that can be used with nearly any modern machine in the galaxy. Computer spikes overwhelm electronics with junk data and are used by hackers to aid them in bypassing electronic security doors and terminals. Repair parts are packages of universally adaptable components that can be used to fix or upgrade droids, vehicles, and other machines.
72	Sack of the Maker	Resources - Mundane	100	Arifureta Shokugyou de Sekai Saikyo	Medium sized, this bag contains an assortment of random ores and metals for you to work with, from cheap iron to Tauru ore which is one of the hardest known ores around, the quality and quantity of these materials will vary from day to day and sometime will drop some really precious minerals. It refills once a day so don't get shy at using them.
73	Originite Prime Bundle	Resources - Mundane	100	Arknights	You gain access to several crates of pure Originium that can be utilized for various means, and will restock itself every week. Wrong handling will be dangerous, however post-Jump, this will be perfectly safe to use in any way.
74	Thanatonium Supply	Resources - Mundane	100	Arpeggio of Blue Steel	A material used in corrosive torpedos and other Fog weaponry, this highly unstable matter is used along with nanomaterials to create some of the exotic effects that the Fog's technology is known for, such as graviton engines, and the various gravity and space-altering superweapons. This is a small stockpile, enough to fully re-arm a Fog vessel with corrosive torpedos. The stockpile replenishes monthly in your warehouse.
75	Bandit Gunsmith	Resources - Mundane	100	Borderlands	You have amazing technical insight and when shown a pile of broken weapons or energy shields you can use parts from some to reassemble others into decent condition. Don't expect it to be pretty, but you can nail 15 repeater pistols together to make a functional shotgun, or use bits of five shields to make one that works.
76	Raw Materials	Resources - Mundane	100	Elder Scrolls Online	About 20 ingots worth of dwemer metal, a few honing stones, and a set of hammers and tongs. Used materials refill once a year. Not exactly powerful in the more high-tech settings, but being able to craft items out of a metal that never really rusts is something that won't ever go out of style. Or you could always just sell it off. This is almost 600 crowns worth of eternally respawning refined metal and smithing equipment just sitting on the ground after all.
77	Honkai Cubes	Resources - Mundane	100	Honkai Impact Third	You have a supply of Honkai Cubes and know how to make more. Crystallized Honkai energy that when used to make or enhance weapons, gear, or anything really far enhances it beyond normal limits of human capabilities. Of course just having them does nothing, and if you just slap it on a low quality weapon it wont go very far. But with proper application of skill and infusion you can use these to create incredible things. Just beware potential feedback. Not intended to be fed to Tunas.
78	Tool King	Resources - Mundane	100	Modded Fallout	Starting with a cartload of random junk and ending with high-quality ammunition or power cells, cutting-edge improvements to power armor, overcharged laser weaponry or even entirely new kinds of science is practically trivial for the average Fallout protagonist yet their talents pale compared to yours. This Perk grants you immediate access to pretty much any kind of crafting shown in the Fallout series: from Hand Loader to Science! and Chemist to Robotics Expert, if it somehow involves building things out of other things (from guns to ammo to even entire buildings), you've got it - including perfectly memorized designs for the kind of components and tools you might need, like the Robotics Workbench or Nuka-Cola Mixer station. In fact, you're good enough that you'll never make mistakes while doing this type of crafting (assuming someone doesn't start shooting at you or some such), and you'll be perfectly aware of where you were in the process if you do find yourself interrupted and have to continue later on.
79	Backyard Handywork	Resources - Mundane	100	Phineas and Ferb	Who needs a massive machine shop or specially-crafted equipment when you have some plywood and a toolbox? No matter how complex or intricate a project you might be making, you'll find that you can easily figure out how to substitute commonly available tools and resources for more complex equipment, and still have the final project come out fine. Also comes with a decent understanding of engineering, architecture, and a few other material science fields to help you get started on whatever projects you might want to work on.
80	By The Numbers	Resources - Mundane	100	Satisfactory-Factorio Gauntlet	You know how much of any given resource your industries and organizations are producing, and how much potential for production there is for each resource.
81	Dye and Paint	Resources - Mundane	100	Terraria - Journey's End	A selection of paints and dyes that can be used to color various objects or furniture. Each hue has enough to paint two or three objects, and restocks in a day once used. This also comes with a set of brushes, rollers, and scrapers that you can use to apply or remove the dyes and paints. To start with, you have all of the basic, bright, deep, and gradient hues. You gain the strange, lunar, shadow, negative, and illuminant hues.

#	Name	Category	CP	Jump	Description
82	Mundane Supply World	Resources - Mundane	100	The Celestial Foundry	This item gives you access to all the materials that one could get on Earth, but with one caveat, you'll have to find and harvest them yourself. Your warehouse gains a portal that is linked to an artificial plane of existence that is of infinite size in all directions, where humanity or sapience of any kind never developed. You can find an unlimited number of any resources given enough time, but they are spread around as would naturally occur in nature, meaning you have to often move when you exhaust the local supply. Resources are always located in environments where you would find them on Earth, and when you travel to this world, you are able to choose which environment you arrive in, or return to any prior location you have been before. Environments have realistic distances between them, so if you need something found in several biodomes you need to return to your warehouse, or use a fast transport of some kind. Every time you gain a perk that requires access to a new raw material, this raw material appears in the most native form in this supply world and has to be collected as it normally would be. If your material is only found inside stars, you better be ready to get a rocket to go collect it somehow.
83	Material Limitations	Resources - Mundane	100	World Seed	Even with the advanced technology commonplace on Earth nowadays, material limitations haven't changed. Or rather, you could say that they've gotten even worse. After all, how are you going to store antimatter if you have only steel at hand? Luckily, you won't ever have problems finding the materials you need. Whether you'll stumble upon them while searching through a scrapyard, or find just the right people who can get you that obscure alloy you need, nothing will stop you from building whatever you want besides your own skill. Well, if you're keeping it reasonable, at least. The chance of you finding what you're searching for decreases exponentially with the material's strength and rarity, and increases by how much you know about said material, scientifically, and how good your technology skills are. So while a regular schmuck would probably never find Adamantium, someone who could reproduce it themselves in only a few years would have much, much better chances. So if you're in a situation where it is impossible to get what you want with what you know and where you are right now? Then you'll have to get to work yourself. Good riddance then that you can eventually reproduce any material or alloy that you have seen, though for extremely advanced ones it might take an unreasonable amount of time and skill
84	Reusable Resources	Resources - Mundane	200	Anno 2070	Recycling requires effort. There is always a loss - in terms of energy, in terms of time, in terms of effort, in terms of materials. Your faction's knowledge of materials science has minimized this loss to the utmost; When destroying buildings, recovering crashed vehicles, or decommissioning equipment, you always recover the same amount of material put into its construction, ripe for being re-applied to other tasks.
85	ADAM Slugs	Resources - Mundane	200	Bioshock 2	Ugly as they are, these deep sea slugs glow with the bright red of ADAM in their veins. They naturally produce the raw material, which can be harvested from them and easily refined into the necessary building blocks for Plasmids and Tonics. However, harvesting the slugs directly yields very little ADAM and would require dozens to generate a single new Plasmid. But it is what it is. It's not like you would implant them in little girls and then harvest their blood for larger amounts of ADAM. That would be monstrous. The slugs come in a small aquarium that won't need maintenance to keep them alive and will refill to contain six slugs every week. Just keep the lid on. They like to wander.
86	Fixer Upper	Resources - Mundane	200	Dark Cloud 2	When they put you through an apprenticeship, the first thing they did was to tell you to take apart a train. Then put it back together again. Then they repeated the process, removing parts bit by bit, and yet every time you still managed to put the train back together. Eventually you've come to realize that you can repair things - all while removing any extraneous parts to ensure that the efficiency of a machine is optimized. Machines that you've tinkered with don't seem to need as much to work as others might.
87	Mineral Rights	Resources - Mundane	200	Diabolical	You have, through some underhanded but fully legal means, acquired a metric ton of rights to various mines and harvesting operations the world over. In practical terms this means you will have a sufficient amount of raw metals, ores, minerals, and other physical resources to build or construct whatever you desire all without paying a dime for it. You can also sell the excess on the open or black market, or simply stockpile it all for yourself. This will follow you to other Jumps, providing a steady stream of physical resources and allowing you to live the life of a mining magnate, or always have sufficient resources for your industrial ambitions.
88	Cidhna Mine	Resources - Mundane	200	Elder Scrolls Skyrim - SB	Nobody escapes Cidhna Mine, that's how the saying goes anyways. Cidhna mine is an extensive set of tunnels snaking into Nirn which the Silver-Blood Family uses as a prison and as a source of much wealth. Yours isn't that same dreaded mine, though it's similar in many ways. Placed in a reasonable location of your choosing is a copy of the mine, and while the original was predominately used for silver mining, yours is much greater. Throughout the mines are extensive reserves of just about all of the ores found in Skyrim at the time, ranging from Ebony to Stalhrim and will produce an incredible amount. These reserves will replenish themselves once they begin to run dry and the mine will be manned by NPC guards and workers, though you could always appoint your own workers and guards if you wished. In future jumps it updates to include new material in the mine.
89	Spare Parts	Resources - Mundane	200	Generic Factory	You will get a large crate marked Spares that will spawn replacement parts whenever something you own or are responsible for maintaining needs replacement parts. The spares will always be of the same quality as the originals. If the crate is destroyed or stolen, it will re-appear whole in your cosmic warehouse the next day.
90	Vibranium Sample	Resources - Mundane	200	Marvel Cinematic Univers Vol. 1	Vibranium is an extremely rare element that possesses unique attributes. In a pure mass, vibranium forms a solid metal that is stronger than steel, but only a third of the weight, as well as being completely vibration absorbent. This means it can absorb the impacts of a great deal of attacks, but bear in mind high-energy attacks WILL do damage... especially if it is consistent. Purchasing this gets you a container a foot in length with some Wakandan Vibranium shards that will replenish itself every month.
91	Body Shop	Resources - Mundane	200	Smash Up	A good scientist pushing the bounds of human knowledge always has a use for raw materials. Here is a collection of preserved body parts from every species in the world, updating in future Jumps. Just never ask where it all comes from.
92	Bottomless Bucket	Resources - Mundane	200	Terraria - Journey's End	A fairly large metal bucket, which, when filled with a liquid, can pour out infinite amounts of said liquid unless deliberately completely emptied. It will resist cold, heat, corrosion, and other damaging properties of whatever liquid fills it, and when deliberately emptied, no traces or cross-contamination will happen when the bucket is refilled.
93	Woden's Blood	Resources - Mundane	200	Uber	An unrefined sample of the world shaking substance used to catalyse the transformation from normal human to superhuman weapon, containing eight portions. Each portion can, with proper knowledge and technology, be refined to be used as any one unit of catalyst of the basic activation sequences. Alternatively the entire eight portions can be refined for use in one of the Special Activations. Replenishes once per month. Acts as a highly lethal contact poison to any person without the potential to receive Activations. Using an unrefined portion of Woden's Blood on a person with the potential to receive further Activations grants half a Physical and Halo Activation each and has the chance to horribly deform the recipient.
94	The Green Box	Resources - Mundane	200	World of Darkness - Genius the Transgression	A verdant steamer trunk closed with a simple lock, that can only be opened with a key you'll find on your person, always. Filled with an assortment of random bits and doodads that would be considered rare crafting materials for your Aesthetic as well as dozens of other things that could be used to craft Wonders of other Aesthetics, in general it has a massive amount of parts that range from small computer chips to diesel truck engine parts. If you need more just close the box and open it again, it'll be full.
95	Adamantium	Resources - Mundane	200	X-Men Evolution	You receive a case of liquid adamantium which is the hardest material in this world. This nigh-indestructible metal once solidified in anything won't be melted and is practically impossible to destroy. You contain more than enough to do something like Weapon X and still have plenty left over. You'll of course receive more adamantium whenever you run out.
96	Programmable Metal	Resources - Mundane	300	Batman the Animated Series	A special metal that can be programmed with only a few slight touches, creating impressive geometric shapes, weapons, or nigh-unbreakable bindings and changing flexibility and rigidity in a moment's notice. In addition to a small supply of the metal that you have, you also have the know how to make more.
97	Store of Omni-Metals	Resources - Mundane	300	DC - Larfleeze	A cargo ship carrying 40 million cubic feet of omnimetal, enough to build several buildings' worth. They predate the current multiverse by a large margin, and are especially attuned to the nature of spatial dimensions. Because of this they're extremely useful in technology involving warping space and bridging between dimensions, making building such creations far easier than they would be otherwise. Your supply is restocked at the beginning of each jump or 10 years.
98	Foraker-Hemphill	Resources - Mundane	300	Honor Harrington	The brilliance of the officers and the planners does a lot to help, but in the end what wins wars is the equipment. The best equipment, a lot of it, and built really quickly and cheaply. That is where you come in. You are an innovator almost beyond peer, able to design and build technology literally decades ahead of your competition. Or if not that, you may build at the normal levels, but build it with an unbelievably tiny resource base or build it so quickly that the enemy simply can't believe their eyes. Your specialization depends upon your faction perk, but at the very least you gain vast knowledge and an in-depth understanding of this universe's tech, enough to be a Jack of All Trades.
99	Nth Metal Ingots & Gift Shop: Material Supply	Resources - Mundane	300	Injustice	Now this is valuable indeed some of the most valuable material on earth, in fact. This set of ingots, when cast into a proper form and utilized in machinery, can negate gravity, allowing for its user to fly if worn as a belt. Furthermore, it possesses extreme strength and power, making it highly suitable for use in weaponry or armor. You gain about ~1 ton of the material, which replenishes weekly if lost or destroyed (and under no other circumstances). Purchasing this grants you a replenishing supply of one material that you have acquired a sample of. For 100cp, this is the same amount as your sample and it is replenished monthly.
100	The Holy Grail	Resources - Mundane	300	Iron Sky	Well now. This is a cup weighing 84 ounces, an endless source of the wonder chemical known as Vril. Vril is a chemical that is behind all of the Vrilian technology in this world, providing unlimited energy, immortality, regeneration and incredibly heightened physical abilities. With a direct drink from this vessel you would be instantly cured of all ailments, and your physical strength is raised to such heights that you can kill a T-Rex with one hit. Plugged in as a power source, which is as simple as dipping wires in it, the grail provides an unlimited amount of any and all energies you might care to ask of it. Even chocolates made of it are enough to reverse decades of aging and fix any diseases plaguing the body. You also get an unlimited supply of these chocolates.
101	Field of Heart-Shaped Herbs	Resources - Mundane	300	Marvel Cinematic Universe Vol. 2	Out of all the Wakandan secrets that lie within the borders of the reclusive city, this one is the most potent secret of them all. It is also the most dangerous. It is a small but potent field, its soil infused with radiation from the ancient Vibranium meteor when it fell to such an extent that it would affect any plant life growing within it, like these herbs. The herbs are taken and ground up so that it may be imbibed, and when the imbiber is buried under a light covering they will find themselves on a spiritual journey to talk with their ancestors... and then rise a greater warrior. Strength and speed that reaches the lower levels of superhuman, durability to survive explosions with minor injuries. Perfect coordination and balance with agility that far outstrips Olympic athletes. It would not be too farfetched to say that the results of this herb match even the ones derived from the Super Soldier formula that made Captain America... and now you have a small field of these plants. Be very careful. After you leave, this can either be a property or a Warehouse Attachment.
102	Waste Not	Resources - Mundane	300	Monster Hunter	You have found out a great secret in the blacksmithing trade – the reason that most blacksmiths usually ask for so many materials to make a certain weapon or armor isn't because its material intensive, but because they can make one for half of the materials and either sell the rest or make another to sell at a profit. The bastards! You have figured out how to use less materials to gain the same result when it comes to crafting your own weapon and armor. At first, it may just be an ore or two less, but with enough practice, you can reduce the amount of materials needed for a project by half[rounded down]. As an added bonus, with enough practice, you have a fifty percent chance to not require high grade or legendary materials [Rubies, Plates, etc] to make an item, provided you can supplement the build with excess materials.
103	Eufiber Tumor	Resources - Mundane	300	Trinity: Aberrant	Don't show this to anyone unless you want to deal with some very awkward questions. Somehow you've acquired a small piece of Anibal Buendia's tissue floating in a nutrient bath, or something very much like it, that secretes strands of living Eufiber. You can use the Eufiber to make Quantum-Attuning suits. Living Eufiber also interacts with other powers in strange ways it is known that cyberkinetic powers are boosted when working with computers linked by a Living Eufiber network they are Attuned to. Finding other uses for this material will require experimentation on your part.
104	Olaminium Stock	Resources - Mundane	300	Trinity: Aeon	A stable isotope of element 114, this recently created material has replaced depleted uranium as the military's ultra-dense material of choice. Being still light enough that it can be used for construction or armor plating, Olaminium is even better than lead at blocking radiation. The sheer demand for this material makes it extremely expensive to acquire, even for the Aeon Trinity, and it is the preferred material for cutting-edge military-grade equipment. You receive about a shoebox's worth of ingots, which replenishes monthly, and the instructions on how to make more.
105	More With Less	Resources - Mundane	300	XCOM	Through careful construction, you can remove unnecessary components and get maximum efficiency into your products. What this means, is that you can create the same quality item while using less resources. Items with which you have a limited supply, such as alien materials, can be stretched farther.
106	Need More	Resources - Mundane	400	Blade Runner 2049	Replicants aren't exactly made from clay. The biological materials that go into them take facilities to produce and can get rather expensive to make each and every one individually. You won't have that supply issue however as you've got a seemingly endless supply of the raw biological materials needed to make a Replicant. Or a human. Not too different in the end, you know? You'll receive enough to make at least a dozen Replicants each day and it'll always refill the next day over.
107	Arsenal of Destruction	Resources - Mundane	400	Galactic Civilisations II	To build a fleet capable of defending your empire (or conquering a rival's) is not a trivial task. Parts and resources need to be brought in from dozens of industrial sectors, crews and soldiers need to be trained, and there's always the dilemma of what exactly you'll go for - larger numbers of small combat craft, or a few, powerful warships to dominate one sector at a time. Or at least it used to be. Streamlining your industrial capacity is not easy, but when it comes to military-industrial power your people are nothing short of savants. You'll be able to build more ships, faster and cheaper than before and most amazingly, this effect becomes more pronounced the greater your production target's overall size, complexity, and cost are. Heavy Fighters' small size means they don't have that many ways to optimize production, but Frigates are already substantially easier, and Dreadnaughts? Well, by the time you're building those behemoths you shouldn't be surprised if you start getting almost twice as much bang for your buck. Possibly literally, if you like using missile weapons.
108	Sample Collection	Resources - Mundane	400	Generic Naruto Fanfiction	Oh, what's this now? Doing some experiments, are we? Well, if you are, these would be priceless. This is a comprehensive collection of DNA samples, with blood, hair, nails and even bone samples from... well, just about everyone who's anyone! That's right. This is a collection of neatly labeled samples that have materials from very nearly every powerful ninja, samurai, random guy, demon, sage... pretty much anyone who can be considered A-class or above in the Bingo Book. The exact nature and quantity of the samples depends on the people in question and their histories. That is, someone who keeps getting injured would likely have extensive blood samples here, but for someone for whom it's a rarity you would likely see only stuff like hair and skin, and quantities dependant on how easy it tends to ordinarily be to get those things from them. The exception is for dead people, in which case you get significant quantities of everything from blood, bone, skin... well, everything. Each and every sample is perfectly preserved, and experiments performed on them have significantly higher chances of success than normal. In future jumps too, you get samples from all major figures in the setting, whether in terms of fighting strength, intellect or the rest.
109	Lack of Materials	Resources - Mundane	400	God of War	Times are tough in this land. Forces beyond knowing, monsters that roam the lands, and gods who are as petty as they are powerful. With chaos such as this, there are times you may not be able to get everything that you need. But you've learned to make do. You can get the most out of your materials, using two bars of metal where you might need four, or three hides when you need six. Of course, if you DO have all the materials required you can use them to make your creations more effective in quality and capability as well. So maybe it doesn't hurt to put the extra mile in.
110	Junkyard	Resources - Mundane	400	Mass Effect Andromeda	Junk to some is treasure to others. You get a doorway that leads to a small pocket universe that is filled with the local area's lost, broken and/or discarded items. You might find broken gear, ruined vehicles, or maybe a pristine limited edition item that someone just forgot about. Everything in here will be somewhat useful to you, but you get to decide if it's use is as a source of resources, or if something is worth fixing.The doorway takes the appearance of an expandable hula hoop that opens a portal to the pocket universe. The pocket universe will refill with junk as you travel, or as the local area around you generates junk that will be siphoned off. In addition, if you haven't cleared out the junk universe in one jump, then you can still pick it up in another, while the junk from the new jump will slowly filter in as space is opened up.
111	Saturn Spray	Resources - Mundane	400	Modded Fallout	Based on the futuristic space-program alloy 'Saturnite', this spray can contains a liquid compound that rapidly hardens into a transparent, protective yet flexible film that bonds onto whatever item it is used on. As in, it turns the item it's used on effectively invulnerable to any damaging or corroding influence, from bullets to plasma and even radiation and rusting. You could spray a Light Machine Gun, and the barrel and firing chamber would never warp or distort from overheating, for example, nor would the paint job flake off or burn up despite the fact the barrel glows red-hot from continued use. Whatever it's used on simply will not degrade or wear out so long as the spray remains in place. Its flexibility means it doesn't actually provide any increase in protection (you'll still suffer internal trauma even if your armor bounces back right after, for example), but you'll never have to worry about your equipment no longer looking the way it should - or working at less than its original effectiveness, for that matter. Should you want to make some modifications (like changing the paint job to something different), you'll also receive a spray can with the releasing agent, which will cause the Saturn Spray to harmlessly peel off and degrade into everyday chemical waste. Both cans are effectively 'bottomless' and will never run out.
112	Done Dirt Cheap	Resources - Mundane	400	Pokemon Sword and Shield	What's a researcher to do? Good assistants and proper materials are so hard to come by these days. Well, no, not really, you might just be lazy. You can probably find them off the side of the road if you spent about five minutes. This perk helps you get quick volunteers to help look for things your research depends on; and with getting the basic materials and tools needed to do it in the first place, all on the cheap! You could pay off your helpers with stories, or even the results of your research if you don't care to hang onto it. Also helps with getting help with various other situations with similar benefits.
113	Manufacturing Line	Resources - Mundane	400	Valkyria Chronicles	You've always been of the opinion that technology advanced too slowly before you arrived, but now you can apply that to the physical world as well! Any building process you oversee, whether it be the forging of a sword or an entire tank factory, will now produce results twice as fast and with half the required materials used.

#	Name	Category	CP	Jump	Description
114	Ore Chest & Gift Shop: Material Supply	Resources - Mundane	500	God Catching Alchemy Meister	A magical chest full of different ores, rare metals and even some gems, around a kilogram of each, for a total of 20 kilograms at maximum produced. It replenishes the contents each day at midnight. Making it a stable, if small, source of income. You can put another kilogram of any ore, metal or the likes in there so the chest will also produce it in the future. This could be handy if you ever want an exotic weapon. Purchasing this grants you a replenishing supply of one material that you have acquired a sample of. For 100cp, this is the same amount as your sample and it is replenished monthly. For 300cp (included in the price), this supply is effectively unlimited.
115	NZT-48	Resources - Mundane	500	Limitless	You have some pills of NZT-48. This amazing pill lets you easily master many abilities related to the brain, including perfect recall, increased learning speed (fast enough to master the piano in three days), peak human charisma, peak human dexterity and reflexes, hypercompetence, superhuman instincts, peak human sensory absorption, instant analysis, and nigh-unshakable confidence. Unfortunately, the things you learn while using NZT are typically not fully available to you once it wears off. For free, you receive a replenishing supply, and the formula for, a version that has a few minor, minor side effects during withdrawal or even with continued usage: memory loss, extreme paranoia, blurred vision, hearing difficulties, psychosis, missing time, skin lesions, Creutzfeldt-Jakob disease, and Limp Dick Syndrome. So yeah, there is a trade-off for genius in a pill. For 200 CP (included in above cost), you can get a replenishing supply of, and the formula for, an injectable substance based on a cyclical enzyme system, partially developed by Piper Baird, that temporarily makes one immune to the side effects in case you want to control the distribution of NZT. You also have access to a version that grants permanent immunity. If you do not purchase this option, the in-jump version of this cyclical enzyme system will not work in future jumps. The enzymes are free if you have the capstone booster and Master Chemist. For 300 CP (included in above cost), you have a replenishing supply of, and the formula for, a version of NZT-48 that has no side effects. If you do not purchase this option, you will be unable to upgrade the base version to remove the side effects. This version is free for those who purchase the capstone booster. For each of these formulas, you may choose to have them work for others or not in future worlds, enabling mass production. However, if they work, others will be able to reverse engineer them so pick your poison. If you choose for them not to work for others, you'll have to oversee the production personally, but the compounds will be immune to analysis.
116	Element 115	Resources - Mundane	600	Call of Duty - Zombies	A metal container, containing an assortment of various forms of Element 115. This stuff can do all sorts of things, but it's dangerous, so use it wisely. The contents of the container will regenerate once a month.
117	Lost Art	Resources - Mundane	600	Generic Video Game Developer	You are now an expert of the lost art, the art of code efficiency. Any code and software you make will now be far more efficient, using up far less resources for the same results and running significantly faster than most standard code. Your game would normally be 16GB and requires 8GB of RAM? Now it uses half that, at least. Game causing lag and crashing because too much is going on? Not anymore. Whatever you code, it'll run fast, and it'll run well
118	Mithril Mines and Armory	Resources - Mundane	600	Lord of the Rings - Twilight of the North	There may be older and fouler things than Orcs in the deep places of the world, but there are great treasures and opportunities to be found in those places as well. Dwarven miners know this, and the lure of mithril often proves irresistible. With this, you need not worry about the presence of any Balrog or Orcs, as your veins of mithril shall lie within a mine dropped into a location near to where you start or even just connected to your Warehouse. The great quantities of mithril that these mines make available allow Dwarf-smiths, should you have invited any, to craft marvellously strong and light armor for your warriors or yourself. More than simply a store-room and workshop for Dwarven smiths, a Mithril Armory is capable of outfitting an entire host in the most supple and strong metal known in Middle-earth. The presence of such materials naturally attracts the finest Dwarvensmiths, who may also turn their efforts to forging superior weapons in addition to crafting mithril armor. Armored and armed in shining mithril and dwarf-make weapons, your forces are certain to be fearsome indeed on the battlefield. In future jumps, you will attract whatever setting equivalent to the Dwarves there happens to be. To find work in your armory and lands.
119	Box of Resources	Resources - Mundane	600	Mass Effect Andromeda	Have a box full of the Heleus cluster's resources! Great for all your crafting needs, and ensures that you can always use your Andromeda gear. Omni-gel canisters, eezo, angaran meditation crystals, kett alloys, remnant polymers, eiroch fluid sacs, remnant cores, renderable plates, scale fibers, shell filaments, soft chitin. You will have to find your own source of the non-exclusive minerals though. This box is as big as the shipping container for the Nomad, is equally divided amongst the 11 resources, and will refill itself once a week. Post Jump, instead of a single shipping container divided amongst the resources, you get a shipping container of each resource, and they all refill monthly. In addition, anytime you run into a universe specific material that you regularly use for crafting, another shipping container will be added. You must have used that material for crafting purposes several times before it would count.
120	Gadgeteer	Resources - Mundane	600	Totally Spies Martin Mystery	Not only do you have the knowledge and resources to produce all of WOOHP and the Center's gadgets quickly and efficiently, but you'll never run out of ideas for new gadgets, and you'll be able to incorporate any other technologies you know seamlessly.
121	Computronium & Gift Shop: Material Supply	Resources - Mundane	700	Eclipse Phase	One cubic foot of grade-A, pure TITAN-manufactured computronium originally a block of water ice from Iapetus. This is the kind of thing those commie Argonauts would sell their forks into indenture to get one good look at. Whorls of glassy circuitry and fleeting aurora-like flashes of light are trapped within the clear block. Only a high-bandwidth data port betrays its actual purpose. There's more processing power in this one-foot cube than almost any single computer system in the entire solar system (with the possible exception of the rest of the Iapetus matrioshka computer and any other computronium the TITANs have made, of course); it is capable of insanely massive processing feats. It must be kept cool and powered, since it lacks the rest of Iapetus's infrastructure. It would make an excellent substrate to run a Seed AI on. Purchasing this grants you a replenishing supply of one material that you have acquire a sample of. For 100cp, this is the same amount as your sample and it is replenished monthly.
122	Who's Got Da Powa & Power Overwhelming & Tashi Station	Resources - Mundane	700	Personal Reality Supplement	This provides enough electricity to power a city the size of New York City or London, forever, with nary a brown out or power fluctuation ever. It also comes with all the basic wiring hookups, surge protectors, outlets, circuit-breakers, routers, etc you might need... but you'll probably want to get a qualified electrician in at some point... or pick up a companion who does that kind of thing. Purchase of this supplies all facilities inside your Personal Reality with electrical hookups. Not enough power? Okay, this Who's Got the Powa Upgrade means that your Personal Reality is now hooked up to the full power of a Sol-Class Star encased in a Dyson Sphere. Congratulations, you're now a Kardashev II civilization. If this isn't enough power, you need an intervention. Did someone say 'Power Converters'? This Upgrade to Who's Got the Powa means that your generator now pumps out any esoteric energy type your Personal Reality's equipment or city-like objects might need by converting some of its electricity into whatever, be that mana, anbaric power, natural gas, ether, the power of love, or the power of rock and roll. How, you ask? FIAT, BITCHES! (insert Air-Guitar Solo Here)
123	Sidequest Board & Common Material Cache & Rare Material Cache & Lightsaber Crystals & Gift Shop: Material Supply (Both Caches)	Resources - Mundane	750	Star Wars - The Old Republic	A list of all events and jobs of interest in your general area, wherever that may be—'general area' meaning anywhere you can get while the information is still relevant. Includes a data-slate for viewing the list; if you have another quest tracking item or ability, you may use that to view the Board as well. Quests may reward appropriate items from the setting for their difficulty and circumstance. The Board contains as much information as a job posting would. If the 'Quest Giver' has a reward in mind, it is indicated on the listing; if they do not have a reward in mind but would find something to reward you with anyway, it is shown as an unknown item: "Quest Reward: ??? Item". The Board also indicates if a listed job would cause a change in your standing with other individuals or organizations, and if you are in a world that tracks Experience Points or have a perk that applies such a system, those are listed as well. The items rewarded by the quests do not include features specific to CP-bought versions of those items. Treat them as normal items acquired from the Jump. You may choose whether the items follow the insurance rules of their source document or this document, but you must do so only once for all future Jumps. This cache contains common 'mundane' crafting materials, such as durasteel, synthweave, armorplast, and tibana gas. Contains a practically unlimited supply. Includes blueprints for turning your materials into these common materials, plus blueprints for all other items you purchase with CP. It's unlikely to be useful anywhere else, but just in case, this cache contains an effectively unlimited supply of each of several Lightsaber-resistant materials: beskar, phrik, ultrachrome, and refined cortosis. The metals are ready for use in crafting or modifying equipment. The cache also includes an effectively unlimited quantity of other exotic materials, such as precious gemstones, technologically useful non-Force-imbued crystals, and organic materials like krayt dragon hide. If you want to create more Lightsabers without access to the setting's unique metaphysical geology, you'll need these. Each fist-sized rock has a sample of Force-sensitive crystal growing from its surface, which can easily be broken off into chunks sized for lightsaber crafting or creating Force Focuses. Purchase includes a rock for every type and color of crystal available in the setting, including synthetic crystals such as the red Force-crystals favored by the Sith. The crystals are always properly attuned to whoever harvests them, regardless of color, and will regrow within a day.
124	Supply Cache (x2)	Resources - Mundane	800	Batman Beyond	Each purchase of this will grant you 1 of two large stores of replenishing resources that can be used for a wide variety of projects. The first cache contains a large amount of mechanical and electronic parts that can be used to build or repair a wide array of weapons, gadgets, equipment, and cybernetics similar to what Batman and his enemies use. The second cache is filled with an incredible amount of chemicals, compounds and other substances that can be used to create things like biological mutagens, steroids, drugs, and deadly toxins.
125	Tenebrium Basics & Tenebrium Mine	Resources - Mundane	800	Divinity - Original Sin	Tenebrium is an odd mineral. It grows like a crystal, but can be melted and forged like iron. It is easily enchanted, but highly resistant to other kinds of magic. In addition, it is highly dangerous and inflicts a disease known simply as Rot upon all those who handle it in any form. Worst of all, Rot cannot be cured by simple magical spells, requiring rare and powerful artifacts to cleanse the infected. Most cannot afford such things and slowly wither over the months following handling a single chunk of crystal. But with this perk, you have come to understand how to safely handle Tenebrium without infecting yourself. Tenebrium is an utterly useful material, for all that it is also incredibly dangerous to handle. Still, considering all its uses, one can hardly be blamed for desiring to have a steady supply of the crystal on hand. The Tenebrium Mine attaches directly to your Cosmic Warehouse and takes the form of a traditional mining tunnel about a hundred feet deep. Inside one will find a few dozen crystals of Tenebrium growing, each large enough to produce a single ingot when smelted. Once harvested new crystals will slowly grow in their place over the course of a week. The mine is also capable of producing other metals, crystals, and even gemstones if given a sample of such material. These will form in veins along the walls of the tunnel, but grow much more slowly. Exotic metals will form at a rate of one ingot every two weeks and crystals will produce roughly the same amount. Gemstones seem to be easier and the mine will produce a collection of small stones that will fill a cupped hand in a week. Normal metals, like gold and silver, can also be produced at a rate of one ingot per week. An ingot here refers to enough material to forge a traditional longsword with.

#	Name	Category	CP	Jump	Description
1	Little Blue Packets	Knowledge - Archive	700	Lucy	Ah, drugs. They make everything better! Well, not really, but you could argue the point with these ones. This is a batch of the same chemical cocktail that gave Lucy her powers, now available for you, for the low, low price of 700 CP. These are somewhat different than the ones she and her fellow couriers had, though. Being somewhat more concentrated, you have four packets that, taken together, can get one person to 99% brain capacity, while each packet can get one person to 50%. For 300 CP you get a variant model of the drug instead, four packets of a cocktail any one of which is capable of boosting people up to the "variant 25%" level of 99% pure intellect but no psychic abilities as outlined in the Increased Brain Usage perk. Likewise, the 300 CP drug variant only qualifies you for the 300 CP version of Increased Brain Usage as a freebie or reduces the price of the higher versions by 300 CP (if you wanted the full power for yourself but only the reduced drug to give to others). Taking more than one packet of the 300 CP version has no effect. You get a fresh set of packets in every future jump. Oh, and of course, you also get the recipe for the version you buy and the ones costing less.
2	Field of Heart-Shaped Herbs	Resources - Mundane	300	Marvel Cinematic Universe Vol. 2	Out of all the Wakandan secrets that lie within the borders of the reclusive city, this one is the most potent secret of them all. It is also the most dangerous. It is a small but potent field, its soil infused with radiation from the ancient Vibranium meteor when it fell to such an extent that it would affect any plant life growing within it, like these herbs. The herbs are taken and ground up so that it may be imbibed, and when the imbiber is buried under a light covering they will find themselves on a spiritual journey to talk with their ancestors... and then rise a greater warrior. Strength and speed that reaches the lower levels of superhuman, durability to survive explosions with minor injuries. Perfect coordination and balance with agility that far outstrips Olympic athletes. It would not be too farfetched to say that the results of this herb match even the ones derived from the Super Soldier formula that made Captain America... and now you have a small field of these plants. Be very careful. After you leave, this can either be a property or a Warehouse Attachment.
3	Waste Not	Resources - Mundane	300	Monster Hunter	You have found out a great secret in the blacksmithing trade – the reason that most blacksmiths usually ask for so many materials to make a certain weapon or armor isn't because its material intensive, but because they can make one for half of the materials and either sell the rest or make another to sell at a profit. The bastards! You have figured out how to use less materials to gain the same result when it comes to crafting your own weapon and armor. At first, it may just be an ore or two less, but with enough practice, you can reduce the amount of materials needed for a project by half[rounded down]. As an added bonus, with enough practice, you have a fifty percent chance to not require high grade or legendary materials [Rubies, Plates, etc] to make an item, provided you can supplement the build with excess materials.
4	Eufiber Tumor	Resources - Mundane	300	Trinity: Aberrant	Don't show this to anyone unless you want to deal with some very awkward questions. Somehow you've acquired a small piece of Anibal Buendia's tissue floating in a nutrient bath, or something very much like it, that secretes strands of living Eufiber. You can use the Eufiber to make Quantum-Attuning suits. Living Eufiber also interacts with other powers in strange ways it is known that cyberkinetic powers are boosted when working with computers linked by a Living Eufiber network they are Attuned to. Finding other uses for this material will require experimentation on your part.
5	Olaminium Stock	Resources - Mundane	300	Trinity: Aeon	A stable isotope of element 114, this recently created material has replaced depleted uranium as the military's ultra-dense material of choice. Being still light enough that it can be used for construction or armor plating, Olaminium is even better than lead at blocking radiation. The sheer demand for this material makes it extremely expensive to acquire, even for the Aeon Trinity, and it is the preferred material for cutting-edge military-grade equipment. You receive about a shoebox's worth of ingots, which replenishes monthly, and the instructions on how to make more.
6	More With Less	Resources - Mundane	300	XCOM	Through careful construction, you can remove unnecessary components and get maximum efficiency into your products. What this means, is that you can create the same quality item while using less resources. Items with which you have a limited supply, such as alien materials, can be stretched farther.
7	Need More	Resources - Mundane	400	Blade Runner 2049	Replicants aren't exactly made from clay. The biological materials that go into them take facilities to produce and can get rather expensive to make each and every one individually. You won't have that supply issue however as you've got a seemingly endless supply of the raw biological materials needed to make a Replicant. Or a human. Not too different in the end, you know? You'll receive enough to make at least a dozen Replicants each day and it'll always refill the next day over.
8	Arsenal of Destruction	Resources - Mundane	400	Galactic Civilisations II	To build a fleet capable of defending your empire (or conquering a rival's) is not a trivial task. Parts and resources need to be brought in from dozens of industrial sectors, crews and soldiers need to be trained, and there's always the dilemma of what exactly you'll go for - larger numbers of small combat craft, or a few, powerful warships to dominate one sector at a time. Or at least it used to be. Streamlining your industrial capacity is not easy, but when it comes to military-industrial power your people are nothing short of savants. You'll be able to build more ships, faster and cheaper than before and most amazingly, this effect becomes more pronounced the greater your production target's overall size, complexity, and cost are. Heavy Fighters' small size means they don't have that many ways to optimize production, but Frigates are already substantially easier, and Dreadnaughts? Well, by the time you're building those behemoths you shouldn't be surprised if you start getting almost twice as much bang for your buck. Possibly literally, if you like using missile weapons.
9	Sample Collection	Resources - Mundane	400	Generic Naruto Fanfiction	Oh, what's this now? Doing some experiments, are we? Well, if you are, these would be priceless. This is a comprehensive collection of DNA samples, with blood, hair, nails and even bone samples from... well, just about everyone who's anyone! That's right. This is a collection of neatly labeled samples that have materials from very nearly every powerful ninja, samurai, random guy, demon, sage... pretty much anyone who can be considered A-class or above in the Bingo Book. The exact nature and quantity of the samples depends on the people in question and their histories. That is, someone who keeps getting injured would likely have extensive blood samples here, but for someone for whom it's a rarity you would likely see only stuff like hair and skin, and quantities dependant on how easy it tends to ordinarily be to get those things from them. The exception is for dead people, in which case you get significant quantities of everything from blood, bone, skin... well, everything. Each and every sample is perfectly preserved, and experiments performed on them have significantly higher chances of success than normal. In future jumps too, you get samples from all major figures in the setting, whether in terms of fighting strength, intellect or the rest.
10	Lack of Materials	Resources - Mundane	400	God of War	Times are tough in this land. Forces beyond knowing, monsters that roam the lands, and gods who are as petty as they are powerful. With chaos such as this, there are times you may not be able to get everything that you need. But you've learned to make do. You can get the most out of your materials, using two bars of metal where you might need four, or three hides when you need six. Of course, if you DO have all the materials required you can use them to make your creations more effective in quality and capability as well. So maybe it doesn't hurt to put the extra mile in.
11	Junkyard	Resources - Mundane	400	Mass Effect Andromeda	Junk to some is treasure to others. You get a doorway that leads to a small pocket universe that is filled with the local area's lost, broken and/or discarded items. You might find broken gear, ruined vehicles, or maybe a pristine limited edition item that someone just forgot about. Everything in here will be somewhat useful to you, but you get to decide if it's use is as a source of resources, or if something is worth fixing.The doorway takes the appearance of an expandable hula hoop that opens a portal to the pocket universe. The pocket universe will refill with junk as you travel, or as the local area around you generates junk that will be siphoned off. In addition, if you haven't cleared out the junk universe in one jump, then you can still pick it up in another, while the junk from the new jump will slowly filter in as space is opened up.
12	Saturn Spray	Resources - Mundane	400	Modded Fallout	Based on the futuristic space-program alloy 'Saturnite', this spray can contains a liquid compound that rapidly hardens into a transparent, protective yet flexible film that bonds onto whatever item it is used on. As in, it turns the item it's used on effectively invulnerable to any damaging or corroding influence, from bullets to plasma and even radiation and rusting. You could spray a Light Machine Gun, and the barrel and firing chamber would never warp or distort from overheating, for example, nor would the paint job flake off or burn up despite the fact the barrel glows red-hot from continued use. Whatever it's used on simply will not degrade or wear out so long as the spray remains in place. Its flexibility means it doesn't actually provide any increase in protection (you'll still suffer internal trauma even if your armor bounces back right after, for example), but you'll never have to worry about your equipment no longer looking the way it should - or working at less than its original effectiveness, for that matter. Should you want to make some modifications (like changing the paint job to something different), you'll also receive a spray can with the releasing agent, which will cause the Saturn Spray to harmlessly peel off and degrade into everyday chemical waste. Both cans are effectively 'bottomless' and will never run out.
13	Done Dirt Cheap	Resources - Mundane	400	Pokemon Sword and Shield	What's a researcher to do? Good assistants and proper materials are so hard to come by these days. Well, no, not really, you might just be lazy. You can probably find them off the side of the road if you spent about five minutes. This perk helps you get quick volunteers to help look for things your research depends on; and with getting the basic materials and tools needed to do it in the first place, all on the cheap! You could pay off your helpers with stories, or even the results of your research if you don't care to hang onto it. Also helps with getting help with various other situations with similar benefits.
14	Manufacturing Line	Resources - Mundane	400	Valkyria Chronicles	You've always been of the opinion that technology advanced too slowly before you arrived, but now you can apply that to the physical world as well! Any building process you oversee, whether it be the forging of a sword or an entire tank factory, will now produce results twice as fast and with half the required materials used.
15	Ore Chest & Gift Shop: Material Supply	Resources - Mundane	500	God Catching Alchemy Meister	A magical chest full of different ores, rare metals and even some gems, around a kilogram of each, for a total of 20 kilograms at maximum produced. It replenishes the contents each day at midnight. Making it a stable, if small, source of income. You can put another kilogram of any ore, metal or the likes in there so the chest will also produce it in the future. This could be handy if you ever want an exotic weapon. Purchasing this grants you a replenishing supply of one material that you have acquired a sample of. For 100cp, this is the same amount as your sample and it is replenished monthly. For 300cp (included in the price), this supply is effectively unlimited.
16	NZT-48	Resources - Mundane	500	Limitless	You have some pills of NZT-48. This amazing pill lets you easily master many abilities related to the brain, including perfect recall, increased learning speed (fast enough to master the piano in three days), peak human charisma, peak human dexterity and reflexes, hypercompetence, superhuman instincts, peak human sensory absorption, instant analysis, and nigh-unshakable confidence. Unfortunately, the things you learn while using NZT are typically not fully available to you once it wears off. For free, you receive a replenishing supply, and the formula for, a version that has a few minor, minor side effects during withdrawal or even with continued usage: memory loss, extreme paranoia, blurred vision, hearing difficulties, psychosis, missing time, skin lesions, Creutzfeldt-Jakob disease, and Limp Dick Syndrome. So yeah, there is a trade-off for genius in a pill. For 200 CP (included in above cost), you can get a replenishing supply of, and the formula for, an injectable substance based on a cyclical enzyme system, partially developed by Piper Baird, that temporarily makes one immune to the side effects in case you want to control the distribution of NZT. You also have access to a version that grants permanent immunity. If you do not purchase this option, the in-jump version of this cyclical enzyme system will not work in future jumps. The enzymes are free if you have the capstone booster and Master Chemist. For 300 CP (included in above cost), you have a replenishing supply of, and the formula for, a version of NZT-48 that has no side effects. If you do not purchase this option, you will be unable to upgrade the base version to remove the side effects. This version is free for those who purchase the capstone booster. For each of these formulas, you may choose to have them work for others or not in future worlds, enabling mass production. However, if they work, others will be able to reverse engineer them so pick your poison. If you choose for them not to work for others, you'll have to oversee the production personally, but the compounds will be immune to analysis.
17	Element 115	Resources - Mundane	600	Call of Duty - Zombies	A metal container, containing an assortment of various forms of Element 115. This stuff can do all sorts of things, but it's dangerous, so use it wisely. The contents of the container will regenerate once a month.
18	Lost Art	Resources - Mundane	600	Generic Video Game Developer	You are now an expert of the lost art, the art of code efficiency. Any code and software you make will now be far more efficient, using up far less resources for the same results and running significantly faster than most standard code. Your game would normally be 16GB and requires 8GB of RAM? Now it uses half that, at least. Game causing lag and crashing because too much is going on? Not anymore. Whatever you code, it'll run fast, and it'll run well
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22	Computronium & Gift Shop: Material Supply	Resources - Mundane	700	Eclipse Phase	One cubic foot of grade-A, pure TITAN-manufactured computronium originally a block of water ice from Iapetus. This is the kind of thing those commie Argonauts would sell their forks into indenture to get one good look at. Whorls of glassy circuitry and fleeting aurora-like flashes of light are trapped within the clear block. Only a high-bandwidth data port betrays its actual purpose. There's more processing power in this one-foot cube than almost any single computer system in the entire solar system (with the possible exception of the rest of the Iapetus matrioshka computer and any other computronium the TITANs have made, of course); it is capable of insanely massive processing feats. It must be kept cool and powered, since it lacks the rest of Iapetus's infrastructure. It would make an excellent substrate to run a Seed AI on. Purchasing this grants you a replenishing supply of one material that you have acquire a sample of. For 100cp, this is the same amount as your sample and it is replenished monthly.
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24	Sidequest Board & Common Material Cache & Rare Material Cache & Lightsaber Crystals & Gift Shop: Material Supply (Both Caches)	Resources - Mundane	750	Star Wars - The Old Republic	A list of all events and jobs of interest in your general area, wherever that may be—'general area' meaning anywhere you can get while the information is still relevant. Includes a data-slate for viewing the list; if you have another quest tracking item or ability, you may use that to view the Board as well. Quests may reward appropriate items from the setting for their difficulty and circumstance. The Board contains as much information as a job posting would. If the 'Quest Giver' has a reward in mind, it is indicated on the listing; if they do not have a reward in mind but would find something to reward you with anyway, it is shown as an unknown item: "Quest Reward: ??? Item". The Board also indicates if a listed job would cause a change in your standing with other individuals or organizations, and if you are in a world that tracks Experience Points or have a perk that applies such a system, those are listed as well. The items rewarded by the quests do not include features specific to CP-bought versions of those items. Treat them as normal items acquired from the Jump. You may choose whether the items follow the insurance rules of their source document or this document, but you must do so only once for all future Jumps. This cache contains common 'mundane' crafting materials, such as durasteel, synthweave, armorplast, and tibana gas. Contains a practically unlimited supply. Includes blueprints for turning your materials into these common materials, plus blueprints for all other items you purchase with CP. It's unlikely to be useful anywhere else, but just in case, this cache contains an effectively unlimited supply of each of several Lightsaber-resistant materials: beskar, phrik, ultrachrome, and refined cortosis. The metals are ready for use in crafting or modifying equipment. The cache also includes an effectively unlimited quantity of other exotic materials, such as precious gemstones, technologically useful non-Force-imbued crystals, and organic materials like krayt dragon hide. If you want to create more Lightsabers without access to the setting's unique metaphysical geology, you'll need these. Each fist-sized rock has a sample of Force-sensitive crystal growing from its surface, which can easily be broken off into chunks sized for lightsaber crafting or creating Force Focuses. Purchase includes a rock for every type and color of crystal available in the setting, including synthetic crystals such as the red Force-crystals favored by the Sith. The crystals are always properly attuned to whoever harvests them, regardless of color, and will regrow within a day.
25	Supply Cache (x2)	Resources - Mundane	800	Batman Beyond	Each purchase of this will grant you 1 of two large stores of replenishing resources that can be used for a wide variety of projects. The first cache contains a large amount of mechanical and electronic parts that can be used to build or repair a wide array of weapons, gadgets, equipment, and cybernetics similar to what Batman and his enemies use. The second cache is filled with an incredible amount of chemicals, compounds and other substances that can be used to create things like biological mutagens, steroids, drugs, and deadly toxins.
26	Tenebrium Basics & Tenebrium Mine	Resources - Mundane	800	Divinity - Original Sin	Tenebrium is an odd mineral. It grows like a crystal, but can be melted and forged like iron. It is easily enchanted, but highly resistant to other kinds of magic. In addition, it is highly dangerous and inflicts a disease known simply as Rot upon all those who handle it in any form. Worst of all, Rot cannot be cured by simple magical spells, requiring rare and powerful artifacts to cleanse the infected. Most cannot afford such things and slowly wither over the months following handling a single chunk of crystal. But with this perk, you have come to understand how to safely handle Tenebrium without infecting yourself. Tenebrium is an utterly useful material, for all that it is also incredibly dangerous to handle. Still, considering all its uses, one can hardly be blamed for desiring to have a steady supply of the crystal on hand. The Tenebrium Mine attaches directly to your Cosmic Warehouse and takes the form of a traditional mining tunnel about a hundred feet deep. Inside one will find a few dozen crystals of Tenebrium growing, each large enough to produce a single ingot when smelted. Once harvested new crystals will slowly grow in their place over the course of a week. The mine is also capable of producing other metals, crystals, and even gemstones if given a sample of such material. These will form in veins along the walls of the tunnel, but grow much more slowly. Exotic metals will form at a rate of one ingot every two weeks and crystals will produce roughly the same amount. Gemstones seem to be easier and the mine will produce a collection of small stones that will fill a cupped hand in a week. Normal metals, like gold and silver, can also be produced at a rate of one ingot per week. An ingot here refers to enough material to forge a traditional longsword with.
27	Do One Thing At A Time	Speed	300	Dinotopia	When you focus yourself on doing a single task, your skill and efficiency doubles. Material requirements are unaffected, but time taken is halved and quality is doubled
28	Fairy	Speed - Arcane	400	Fate/Legends - Garden of Avalon	Despite having human parents, you are a long way from being human yourself. An ancient, long buried heritage in your ancestry has awakened and you were born as a Fairy. A Fairy is an extension of Gaia, similar to how the hairs or fingers on your body are an extension of you. Despite this, you retain your free will completely, thus allowing you to benefit quite significantly from being considered a natural part of the world, especially when it comes to your magecraft being accepted as entirely natural. You are also able to become invisible to the senses of any being without magic. Beyond this, you have amazing talent in creating magic items and while you are right now a long way from crafting something like Excalibur or Arondight, you are still several times as skilled, fast and efficient in the creation of magical items as normal. Lastly, you have the potential, with enough power and/or age, to evolve into a full fledged Elemental, granting you greater authority and importance to the world, along with a not insignificant boost in power. In future worlds, you may choose to have a similar connection to the world you begin on as you do with Gaia here.
29	Fairy	Speed - Arcane	400	Fate/Legends - Garden of Avalon	Despite having human parents, you are a long way from being human yourself. An ancient, long buried heritage in your ancestry has awakened and you were born as a Fairy. A Fairy is an extension of Gaia, similar to how the hairs or fingers on your body are an extension of you. Despite this, you retain your free will completely, thus allowing you to benefit quite significantly from being considered a natural part of the world, especially when it comes to your magecraft being accepted as entirely natural. You are also able to become invisible to the senses of any being without magic. Beyond this, you have amazing talent in creating magic items and while you are right now a long way from crafting something like Excalibur or Arondight, you are still several times as skilled, fast and efficient in the creation of magical items as normal. Lastly, you have the potential, with enough power and/or age, to evolve into a full fledged Elemental, granting you greater authority and importance to the world, along with a not insignificant boost in power. In future worlds, you may choose to have a similar connection to the world you begin on as you do with Gaia here.
30	Magical Assembly	Speed - Arcane	400	Generic Builder	Rather than use tools for your building, you've learned how to assemble and disassemble things using magic. This increases your Building speed by half again.
31	Magical Assembly	Speed - Arcane	400	Generic Builder	Rather than use tools for your building, you've learned how to assemble and disassemble things using magic. This increases your Building speed by half again.
32	Cultivation & Silken Mountainriver Diagram	Speed - Arcane	700	Talisman Emperor Mortal Dimension	You are capable of cultivating, allowing you to gradually (or not so gradually) become superhuman by channeling the energy which permeates this universe. While you are not inherently skilled at improving your cultivation (at least, not without taking other perks), your potential is equivalent to Chen Xi's – that is to say, effectively limitless. By default, you gain a cultivation technique suitable for qi refinement or one for body refinement, but you may choose to gain both for 100 CP (included in cost). These techniques are suitable up to the peak of the Golden Core Realm, and are equivalent to the stronger qi refinement techniques used by Chen Xi (Ice Crane Technique and Blackhole Void Technique). This Immortal Artifact takes the form of a painting 52 picturing a verdant landscape with majestic mountains and rivers so lifelike that they appear to move. With a small amount of essence, a cultivator can enter the painting which expands to the size of a world. Time flows more swiftly inside the painting, allowing a year to pass when the outside world only experiences a single day. While plants and animals grow older accordingly, sapient beings still only age a single day, making it ideal for cultivation. The owner of the Silken Mountainriver Diagram can control who enters it, but cannot directly force them to exit it. Anything which can become an attachment to your Warehouse can instead be placed inside the Silken Mountainriver Diagram.
33	Cultivation & Silken Mountainriver Diagram	Speed - Arcane	700	Talisman Emperor Mortal Dimension	You are capable of cultivating, allowing you to gradually (or not so gradually) become superhuman by channeling the energy which permeates this universe. While you are not inherently skilled at improving your cultivation (at least, not without taking other perks), your potential is equivalent to Chen Xi's – that is to say, effectively limitless. By default, you gain a cultivation technique suitable for qi refinement or one for body refinement, but you may choose to gain both for 100 CP (included in cost). These techniques are suitable up to the peak of the Golden Core Realm, and are equivalent to the stronger qi refinement techniques used by Chen Xi (Ice Crane Technique and Blackhole Void Technique). This Immortal Artifact takes the form of a painting 52 picturing a verdant landscape with majestic mountains and rivers so lifelike that they appear to move. With a small amount of essence, a cultivator can enter the painting which expands to the size of a world. Time flows more swiftly inside the painting, allowing a year to pass when the outside world only experiences a single day. While plants and animals grow older accordingly, sapient beings still only age a single day, making it ideal for cultivation. The owner of the Silken Mountainriver Diagram can control who enters it, but cannot directly force them to exit it. Anything which can become an attachment to your Warehouse can instead be placed inside the Silken Mountainriver Diagram.
34	Rapid Construction	Speed - Fiat	50	Blazing Saddles	You are not only a truly excellent carpenter, you are an exceptionally fast worker. Any form of construction or crafting will be completed in a tenth the time it would otherwise take, though your overall quality will suffer if you use this at full effect (times ten). At times two, you'll sacrifice none of the quality, but as you get closer to times ten, you'll sacrifice more and more of it.
35	Rapid Construction	Speed - Fiat	50	Blazing Saddles	You are not only a truly excellent carpenter, you are an exceptionally fast worker. Any form of construction or crafting will be completed in a tenth the time it would otherwise take, though your overall quality will suffer if you use this at full effect (times ten). At times two, you'll sacrifice none of the quality, but as you get closer to times ten, you'll sacrifice more and more of it.
36	Don't Need A Team	Speed - Fiat	100	Ace Combat	Fighter planes are pretty complicated machines, and more often than not you need a whole crew to maintain them so that they don't break down in the middle of a fight and doom the pilot. You know your plane well enough to circumvent this issue. You've got just the right idea on what needs tuning up and what needs fixing, along with having the speed to be able to fix a plane up by yourself without the need for a crew in a fraction of the time. Performance issues are a thing of the past for you.
37	Don't Need A Team	Speed - Fiat	100	Ace Combat	Fighter planes are pretty complicated machines, and more often than not you need a whole crew to maintain them so that they don't break down in the middle of a fight and doom the pilot. You know your plane well enough to circumvent this issue. You've got just the right idea on what needs tuning up and what needs fixing, along with having the speed to be able to fix a plane up by yourself without the need for a crew in a fraction of the time. Performance issues are a thing of the past for you.
38	Artisan	Speed - Fiat	100	Generic Builder	You have a talent for creating works of art. Creation times are halved and your natural talent increases with each purchase of this knack. Your artwork has an almost magical ability to invoke a particular emotion that you set at the time of its creation, scary masks, awe inspiring fountains, creepy puppets or such. The degree of emotion-induction effect increases with skill.
39	Artisan	Speed - Fiat	100	Generic Builder	You have a talent for creating works of art. Creation times are halved and your natural talent increases with each purchase of this knack. Your artwork has an almost magical ability to invoke a particular emotion that you set at the time of its creation, scary masks, awe inspiring fountains, creepy puppets or such. The degree of emotion-induction effect increases with skill.
40	Craftsman	Speed - Fiat	100	Generic Builder	You have a talent for creating things requiring wood as well as selecting the best wood for the job at hand. Creation times are halved for each purchase of this knack and the results are always visually impressive if you so wish.
41	Craftsman	Speed - Fiat	100	Generic Builder	You have a talent for creating things requiring wood as well as selecting the best wood for the job at hand. Creation times are halved for each purchase of this knack and the results are always visually impressive if you so wish.
42	Smith	Speed - Fiat	100	Generic Builder	You have a particular talent for creating anything a blacksmith/armorsmith/weaponsmith might create. Any such crafted object is half again as durable as it would otherwise be. Creation times are halved and your natural talent increases with each purchase of this knack.
43	Smith	Speed - Fiat	100	Generic Builder	You have a particular talent for creating anything a blacksmith/armorsmith/weaponsmith might create. Any such crafted object is half again as durable as it would otherwise be. Creation times are halved and your natural talent increases with each purchase of this knack.
44	Fixer	Speed - Fiat	100	Smash Up	You're really good. All your repairs seem to take half as much time as normal. A true miracle worker.
45	Fixer	Speed - Fiat	100	Smash Up	You're really good. All your repairs seem to take half as much time as normal. A true miracle worker.
46	What's An Engineer?	Speed - Fiat	200	Brutal Legend	A guy who builds stuff, and now, so do you. Set up and tear down infrastructure in half the time, leaving you with time to rehearse your set, or whatever you'll do with that free time.
47	What's An Engineer?	Speed - Fiat	200	Brutal Legend	A guy who builds stuff, and now, so do you. Set up and tear down infrastructure in half the time, leaving you with time to rehearse your set, or whatever you'll do with that free time.
48	Short Development Time	Speed - Fiat	200	Generic Video Game Developer	Working at a smaller game company means that sometimes you get contracted out by a bigger corporation to make a game, and they want it ASAP. Well, at least now you can work fast enough to keep up with the deadlines. Usually, anyway. Either way, expect to do half again as much work as you would normally get done in the same span of time, all without losing any quality to your work!
49	Short Development Time	Speed - Fiat	200	Generic Video Game Developer	Working at a smaller game company means that sometimes you get contracted out by a bigger corporation to make a game, and they want it ASAP. Well, at least now you can work fast enough to keep up with the deadlines. Usually, anyway. Either way, expect to do half again as much work as you would normally get done in the same span of time, all without losing any quality to your work!
50	Time Flies	Speed - Fiat	200	Lords of the Night - Zombies	There are many talented old wizards who have devoted decades of work to achieving immortality, and they didn't even start that search until they were already skilled and experienced in their magic. And many of them fall short. You have a single decade. Good thing you can make the most of your time. Any kind of extended work or project you're working on progresses unnaturally fast. Or at least, your contribution does. Specifically, it goes five times as fast. You can read a book five times as fast, set-up a ritual five times as fast, craft five times as fast, study or do research five times as fast, and so on. This never works on action or dynamic set pieces. You could do five days of ritual work in a single day, but the high point at the end of the ritual, the part that must not be interrupted least horrible consequences befall everyone? Normal time.
51	Time Flies	Speed - Fiat	200	Lords of the Night - Zombies	There are many talented old wizards who have devoted decades of work to achieving immortality, and they didn't even start that search until they were already skilled and experienced in their magic. And many of them fall short. You have a single decade. Good thing you can make the most of your time. Any kind of extended work or project you're working on progresses unnaturally fast. Or at least, your contribution does. Specifically, it goes five times as fast. You can read a book five times as fast, set-up a ritual five times as fast, craft five times as fast, study or do research five times as fast, and so on. This never works on action or dynamic set pieces. You could do five days of ritual work in a single day, but the high point at the end of the ritual, the part that must not be interrupted least horrible consequences befall everyone? Normal time.
52	Fast Service	Speed - Fiat	200	Warhammer 40k: Squads	Some might wonder what place a mechanic has on the battlefield, but they clearly never saw a tank take a crippling hit. Fortunately, your skills are such that you can repair many vehicles and devices that would seem at first glance only good for parts, and in a fifth the normal time.
53	Fast Service	Speed - Fiat	200	Warhammer 40k: Squads	Some might wonder what place a mechanic has on the battlefield, but they clearly never saw a tank take a crippling hit. Fortunately, your skills are such that you can repair many vehicles and devices that would seem at first glance only good for parts, and in a fifth the normal time.
54	Time to Cook	Speed - Fiat	200	Wonderland No More	Wonderland's sense of time is kind of screwy, and it's perfectly reasonable for a chef to go out for a midnight quest to a mountain for an egg and get back before the pot boils over. This perk essentially slows down the progression of time from a narrative standpoint as long as you are focusing on making food that includes everything from acquiring ingredients to preparing the food to setting the table. This does not slow or freeze the movements of those around you, but it basically means that as long as you are focused on cooking, you'll finish everything on time and nothing will interrupt you. For instance, if you are cooking a special potion to boost your troops in time to stop an invasion, you'll get the potion ready on time even if the siege was just an hour away. When you stop doing food-related things, time returns to its normal pace; spell preparations technically count as cooking by Wonderland rules, though.
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56	Do One Thing At A Time	Speed - Fiat	300	Dinotopia	When you focus yourself on doing a single task, your skill and efficiency doubles. Material requirements are unaffected, but time taken is halved and quality is doubled
57	Workaholic	Speed - Fiat	300	Sonic the Hedgehog	Sometimes you wonder how some geniuses are able to build entire armadas within days or weeks of their last defeat. You become a walking factory of production. Building in masse is something that comes without issue to you. That one bot that took a week to build? Now that one bot is now 5. Or roughly 3x the size it was before. How do you even have the resources to build so much you say? The hell if I know.

#	Name	Category	CP	Jump	Description
58	Workaholic	Speed - Fiat	300	Sonic the Hedgehog	Sometimes you wonder how some geniuses are able to build entire armadas within days or weeks of their last defeat. You become a walking factory of production. Building in masse is something that comes without issue to you. That one bot that took a week to build? Now that one bot is now 5. Or roughly 3x the size it was before. How do you even have the resources to build so much you say? The hell if I know.
59	Gimme a Tic	Speed - Fiat	400	Gonna be the Twin-Tail	They ain't never seen an engineer like yourself. You're not just able to keep up with some of the best and brightest in this world, such as creating teleporters that can be carried in your palm or energy shields that can offset a rocket launcher yet are contained within small pieces of jewellery, but you are also able to outright make what you design too. You work fast and hard, enough to do the work of dozens of skilled men working constantly over weeks of time in just a single night. You could construct a fully outfitted underground base beneath a house, excavating and manufacturing and coding all the gadgets and rooms and devices needed, within a single night and not leave anyone above ground aware of it.
60	Gimme a Tic	Speed - Fiat	400	Gonna be the Twin-Tail	They ain't never seen an engineer like yourself. You're not just able to keep up with some of the best and brightest in this world, such as creating teleporters that can be carried in your palm or energy shields that can offset a rocket launcher yet are contained within small pieces of jewellery, but you are also able to outright make what you design too. You work fast and hard, enough to do the work of dozens of skilled men working constantly over weeks of time in just a single night. You could construct a fully outfitted underground base beneath a house, excavating and manufacturing and coding all the gadgets and rooms and devices needed, within a single night and not leave anyone above ground aware of it.
61	Savvy Sultan	Speed - Fiat	400	Macross	When people think of building things, they think of you. Provided you had the resources and the understanding of the technology, you could construct all manners of machines in a fourth of the time it would normally take. By yourself. You're no slouch with any of your tools either, wielding them with the precision of a machine with no loss of speed. Quality and a deadline? No problem.
62	Savvy Sultan	Speed - Fiat	400	Macross	When people think of building things, they think of you. Provided you had the resources and the understanding of the technology, you could construct all manners of machines in a fourth of the time it would normally take. By yourself. You're no slouch with any of your tools either, wielding them with the precision of a machine with no loss of speed. Quality and a deadline? No problem.
63	Unravelling	Speed - Fiat	400	Medaka Box Abnormal	Sprinting is great and all, really, but it's not much use in life. How often is raw speed in that sense going to help, in anything from typing to fighting? But it looks like it's actually quite fitting for you. The faster you become in raw movement speed, the faster you are able to do any task at all. Becoming able to move faster than the speed of sound would let you accomplish hours of work in just minutes, with no loss in quality, consideration or effective time spent on the project. You'll be moving and acting faster but be just as effective as if you took as much time as you normally would on the task you're working on.
64	Unravelling	Speed - Fiat	400	Medaka Box Abnormal	Sprinting is great and all, really, but it's not much use in life. How often is raw speed in that sense going to help, in anything from typing to fighting? But it looks like it's actually quite fitting for you. The faster you become in raw movement speed, the faster you are able to do any task at all. Becoming able to move faster than the speed of sound would let you accomplish hours of work in just minutes, with no loss in quality, consideration or effective time spent on the project. You'll be moving and acting faster but be just as effective as if you took as much time as you normally would on the task you're working on.
65	I Know What We're Going To Do Today	Speed - Fiat	400	Phineas and Ferb	24 hours just doesn't seem like enough time to get stuff accomplished, but you'd be surprised what determination (and this perk) can get you. You can now complete days and even weeks worth of work in just a few hours, and this effect increases tremendously when you have a few helpers, to the point where a small team can work with you to complete years worth of work in a simple afternoon.
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67	Under Pressure	Speed - Fiat	400	Stargate Atlantis	Work that would take a whole team a week to do, you can do by yourself in a day...when you're properly motivated. Unfortunately that proper motivation involves imminent demise: a gun held to your head, an incoming blast of solar radiation, anything that would wipe you or your friends out. The closer your death approaches, the faster and better you work. Just keep in mind that some tasks are too large for even your accelerated competency to complete.
68	Under Pressure	Speed - Fiat	400	Stargate Atlantis	Work that would take a whole team a week to do, you can do by yourself in a day...when you're properly motivated. Unfortunately that proper motivation involves imminent demise: a gun held to your head, an incoming blast of solar radiation, anything that would wipe you or your friends out. The closer your death approaches, the faster and better you work. Just keep in mind that some tasks are too large for even your accelerated competency to complete.
69	High Speed Creationist	Speed - Fiat	400	The Weakness of Beatrice	There's no reason to bother with hours or days of waiting around for a potion to be ready, especially not when you're in the deep labyrinth, monsters are bearing down on you and your allies are injured. You've got no time for it and thus waste none, as your crafting and mixing abilities work at an insane pace. You can mix potions in seconds that take hours normally, even turning enemies into potions as you fight them if you're using the right sort of potion recipe. The way you smith or build items is just as fast, finishing swords in minutes or whole houses in hours. Combat crafting might have been seen as impossible but you're about to prove everyone wrong.
70	High Speed Creationist	Speed - Fiat	400	The Weakness of Beatrice	There's no reason to bother with hours or days of waiting around for a potion to be ready, especially not when you're in the deep labyrinth, monsters are bearing down on you and your allies are injured. You've got no time for it and thus waste none, as your crafting and mixing abilities work at an insane pace. You can mix potions in seconds that take hours normally, even turning enemies into potions as you fight them if you're using the right sort of potion recipe. The way you smith or build items is just as fast, finishing swords in minutes or whole houses in hours. Combat crafting might have been seen as impossible but you're about to prove everyone wrong.
71	Manufacturing Line	Speed - Fiat	400	Valkyria Chronicles	You've always been of the opinion that technology advanced too slowly before you arrived, but now you can apply that to the physical world as well! Any building process you oversee, whether it be the forging of a sword or an entire tank factory, will now produce results twice as fast and with half the required materials used.
72	Manufacturing Line	Speed - Fiat	400	Valkyria Chronicles	You've always been of the opinion that technology advanced too slowly before you arrived, but now you can apply that to the physical world as well! Any building process you oversee, whether it be the forging of a sword or an entire tank factory, will now produce results twice as fast and with half the required materials used.
73	Steel Driving Man	Speed - Fiat	600	Generic Factory	Whenever you are working with a machine you find that you can always keep up with it, you can practically run an entire assembly line all on your own and still find time for a smoke break.
74	Steel Driving Man	Speed - Fiat	600	Generic Factory	Whenever you are working with a machine you find that you can always keep up with it, you can practically run an entire assembly line all on your own and still find time for a smoke break.
75	Goibnu	Speed - Fiat	600	Irish Mythology	The greatest of the Tuatha smiths, Goibnu could create a spearhead with three strikes of his hammer, and it would be so sharp the man it cut would surely bleed to death. Like this legendary smith, you can forge or assemble anything you've the materials for, no matter how complex or intricate, in moments and whatever you forge shall be of mythic quality, whether armor lighter than cloth and harder than a mountain or plows that can turn over ten acres with one pass. Truly you are worthy to be called the smith of the gods.
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77	The Icepick	Speed - Mundane	100	Titanfall	It's a tough enough fight on the ground, and you don't have the time to fiddle with computers while you and your allies are under fire. You are extremely quick when working with software, able to type quickly and accurately while focusing on something else, and adept at creating pre-made software packages for your own use.
78	The Icepick	Speed - Mundane	100	Titanfall	It's a tough enough fight on the ground, and you don't have the time to fiddle with computers while you and your allies are under fire. You are extremely quick when working with software, able to type quickly and accurately while focusing on something else, and adept at creating pre-made software packages for your own use.
79	Machinist	Speed - Mundane	200	Gargoyles	You are an expert mechanic. You can rebuild and improve a helicopter in 12 hours or create a functional motorcycle from spare parts. If honed, this ability will let you make nearly anything from incredibly advanced robots to nanite swarms in only a few months time.
80	Machinist	Speed - Mundane	200	Gargoyles	You are an expert mechanic. You can rebuild and improve a helicopter in 12 hours or create a functional motorcycle from spare parts. If honed, this ability will let you make nearly anything from incredibly advanced robots to nanite swarms in only a few months time.
81	Schematics to Time	Speed - Mundane	200	Generic Video Game Developer	Wasted time is a serious problem for just about any company. And while most managers might think it's because John took an extra 5 minutes for lunch, the real time sink is the direction a project ends up going, as sometimes you go down a rabbit hole trying to fix a problem and take a while to get on the right track, such as looking for a bug in the wrong part of the code. But for you, it's different. For you, every time you settle down to work you get on the right track. From looking for bugs in the right section of code to researching the right function for a problem, your work is now more of a straight line, taking no detours and going down no rabbit holes. If you have a problem, you'll always start in the right place.
82	Schematics to Time	Speed - Mundane	200	Generic Video Game Developer	Wasted time is a serious problem for just about any company. And while most managers might think it's because John took an extra 5 minutes for lunch, the real time sink is the direction a project ends up going, as sometimes you go down a rabbit hole trying to fix a problem and take a while to get on the right track, such as looking for a bug in the wrong part of the code. But for you, it's different. For you, every time you settle down to work you get on the right track. From looking for bugs in the right section of code to researching the right function for a problem, your work is now more of a straight line, taking no detours and going down no rabbit holes. If you have a problem, you'll always start in the right place.
83	Foraker-Hemphill	Speed - Mundane	300	Honor Harrington	The brilliance of the officers and the planners does a lot to help, but in the end what wins wars is the equipment. The best equipment, a lot of it, and built really quickly and cheaply. That is where you come in. You are an innovator almost beyond peer, able to design and build technology literally decades ahead of your competition. Or if not that, you may build at the normal levels, but build it with an unbelievably tiny resource base or build it so quickly that the enemy simply can't believe their eyes. Your specialization depends upon your faction perk, but at the very least you gain vast knowledge and an in-depth understanding of this universe's tech, enough to be a Jack of All Trades.
84	Foraker-Hemphill	Speed - Mundane	300	Honor Harrington	The brilliance of the officers and the planners does a lot to help, but in the end what wins wars is the equipment. The best equipment, a lot of it, and built really quickly and cheaply. That is where you come in. You are an innovator almost beyond peer, able to design and build technology literally decades ahead of your competition. Or if not that, you may build at the normal levels, but build it with an unbelievably tiny resource base or build it so quickly that the enemy simply can't believe their eyes. Your specialization depends upon your faction perk, but at the very least you gain vast knowledge and an in-depth understanding of this universe's tech, enough to be a Jack of All Trades.
85	Arsenal of Destruction	Speed - Mundane	400	Galactic Civilisations II	To build a fleet capable of defending your empire (or conquering a rival's) is not a trivial task. Parts and resources need to be brought in from dozens of industrial sectors, crews and soldiers need to be trained, and there's always the dilemma of what exactly you'll go for - larger numbers of small combat craft, or a few, powerful warships to dominate one sector at a time. Or at least it used to be. Streamlining your industrial capacity is not easy, but when it comes to military-industrial power your people are nothing short of savants. You'll be able to build more ships, faster and cheaper than before and most amazingly, this effect becomes more pronounced the greater your production target's overall size, complexity, and cost are. Heavy Fighters' small size means they don't have that many ways to optimize production, but Frigates are already substantially easier, and Dreadnaughts? Well, by the time you're building those behemoths you shouldn't be surprised if you start getting almost twice as much bang for your buck. Possibly literally, if you like using missile weapons.
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87	One-Man Industry	Speed - Mundane	400	God Catching Alchemy Meister	Despite being chained to the forge for hours on end, alchemists can make just a handful of works per day. Mixing, forging and enchanting take time and finesse, after all. Those who make items en masse tend to vomit works of low quality. In the face of that, you trained and mastered the art of making things really quick without a loss in quality. About ten times as fast as your peers, in fact. While an alchemist with your same rank would take an hour to make a fire sword, you in the same span of time can make ten, and even give each different powers. This bleeds out to other aspects in your life. Time is money, after all.
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89	Rapid Engineering	Speed - Mundane	400	Honor Harrington	When it comes to technology, quality may beat quantity, but quantity has a quality of its own. A quality you well understand. You have a deep knowledge and skill at building shipyards and support systems, not to mention ships and their weapons, that focuses on building a lot of them very quickly, instead of building them to be the best in the world. Your product may not be the most lethal or best defended or longest sensing in the galaxy, but you know how to churn out entire fleets of the stuff in the time it would take others to make a prototype.
90	Rapid Engineering	Speed - Mundane	400	Honor Harrington	When it comes to technology, quality may beat quantity, but quantity has a quality of its own. A quality you well understand. You have a deep knowledge and skill at building shipyards and support systems, not to mention ships and their weapons, that focuses on building a lot of them very quickly, instead of building them to be the best in the world. Your product may not be the most lethal or best defended or longest sensing in the galaxy, but you know how to churn out entire fleets of the stuff in the time it would take others to make a prototype.
91	Build Rome	Speed - Mundane	600	Gundam - After Colony	You have a thing about building things-you're damn fast, and you're damn good. They say you can't build 10 Mobile Suits in a week? Hah! You'll build twice that much and you'll build them to last! You simply have utter talent in the way of making things quickly-enough to double production, maybe even triple production if you work at it enough, and they'll come out with no loss of quality. In addition, these constructions will last-barring sudden disaster and similar, they'll easily last several decades of constant abuse, and if they're upkept and repaired they could even last centuries with no troubles.
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93	We Need Reserves & Special Attention	Speed - Mundane	800	Gundam - Advanced Generation	When you're fighting a war, you know what you need-you need troops, you need squadrons; you need a fully-armed army. You can't fight a war without numbers, and so you can modify designs to give you just that-numbers. Your MS production capability will multiply to near 4x levels, with only a negligible decrease in quality. You can also, with time and patience, apply this design philosophy to other products. When you're fighting a war, you know what you need-you need guardians, you need shields; you need a well-armed force. You can't fight a war with a thousand scratches, and so you can modify designs to increase individual performance and quality-the biggest boon is that this only negligibly increases production times or costs, at the benefit of having much higher quality Mobile Suits. And you can apply this to other designs as well, with time.