Celestial Forge

The NOPE Edition

This is a compilation of all the perks and additions that touch upon the dark, the depraved, or just fall on the side of “What the F***?!”

I decided to make this after 3am, so some options listed that should be here may be missing while others that don’t quite fit the theme may have been lumped in with the rest.

But the idea is to pick a series of options that, regardless of usefulness, tend towards subjects or effects that saner, morally/ethically good types might be hesitant to utilize, or have subject matter and info contained that may disturb the user. (Metaphorically falling on the bad side of Reddit 50/50 in terms of perks every time). Perks that are freeform or customizable in nature are selected because they could take disturbing forms at the writer’s whims.

Feel free to make a
dditions or tweak options the list below or even use this as a basis for another Celestial Forge story (if you wanna add some suffering to your MC and/or whoever else you wish to subject this to).

DISCLAIMER: The only thing of mine here was the attempt of making this list, which amounted to copying perks over from **Celestial Forge V2**. Everything else belongs to their associated authors and creators.

Domain: Assistants

Canoptek Spyder (Necron) (400CP)

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.

SPIDERS! (Lords of the Night Vampires) (400CP)

Some people might not trust you. They might not think you're truly evil, committed to the cause of darkness. They might think under all that edge and black makeup, the gentle soul of an elf dwells. Such people are fools. Because your soul is made up of SPIDERS!

At least, that's what anyone who sees this perk in action will conclude. You can turn your lifeforce (Blood in this jump, but you might have other sources from other lives) into SPIDER. What kind of SPIDER? All kinds. You can grow four terrible shadowy limbs from your back, which can be made dexterous to quickly do delicate work, mighty for heavy physical work or end in terrible blades to use as weapons.

Or you could pour it into your flesh and let spider swarms crawl out of your wounds, vomit them up or pull them out of shadows. Such swarms start out as horrible flesh eating monsters who aren't technically undead simply because they were never alive in the first place (but probably count as undead for creature type). But as you add more natures to yourself, you'll be able to make new types of SPIDER abomination appropriate to them. You want horrible half-alive alchemical abominations? Cyborg Spiders? Data Spiders? Hunger Spirit Spiders? They're all just an appropriate origin or perk away.

To start with, these swarms can consume more life to grow, but if you give them an appropriate nature they might feed on other things.

Domain: Protection

BLACKBODY ANOMALY (The Culture Minds) (100CP)

As an Excession, it's important to keep your secrets. Scans and sensor readings that try to gather information from past the skin of your body give either nothing, infinity or extremely contradictory and impossible readings. You may disable or enable this effect at will.

Parasite's Compromise (Monster Girl Encyclopedia) (100CP)

It's so cruel to hate a parasite it just wants to live like any other living thing. It's just that its survival instincts tend to create conflict with its host. However, you know how to make the experience mutually beneficial. If you are infected with a parasite, you can merge with the parasite and take control of it, thus preventing it from harming you; in fact, the parasite, having merged with you, will now often be beneficial for your body, covering defences that your body alone could not handle. You will essentially be sharing the same mind and memory (with you in charge), and since the host (you) is now bonded with the parasite, there will be no further conflict over living space or control. On the flipside, if you are in the form of a parasite and have infected a living host, you can, by gaining consent from the host or by overpowering the host's will, merge with the host, you becoming the host and the host becoming the parasite. Either way, parasite or host, you remain the dominant one in the bond. If you wish to break off the merge on either end of the spectrum, you can separate again, on condition that the parasite (even if it's you) will be automatically ejected from the host's body. Please note that the perk applies not only to physical parasitism, but also spiritual forms of parasitism such as possession (which is also pretty common here with things like Cursed Swords).

Professor Guinea Pig (Ben 10 0.1) (200CP)

You have successfully managed to transplant your own brain into a jar now attached to your body! How?...I...I don't actually know. Regardless, you have the ability to use your own body and mind as a guinea pig with you as a one-man science team, even if it would normally be improbable or downright impossible. Replace both your arms with robotic copies at the same time, shove organs into robotic vessels and armor, and so on. All by yourself. Don't think about it too hard.

Stavros Mueller Beta (Hitchhiker's Guide to the Galaxy) (200CP)

You know when you're going to die in any universe or rather, you have a very good idea of at least one event that has to happen before you can die. Time Travel Is FUN!

Things best not known (Smash Up-Obligatory Cthulhu Supplement) (200CP)

You don't go mad from cosmic truths, but have a sense for when such secrets are dangerous to others. You are good at explaining things away besides. Best not to spread the madness around.

Brain in the Butt (Donkey Kong Country) (300CP)

You can transfer the location of your internal organs and other bodily systems such as your brain to other places within your body. And it won't disrupt your normal bodily functions (unlike a certain croc who went from psychopath to dimwit when his brain slipped down to his tail).

Friends on the Other Side (Lords of the Night - Zombies) (400CP)

Ether Zombies oftentimes are guided by strange voices, spiritual presences no one else feels or experiences. You are one of them, but the forces guiding you are clearly helping you and furthering your interests. You are just given an advantage at... everything. You pick the right door at the end of a riddle without reading the riddle. You aim for weak spots you never noticed. You react to attacks you never saw coming.

This never gives you more than immediate knowledge, and about things happening right around you now. It can help you pick the right answer from a multiple choice question with a definite right answer, but can't tell you a friend will betray you next week. Not even if they made the choice right now, unless they are in your presence when they make that choice.

Within these limitations, they're overwhelmingly strong. If you needed to mechanically represent this for something other than multiple choice (which you'll just always win), think of it like a +10 insight bonus on everything that makes sense for an insight bonus.

The forces helping you are outer-planes forces. Powers that hedge them out can interfere. They also work through divination. Powers that protect against divination can also interfere. Though that interference can still say something, and they'll likely pass that on to you.

Phylactery (Monster Girl Encyclopedia) (400CP)

An item used by Liches to serve as the vessel for their soul. From the soul, you can remotely control your body and see through it. Since the phylactery keeps your soul separate from your body, your mind remains unaffected by hormones, spirit energy, pain, and other sensations that would normally disrupt your concentration. If the phylactery is damaged, your soul will automatically return to your body.

Tower of Naraka (Asura's Wrath) (400CP)

After suffering a fatal blow, your soul will appear in the white void between life and reincarnation. This is Naraka, realm of infinite towers. To leave it, you must ascend the tower, and no amount of flight or power allows you to cheat the distance the journey back to the living world is as long as it needs to be to attain the necessary enlightenment. It will take you anywhere from 12,000 years to 1 year to climb back out to your lifeless body (which has regenerated and been rendered indestructible in the meantime). Mortals might build a shrine around your fossilized form Mantra directed to you helps you ascend faster. If you're still in Naraka and not in your body when the current jump concludes, the Jumpchain ends.

Falling off the tower, failing to ascend by jumpend, you reaching fail condition, or ten years passing also ends the chain.

Alternatively, instead of outright killing an opponent, you may send their soul to Naraka and require them to climb out.

The Holy Collection (Dies Irae) (600CP)

Very few are capable of touching the Lance of Longinus and surviving. Only two men at this time are great enough to truly wield it. The reason for this is that the Lance seeks to protect itself from outsiders, burning away at the body, mind and soul of any who touch it without permission. Only those of earth shattering power can bypass this without being the true owner of the Lance. Now they'll need the same permission to touch anything that you own. So long as it is a possession of yours, you are able to extend this same three target ward to any object you possess.

Any who touch your weapons, armour, accessories, clothes or even idle trinkets or money without permission will find their bodies rotting, their minds shattering and their souls burning away, quickly enough to kill in just seconds for most or even less for those truly weak compared to you. Those near or equal to your power will still be harmed but it would take a few minutes of contact for them to be severely harmed. Those far above you will be unfortunately largely unaffected, at least until you become stronger. You can choose to disable this effect for specific objects, specific people or overall as you please.

Domain: Time

From Parts of Bodies to Bodies of Their Own (Monster Girl Encyclopedia) (400CP)

There used to be double-headed dragons and the like, but the two heads didn't fit well with the Mamono aesthetic, so instead each head became its own separate dragon. Whatever form you have chosen for the jump can now at will switch to and from a two-headed form. But that's only the beginning. Whenever your current physical form has multiple consciousnesses or thinking body parts, you can split yourself up into multiple individuals, each sibling being the manifested version of the individual component. For instance, if you had two separate heads or even ten or more, each head would become a separate sibling. It even applies to odder, independent body parts, like say literal snake hair or a tail that can bite or maybe even a belly mouth if it can think for itself. Also, if you have distinct and separate mental personas inside you, you could have each persona become its own separate body.

Under Pressure (Stargate Atlantis) (400CP)

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.

Deus Vult (Youjo Senki - Saga of Tanya the Evil) (600CP)

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.

SCP-2400 (SCP Foundation) (600CP)

Wow, really? Alright, well, I guess you have an eye for the good stuff, then, even if it is just a chunk of concrete with a door on it. Inside this door is a blank, featureless, white expanse with no apparent limit, or defined edges, with unidentifiable, indestructible white, "ground," an

atmosphere consistent with the terrestrial location of the object, and a star stuck at what appears to be twelve noon. When the door's open, time flows normally; when it's closed, however, time inside flows at one hundred and forty(140) seconds inside per second outside. The icing on the cake? There's no downside, aside from accelerated aging, and that doesn't affect you, now does it.

Scientist: Machinery | Strong Spark (Girl Genius) (700CP)

Scientist (100CP)

You have a DOCTORATE! And skill in ACTUAL SCIENCE! That doesn't need you to go crazy to work! Admittedly, it won't break the fabric of space and time, but meh. Tradeoffs everywhere you go. You're highly trained in one field, and can easily apply its principles to your work. After all, building a crazed abomination upon the natural order usually requires at least a smidgen of understanding of which bones are supposed to go where (Even if you end up changing them around a little). At the very least, you're also in the genius range of standard intelligence.

Strong Spark (600CP)

Rather than having a weak Spark (Like a PEASANT who took the Spark Perk, which this is incompatible with) you have an extremely powerful one. You don't limit your scientific explorations to a single topic, but are a master of anything that meets your eye (well, at least once you're in the Madness Place). You go further and farther than almost anyone, and when you get working, you quickly stop caring about things like fundamental laws and nature of the universe and ... well, pretty much anything. Warping the fabric of reality is a pretty common thing. Unfortunately, it's also significantly harder to get OUT of the Madness Place, and you get sidetracked pretty easily as well. Last week you were trying to get a stain out of your carpet, and woke up with an army of death-ray-wielding mice obedient to your commands! MWAHAHAHA.

Freak of Nature: Formation Specialization (Desolate Era Part I - The Three Realms) (800CP)

The Three Realms, despite being a backwater to others in the Primordial Chaos, are filled with people that would be considered utter monsters by any outsiders. People who manage to rise above their sub-par cultivation methods and produce monsters on the level of Houyi, Ji Ning, Nuwa, Subhuti, Tathagata, Suiren, Shennong, and Fuxi, all of whom would absolutely be feared for their genius. Of course, you are no different, being an absolute freak of nature in the arts of cultivation and understanding of the dao. Getting to the level of mastering a Grand Dao would take you maybe thirty years or so, and becoming an Elder God would take you maybe twenty thousand years through sheer brute force. Hell, even becoming a World level expert would be an inevitability rather than a mere possibility, though the time it would take you could vary widely. And that's without any specializations. You may pick one aspect of Cultivation such as Heartforce, Sword Arts, or Spacetime Techniques, in which you absolutely excel, to the point where it would allow you to fight others one level higher than you, and train in it at an absolutely astonishing pace, reminiscent to Ji Ning's progress in the Sword Arts. For an extra 400 CP, undiscounted, you can pick up one more specialization. You may purchase as many specializations as you wish.

Domain: Vehicles

Magic Boat (Kane Chronicles) (200CP)

A magical, flying boat that can transverse the Duat with relative ease, making taking an extra-dimensional shortcut significantly easier. In future settings, it can access other adjacent dimensions as well. Its ability to do so safely, on the other hand, is very much up to you.

Valuable Memories (Big O) (300CP)

You have knowledge related to any particular concept-the construction of Megadei, the nature of memories, Bigs, or the creation of chimeras. Paradigm will have a vested interest in you, and will protect you and provide you with funds if you work for them.

Three different skills: the construction of Megadei, the nature of memories, Bigs, the creation of chimera should we separate them.

Resupply Ship/Fog Warships (Arpeggio of Blue Steel) (400CP)

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 made 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.

This one seems different from the other kinds of Fog ships, focused more on supply, repair, ability to modify ships and manufacturing of ammo and nanomaterials for use. I suggest this and the Unusual Class to be left behind

The Factory (9 Jumpchain) (400CP)

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.

Domain: Toolkits

Exo-Womb (Freefall) (100CP)

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.

Extraction Kit | Extraction Kit Upgrade (Inception) (200CP)

Extraction Kit (0CP)

This machine lies at the very heart of the story, and is used to allow up to ten participants to share a dream together. It's small enough to fit into a briefcase, robust enough to operate even in harsh environments such as sub-zero temperatures or following its use as a blunt weapon,and remarkably simple to operate. Each participant is connected to the device using an IV-like injector.

Extraction Kit Upgrade (200CP)

The Extraction Kit is an ingenious little device, but it does have its limits. This upgrade allows all your Extraction Kits to automatically function in future settings, updating schematics and formulas as necessary to interface with anything sentient. Elves, aliens, potentially even A.I. and ghosts will all be readily compatible with a bit of tweaking. In addition, this variant of the Extraction Kit is easily modified, allowing you to readily improve it further by, for example, connecting it to computer databases, eliminating the need for sedatives or combining it with other methods of mental interaction such as magic or telepathic broadcasts.

Utility Mods (Dead Space) (200CP)

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.

* Allows for the movement of objects remotely as well as freeze them in place while working on them.

Neural Plugs | VR Construct Hub (The Matrix) (300CP)

Neural Plugs (100CP)

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. For an additional 50CP, you can also be given a 'neural rig' chair set-up, allowing one to connect to the Matrix and its related functions without a plug. Interesting how wireless can offer so many options.

VR Construct Hub (200CP)

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?

STC Converter (Warhammer 40k: Adeptus Mechanicus) (300CP)

This tome-sized cogitator is designed to be fed blueprints for alien or out-of-jump technology and convert them to use STC-standard parts and design principles, well-known for being extremely robust. Perfect translation and equal functionality is not guaranteed, while technology that relies on unique materials or scientific principles not native to the 40k setting will most likely be impossible to recreate. The blueprints that result from successful conversions can be followed by any competent tech-priest. Running blueprints for Magitech or psionic technology through this device without a supreme understanding of 40k metaphysics is an exceedingly bad idea.

Domain: Toolkits: Magical

Transposing Kiln (Dark Souls 3) (50CP)

An old transposing kiln from Courland, crafted with stitched crystal lizard hide. This kiln can transpose twisted souls to craft special items with their concentrated essence. Deemed forbidden by those unable to make proper use of it.

Etching Pen (A 'Happy' Harry Potter Fanfiction) (100CP)

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.

Silver Needles of Intricate Design (Exalted - The Lunars) (200CP)

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.

* For mundane and magic tattoo crafting at any level

Plentiful Mouths (Haroun and the Sea of Stories) (300CP)

A Plentimaw Fish is called such due to it having dozens of maws [i.e., mouths] all over its body. You now have the same trait, with several dozen mouths scattered across your body. They can be retracted and concealed from the view of others if you like. When exposed, you can control the many mouths individually or in unison, such that they can speak in many different voices or all as one. As a result, you could say multiple statements, songs, or spells (voice-activated ones) simultaneously. But the greatest strength of having so many mouths is the ability to mix different things together. By absorbing different things in each mouth, whether it is normal food or various stories, they will all meet in your singular stomach and blend together into something new, which combines the best qualities of each ingredient into something special. For instance, two different power-ups would merge as one, and three stories would link into a single narrative. You can also regurgitate the combined mixture.

SCP 914's Manual (SCP Foundation) (400CP)

This book is kind of... stupidly thin for what it claims to be. Really, it's hard-covered and barely a quarter-inch thick, and it has, "SCP-914," embossed on the front of it in gold-leaf. Opening it and flipping through it shows why it's this thin: It's probably been passed through 914 on, "Very Fine," itself; you can easily turn past the seeming end of the book without any trouble. Contained in its pages are instructions for making your own instance of SCP-914 and even hooking it into your Warehouse's utilities if you have any, an explanation of what each of the settings does, in excruciating detail, how to effectively combine items, and even how to care for it and repair one if damaged. It is recommended not to put sapient creatures through it, on any of the settings, in dozens of places inside the manual, but those are obviously just recommendations.

The Crockpot of the Gods (IOU) (400CP)

It might be messy, but it's a cheap way of covering up a fatal experiment. This large black pot will reconstitute the body of any once-living material placed inside it as long as it's pureed first. It's recommended that foreign objects be removed first and that only one life form be restored at once. The process takes about a day and can work even with a body reduced to ashes (adding water is advisable in this case).

Eternal Flame (Everyone Else is a Returnee) (600CP)

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.

Skeleton Key (Elder Scrolls Skyrim SB) (600CP)

Now where did you find this Jumper? There are many who would have questions for you and many others who would attempt to take this from you by any means necessary. Within your hands is a very odd looking key, almost Dwemer in design with its bronze color, angular bit, and bulbous blue bow. Of course, it's far more than that if the earlier parts didn't clue you in, within your hands is a perfect replica in shape and ability of one of the Daedric Prince Nocturnal's artifacts, the Skeleton Key, a key with the ability to unlock or lock any lock. Doors, chests, etc all yield to it and no treasure is safe so long as you can get to where it's stored with this. Of course, that's only the tip of the iceberg when it comes to the key, it's abilities lie in the locking and unlocking of just about anything, physical or not. You could unlock or lock away someone's potential for magic or war, or if it suited you, lock a portal to oblivion and undo it later with ease. So long as it can in theory be seen as something that could be locked or unlocked then this key can interact with it, with Jump docs being the exception alongside related things. As a final note the key is a part of you like Nocturnal's is a part of her, should it be lost or you give it to someone it can be retrieved at your leisure.

* Unlock the potential of your tech, unlock code, unlock potential for magic, unlock your tech knowledge, unlock enchanting etc etc etc. Its conceptual, as long as you can word it right you can unlock anything.

The Black Cauldron (A 'Happy' Harry Potter Fanfiction) (600CP)

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.

Domain: Facilities: Mundane

Laboratorium (Light of Terra DLC 3 - A Grand Day Out) (100CP)

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.

* Extremely high tech lab for studying artefacts. From Warhammer 40k.

Sburb Starter Kit (SBURB) (100CP)

Don't feel like upgrading your Sylladex to drag your equipment back to your interdimensional warehouse? That's okay! This upgrade equips your warehouse with a Cruxtruder, Punch Designex, Totem Lathe, and Alchemiter! Now you have some extra ones,and you don't have to rob the you of this life's house. If you want any other upgrades, you'll have to make them yourself. You should be able to do that from your warehouse now though.

(Note: Purchasing this Cruxtruder and opening it for the first time will not give you another)

* Would probable needs a Sylladex too to work
* Allows manipulation of Item data on punch cards, probable hard to find in other perks

Specimen Bio-Tank (Resident Evil) (100CP)

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.

FormOther Brand Medical Pod (Hive Queen Quest) (200CP)

This medical pod is filled with an odd odorless liquid, when a being is placed inside it goes to work stabilizing and then healing them while simultaneously analyzing and storing information about their biology, which makes it incredibly useful for the study of new species. Large enough to fit a large man, fits more if the specimen has no bones Comes in either Technological or Biotech flavors, both function equally well.

Memory Room (Blade Runner 2049) (200CP)

A special room, attached to your warehouse or another property that you own, that allows for the creation and even manipulation of memories, as well as their insertion into living beings' minds. The room is about the size of a middling apartment but can otherwise be quite freely manipulated to what you desire by controlling the technology by hand. You're quite skilled at the use of this room but far from a master for now, which will likely take quite a bit of practice and a very active imagination.

Simulated Biome (E.V.O. Search for Eden) (300CP)

Added onto your warehouse is a door, which will take you to a large dome chamber. Just be thinking about it you can make this chamber simulate any environment, biosphere, and/or life form beyond its indestructible glass walls and use the controls to tweak the conditions and examine what happens. The space beyond the walls is effectively impossible to interact with in any way aside from the functions of this attachment. The options you have for this simulation will expand as your knowledge and technology does, letting you apply the best of both your mind and potential gear towards seeing just what happens when you mess with the natural order. You might occasionally think you hear a voice berating you for your folly in playing god, but I can assure you that it's all in your head.

Chrysalis (Starcraft - The Zerg) (400CP)

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.

Pack-a-Punch Machine (Call Of Duty - Zombies) (400CP)

Using the power of Element 115, this machine can upgrade any weapon (and I mean any!), giving it increased damage, ammo capacity, and often a special feature or two (e.g. advanced optical attachment, underbarrel grenade launcher, rapid fire mod). It'll cost you, though.

Snake Fortress (Grant Morrison's 18 Days) (400CP)

Rather less 'glorious' than most items on this list. This is an incredibly strong, unbelievably advanced fortress, quite possibly the most advanced Yajnatek citadel ever built. Chock-full of laboratories for all kinds of research, auto-generated test subjects, with a gigantic arsenal of defenses and traps and guarded by a legion of Naga Warriors, it's the ideal place to conduct any and all blasphemous, heretical experiment and studies one might be in the mood to engage in.

What might help is that the power of your benefactor makes it so that it's really, staggeringly unlikely and difficult for this place to be found by anyone who would be hostile to you, be they man or god. Not impossible, but... yeah. On the other hand anyone who wants a favor or to conduct business can get here as easily as any other place. It also looks like a giant iron cobra... the whole fortress. Because of course it does.

Domain: Facilities: Magical

Portable Examination Station (Van Helsing) (150CP)

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.

Deplorable Forge of Tormented Souls (Exalted - The Abyssals) (200CP)

Proper soulforging is a highly specialized art that requires rarified equipment, access to Labyrinthine materials and a willingness on the part of the soulsmith to condemn another ghost to eternal torment. While the willingness to do so must come from yourself, almost everything else can be bought right here, providing you with equipment and inexhaustible supplies of the raw materials ones need to forge a soul into steel.

Full usage of the craft requires artifacts to forge the metal, a hammer and anvil composed of soulsteel or jade (whichever you prefer) to hammer the molten ghost-alloys into shape, another artifact known as an Essence-forge to melt down the unfortunate ghost's corpus and other materials, soulfire crystals replete with essence to stoke the forge, and black ores taken from the Labyrinth to grant it the ghastly, magical strength of soulsteel.

Even the alchemical agents, wrought from the Labyrinth, which are needed to create the rarefied void-coated plates of Oblivion's Panoply are in refilling supplies amongst these, should you have need of them. With this, the only thing you would still require for your dread craft is a supply of souls to feed your forge.

* The new CF has some souls available in supplies that can be used guilt free.

Ding! (Girl Genius SB) (200CP)

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.

Crafting Stations (Terraria - Journey's End) (300CP)

Crafting Stations Stations that are used with your ability to craft items. Each of them is easily collapsible with your inventory ability. Cost is for advanced option.

Basic Comes with a workbench [any style], furnace, iron or lead anvil, and three of the following crafting stations: Alchemy Table, Sawmill, Loom, Cooking Pot, Dye Vat, Heavy Work Bench, Keg, Teapot, Class Kiln, Ice Machine, Living Loom, Solidifier, Extractinator

Improved Comes with a workbench [any style], hellforge, iron or lead anvil, demon or crimson altar, and four of the crafting stations listed above or in the following list: Tinkerer's Workshop, Imbuing Station, Bone Welder, Honey Dispenser, Sky Mill

Advanced Comes with a workbench [any style], adamantite or titanium forge, mythril or orichalcum anvil, demon or crimson altar, and five of the crafting stations listed above or in the following list: Crystal Ball, Autohammer, Blend-O-Matic, Meat Grinder, Decay Chamber, Flesh Cloning Vat, Steampunk Boiler, Lihzahrd Furnace

Ritual Room (Highschool DxD) (300CP)

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.

Wizard's Lab (Dresden Files) (300CP)

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.

Workshop Equipment (Bloodborne) (300CP)

This is actually a package deal containing a variety of workshop tools. The first tool set has some basic tools for repairing equipment and some more specialized tools for upgrading weaponry with varying Blood Stones. The second set of tools allows for the slotting and removal of Blood Gems, items that as previously mentioned can greatly empower weaponry. The last set of tools allows you to etch Caryll Runes into the mind to attain their wondrous strength, or remove them just as easily. Runesmith Caryll, student of Byrgenwerth, transcribed the inhuman utterings of the Great Ones into what are now called Caryll Runes. Etching these runes into your mind can provide a number of benefits. Benefits can range from resisting certain types of damage, increasing resistance to various poisons or increasing stamina and vitality, among other effects. You may etch up to three runes into your mind at a time. These runes can be found scattered around this world.

* Enhance weapons by slotting in blood gems
* Transcribe eldritch god utterings into your mind for powers

Bio Lab (Buso Renkin) (400CP)

Homunculi don't really breed, so their reproduction is instead linked to creating more of their own. What this purchase does is add a respectable sized laboratory to either your property, or the warehouse, which contains all that you need (including instructions) on how to create basic humanoid and animalistic homunculi.

Bleak Atelier of Necro-Engineers (Exalted - The Abyssals) (400CP)

Faith, magic and technology come together in the factory-cathedral. Within its walls were produced glorious wonders reserved for the greatest gods and Chosen. Almost none of these wondrous factory-cathedrals endure today, and those that remain are terribly damaged or lost to the impassable wilderness. But while practically no one alive could build a factory-cathedral today, the Deathlords are some of the few beings that could. Still, only one amongst the deathlords is officially known to possess an equivalent...

And now, you may acquire one of these wonders of dark design. Built as a great tower, this imposing manse has been designed to serve both as a factory-cathedral reminiscent of those built in the First Age and as an equally effective necrosurgery laboratory using more recent designs pioneered by the Deathlords. Unlike the hallowed cathedrals built by the Solars of old, these halls have not been sanctified or constructed as a temple-manse. Instead, special precautions have been taken to ensure the cold, sterile perfection of the Abyssal Essence that powers the horrible machines within.

Within these workshops, long forgotten First Age tools are set side by side with just as sophisticated new innovations. Here, eldritch suspension vats preserve the dead. Essence-fueled welding tools fuse bone to bone. Flasks of reagents bubble and strange devices whir, spark and glow. The place carries about it a dark majesty that scares away most natural animals and invites bad weather, yet the environment stays oddly dry and cool. Black ornaments inset with iron, onyx, and obsidian further channel the manse's Essence into necromantic power, such that the costs of necromantic spells cast within the manse's walls are significantly reduced. Furthermore, the manse bolsters the strength of such spells beyond the capabilities of the necromancer's own Essence. All the better to animated the necrotic warmachines one might create within.

Gromwood (Skulduggery Pleasant V1.05) (400CP)

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.

Miskatonic University (Smash Up-Obligatory Cthulhu Supplement) (400CP)

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.

Prismatic Laboratory (Fallen London) (400CP)

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.

The Artful Temple That Is Not (Exalted - The Infernals) (400CP)

Unlike the many other Yozis, Oramus has no temples in the Demon City beyond the great prison-temple built atop his slumbering form. Thus, this temple cannot exist despite its meticulously artful design and wondrously magnificence the likes of which seem impossible to ever match in other architecture.

And in truth, this is correct. For this temple exists Beyond, the place of things which are cast out and never existed at all. All around it are floating worldscapes; upside-down places, angled places, in-and-out places. Existence seems to have the quality of a cube winding in toward a central locus, and all through the air floated things unguessed and never before seen.

Here, in these alien vistas beyond perception, which are an infinite forge of the impossible that stirred the very Wyld into forms and patterns by the movement of your thoughts, you may create and think on those things deemed impossible by all. Still, caution is for the wise, for while you are protected by reality within the walls of this temple, the outside is not so kind and should you get lost behind babbling brooks of names... you might find that you never really existed at all.

Of course, bringing this manse within Creation or Hell would defeat the very point of its construction. And so alternative measure have been devised. With but a sideways step through any doorway, the holder of the temple's hearthstone may step within its walls, and from inside you may also open a stable portal to other realms so that others might likewise enter.

Walls Containing Madness (Dark Souls 2) (400CP)

This appears as a small castle with architecture of your choosing. The entirety of this structure's rooms and corridors appears dedicated to the pursuit of knowledge.

Scientific work stations with various tools and instruments appear in most rooms, chains from which to hang cages and other things hang from the ceiling, and the basement contains all manner of chests and cells where the scavenged and unwilling are stored.

Samples from captured and dissected creatures, among other beings, will be stocked within the basement, and replicated into the future for as many experiments as required. You must of course secure such valuable organs and parts yourself the first time, however.

Portable Geneforge Components (Geneforge) (500CP)

This is most of what is needed to build a Geneforge of your own. However it is also very small in comparison to a full geneforge, using this you might be able to create a full geneforge that fits in the back of a wagon. Though it lacks the required information for how to get it to truly shape others, but you could find or produce most of that on your own.

Caern (World of Darkness - Werewolf the Apocalypse) (600CP)

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. For an extra 100 points the forest increases to 100 acres, becomes tax free, and becomes immune to attempts to buy it or steal it via shenanigans legal shenanigans.

Enchanter's Forge (Nexus 2.0) (600CP)

A rare thing in Nexus, the Enchanter's Forges are the result of a magical catastrophe well before recorded history, considered myths by most people to this day. An Enchanter's Forge is actually a chaotic collection of magics and Mist in a small pocket dimension that will bind itself to an individual that claims it. The power held within this collection of magics is potent and may be worked as if it were a material substance, though it must be anchored to a physical medium to be of actual use, effectively tying the resulting magics to an object. This creates an enchantment that can potentially carry a wide variety of effects.

Working the magic within an Enchanter's Forge is exceptionally difficult, requiring a lifetime of work to master the process and gain the potential to create truly powerful enchantments. Until then, you can only really give minor ones such as an enchantment for a blade to drink in blood to repair itself or creating a bow that produces its own arrows. Actually making enchantments with the Enchanter's Forge takes a great deal of time, requiring a heavy investment in time to actually create any powerful enchantments. Even then, you must experiment and practice with it to garner any results, no two Enchanter's Forges are the same, meaning you cannot rely on the experiences of others to guide your own use. The power within an Enchanter's Forge never seems to run out, and it is a great source of magical power if you possess some other way to utilize it

Gushimera Laboratory (God Catching Alchemy Meister) (600CP)

This research facility used to belong to powerful mages before they were overrun by demons. Some of the knowledge was lost as the demons made their home there, but after a while they just went away and this precious fountain of knowledge came into your hands. The facility was geared towards the creation of golems, artificial Mana Spirits and even has notes about creating homunculus. It's still somewhat operational and full of information waiting to be discovered. It will become a warehouse attachment post-jump.

Khorne's Anvil (Warhammer Fantasy: Warriors of Chaos) (600CP)

This massive anvil is a one of a kind gift from the Master of Murder, completely engraved with the markings of Khorne. It will seem like it is otherwise unassuming until you begin creating weapons on it. Weapons that are hammered into shape in this anvil will be of masterwork quality regardless of the metals used, and they are eternally sharp and will never wear and tear. But this is not the greatest gift of the anvil. Khorne is willing to use the souls of magic users who are sacrificed on the anvil to grant a weapon a magic effect that reflects the magical strength of the mage that was sacrificed on it...with no limits. This may seem hypocritical for Khorne, but Khorne believes that magic weapons made from a subjugated mage is perhaps the greatest example of might over magic, and the weapon's existence confirms his ideals.

Magic Research Facility (The Death Mage Who Doesn't Want A Fourth Time) (600CP)

Magic and science. Alone they are great, together and in the right hands they are all powerful. The sleekness of a laboratory at the cutting edge of science, housing the greatest tools, magical and otherwise. A great thing that has come into your possession. Either inserted somewhere in the world itself, lodged away in your warehouse, or attached to some property you already having following you around, is a high-tech facility on par with, or perhaps slightly above, that which the eponymous Vandalieu had been trapped and tortured within during his time in Origin. Its tools are specially made to analyze and interact with magic, and as such it is the perfect home for magical experiments of all kinds. Whether it be dissecting or containing monsters, trying out brand new spells, or even processing and mass producing magical materials and even magic items, this facility is perfectly made for all of it. Of possibly greatest use to those with great stores of magic is the spell testing room, however, as this room is perfectly suited for testing out and analyzing even the most powerful of spells, localizing its effects and preventing even the most powerful of them from affecting anything outside of them.

The Underhaus (Exalted - The Abyssals) (600CP)

Your very own Underworld. Or at least, a slice of Underworld for yourself. For 200 cp, this adds an Underworld layer to your cosmic warehouse, taking on the appearance of a dark reflection of your existing warehouse, seen through the lens of death. Located "below" your warehouse in the same way that the greater Underworld is below the living world of Creation, you may designate parts of your warehouse to be small, enduring shadowlands to access this Underhaus more easily. Here you may respire necrotic essence, interact with ghosts and immaterial spirits, and store things that cannot bear the light of the sun.

Alternatively, if that isn't enough, you may pay a full 600 cp and get something much more expansive. Instead of merely receiving a dark mirror of your warehouse, each of the

various attachments, properties, and lands that follow you will have underworld reflections of their own. These properties shall sit as anchors within the world and each of your properties, in whole or in part, may be made into shadowlands to lead down into this greater Underhaus. Connecting all of these disjointed underworld landmarks will be an underworld appropriate to the world they stand in, a dark world that gains solidity and detail from the memories of the dead. Where none have lived or died, the terrain is grey and nearly featureless phantasms. But where many people have lived their lives and breathed their last, this underworld is filled with dark reflections and remnants of what has been lost. Primeval forests that have since been cut down and burnt for farmland, the remnants of cities lost to war and villages lost to plague, and whatever else has been lost to the sands of time in the world you find yourself in. The population of this underworld, aside from any followers you bring with you, would be composed merely of plasmic creatures and echoes of the dead, not true ghosts of the natives. However, once established below a world, the dead of that place may choose to resist the call of whatever fate would normally remain for them past death, to linger within the Underhaus as ghosts.

* Gives all the workshops and lands a underworld layer to craft with plus some other stuff

Domain: Supplies: Mundane Small Scale

Some Really Good String (Claymore) (100CP)

You have a sizable supply of some really good string, if you were to cut someone's torso open and then reattach their torso with this string, somehow their core muscles would still function regardless of if the wound heals. They would also be able to perform incredible acrobatic feats as though there was nothing wrong regardless of how extreme their movements. As well even if they had their guts ripped open by a monster thrusting their arm all the way through the string itself would remain undamaged, and not even require any attention. Skill at stitching flesh back together not required, or even mildly important, just shove it through and so long as it holds the wound together they'll be good to go.

Ecto-Ranium (Danny Phantom 1.5) (200CP)

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.

Jabberwock Claw (Project Arms) (200CP)

This remnant of one of the past rampages of the Jabberwock is a uniquely dangerous item, especially to ARMs. One of the few weapons that can equalise a fight between an ARMs and a non- ARMs, this weapon, which can take the appearance of a literal, almost triangular claw or a sword hilt capable of making a blade of glowing nanomachines at your discretion, retains the Jabberwocks healing retarding function, the Anti-ARMs virus that can leave permanent injuries on an ARMs, those normally immortal and perfectly healing superhumans. Like any sword, its lethality depends on how well it's wielded, but it is the swords property that will make sure any wounds caused will refuse to heal properly. This quality will expand to prevent proper healing in anything with abnormal healing and can deal lethal damage to being normally immortal due to fast-healing or outright regeneration.

Screaming Rock (Project Arms) (200CP)

This unnerving rock, strangely and seemingly naturally sculpted to depict numerous hands and faces of the souls who originally found it, is an alien space rock. No, I'm not joking. Whatever native intelligence it has is either in deep sleep, is silently observing content to remaining passive or has long since vacated the substrate of the rock to somewhere else somehow. Either way you are now left you a hunk of nanomachines that are ridiculously

versatile in how they be used. With research you can use this to make your own ARMs, and through using cultured samples you can effective have no real limit as to how many you make, but more easily you can use electrodes to connect more conventional computers to this mass as an interface and use it as a super-advanced supercomputer that requires some jury-rigging into making it useful and will probably require a dedicated custom OS (Operating System). It can't be that hard, heck a 12-year-old managed it.

Vat of F.E.V. (Fallout 4) (300CP)

A vat of Forced Evolutionary Virus, developed by the Pre-War government in their attempts to create super-soldiers. This vat seems to have belonged to the Institute. Those who are dipped inside transform rapidly, gaining muscle mass at the cost of losing their secondary sexual characteristics. That is, if they're lucky; those who have been exposed to radiation tend to have things go wrong, losing their mind as they transform or worse. Maybe you could find a way to improve on the formula?

Echoes of the Time War (Ben 10 0.1) (400CP)

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!

NZT-48 (Limitless) (500CP)

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.

Element 115 (Call Of Duty - Zombies) (600CP)

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.

* Can be used to upgrade any weapon

Crystals | Evolutionary Potential | Mysterious Time Stream Evolves You | Record of Evolution | Instinct (E.V.O. Search for Eden) (800CP)

Crystals (800CP)

Well these little buggers are the cause of a lot of the trouble going down on Earth, but their ability to effect evolution is definitely beyond debate. There are several different types of Crystal, and each purchase of this let's you choose one type. You'll start this Jump with your purchased crystals floating a bit right next to you, and you'll get another once a year. In Jump this will mean finding them, while afterwards they'll be added to your warehouse. Note that you can still find these in jump normally, but this will ensure a regular supply.

Blue Crystal: About as simple as it gets, this little bugger acts as a gatherer and battery for evolutionary potential. Eating it will result in gaining a very large chunk of EVO, enough to fuel a series of large changes for you.

Green Crystal: This crystal analyzes the path evolution has taken, and when ingested will allow you at a time of your choosing to change back to a form in your Record of Evolution, a transformation which may last for up to a month. This doesn't have to be used right away, you can eat it and bank the use until a time of your choosing, and at any one time you can store roughly three such uses.

Red Crystal: Probably best described as evolutionary steroids, and the most blatant of the crystals, this one takes in evolutionary data and uses it to create a new and extremely potent evolutionary form. When ingested you can change into this form, a transformation that can last up to one month. While temporary, and despite having no control over what said form will be, this does mean that said form will be added to your Record of Evolution, which can prove very useful in conjunction with the Green Crystals or the Review of Evolution perk.

Yellow Crystal: This crystals gathers and analyzes evolutionary data. Eating it results in a sudden flood of information into your mind that will inform you of all the various useful evolutionary paths you could take, giving an awareness of options you otherwise would have been completely blind to. Alternatively you can let it rest in an environment for a few days and then devour it to gain a sudden influx of data on the local biosphere and living beings.

Evolutionary Potential (0CP)

You now have the ability to gather and store an energy that can only be properly described as evolutionary potential or EVO for short. This will slowly accumulate as you go about the natural process of survival. Impressive acts such as surviving a natural disaster or mortal combat will grant you larger amounts, and eating food will give you some based on the relative value of it. Namely, the higher up on the food chain (meaning it processes larger amounts of biological energy) it is, the more you'll gain per pound. You do technically have a cap on how much you can store relative to your form, but it's large enough that at full capacity you could go through a large number of relatively extreme changes before bottoming out. Actually reaching that maximum is another story.

Mysterious Time Stream Evolves You (0CP)

I shouldn't have to explain why the natural process of evolution isn't really going to work for you. Thankfully you get to cheat. By expending EVO you can evolve yourself, with the cost depending on the scale and complexity of the change, along with how much is diverges from the current state of yourself and nature, as adaptation is specifically influenced by its environment. It's easier to become a large reptilian beast when the dinosaurs roam the earth for example. This only requires intent on your part, with nature handling the rest. Note that evolving leaves you with a new body in it's prime, meaning you should haven't to worry about old age. Evolving only requires several minutes to let the changes take place. Never more then five, and should you really push yourself you might be able to manage it in two, although it's advisable to take your time with the process as the end results will be much better if done with patience.

Record of Evolution (0CP)

You can effectively review your evolutionary time line, including all forms you've previously had, in a sort of mental catalog. It possesses all the information you have about the form, and you can sort through it effortlessly to find what you want. While it doesn't really have

any use beyond this on it's own, further perks might just let you use these stored designs in interesting way.

Instinct (0CP)

For the duration of this jump odds are you're going to be changing forms on a regular basis, and you probably aren't to be exactly familiar with them. From now on regardless of the form you take you have a full and complete set of instincts that let you control and use your form with competency. This ranges all the way from basic body control to knowing that the thing you see right there is something your body would love to eat. At all times you have a complete awareness of your instincts, as clear as a voice in your head would be, instead of them just being subconscious impulses. You're also aware of why they are telling you what they do.

* This seems to need the free evo perks to work, maybe we should add and merge them with this item

Domain: Supplies: Magical Small Scale

Dye and Paint (Terraria - Journey's End) (100CP)

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.

Monster Hunted (Everyone Else is a Returnee) (100CP)

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.

Soul Gems (Elder Scrolls Online) (100CP)

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.

-Story Water Extractor (Haroun and the Sea of Stories) (100CP)

- All of Kahani rests on an ocean made of stories, and every Guppee uses it for one thing or another. Truly, it is the spiritual source of life in all the worlds, from which dreams, ideas, and words are granted life. Aside from granting stories and dreams to drinkers, the water has many magical uses, depending on how creatively you use the resource. This perk gives you in-depth knowledge on how to draw out and use story water from the plentiful Streams of Story. Furthermore, in later worlds you now have the ability to find and extract story water, which will always be somewhere one way or another (but without the perk, it will be impossible

to find this metaphysical sea unless an equivalent already canonically exists). There are countless uses for the liquid, so feel free to experiment as you please. Just keep in mind that the state and availability of story water, just like the treatment of stories themselves, varies between worlds; be careful that you don't drink polluted water, or your dreams might take a turn for the worse. On the other hand, story water from certain magical worlds, particularly those built on stories, may be exceptionally potent.

Asarakam and Yoma Samples (Claymore) (200CP)

This is an unending supply of samples from both awakened, and unawakened Asarakam, by combining them together you can create another form of parasitic life that can infect humans turning them into Yoma. This supply also includes yoma flesh and blood, just because you might not want to bother with the other steps.

Beauty Leads To Death (Duel Monsters - Duel Terminal Part 1) (200CP)

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.

Delirium (Ravenwood) (200CP)

Raw skill, talent, or ability, with a touch of madness. You possess the ability to collect Delirium, a raw form of drug-like ki formed from madness and chaos. The battlefield is rife with this chaotic energy. Using delirium, it is possible to push a skill to insane levels, and allowing for surprising uses of your abilities.

Endless bag of nether warts (Minecraft) (200CP)

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.

Woden's Blood (ber) (200CP)

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.

Bag of Junk (Divinity - Original Sin) (400CP)

A large sack that seemed filled with the oddest assortment of trash and rubbish you've ever seen. There's a bottle of mud that seems to swirl inside its jar no matter how hard you shake it or how long you leave it to rest on a shelf. There's an amulet of battered tin in the shake on a buffalo. There's a shrivelled old heart that somehow is still weakly beating and warm to the touch. There's even an old sabre in here, rusted and chipped and all but falling apart. Seriously, what is all this even good for?

* The Notes say that stuff is used to craft legendary swords in the game

Forbidden Treasure (Generic Exalted) (400CP)

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.

Ritual Pigments (Dishonored 2) (400CP)

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.

Seeds of Potential (Exalted - The Infernals) (400CP)

Just as Malfeas has its own forms of vegetation, so too does it have its own forms of farming. These plants tend to be made of metals such as tin or brass, though the will of a powerful demon can result in other substances. As the woods of Creation, these metal-woods can be set aflame, albeit only through a specific method employing a firedrill, logs from Vitalius or Hrotsvitha, and demon ichor. Other sorts of fire will not ignite metallic Malfean vegetation, and their metallic flames might melt other sorts of fuel but will not set them afire. Paper will not burn on a fire of metallic logs, and would only be heated. If smelted and cast into new form, the metals of Malfeas lose this property. Their means of cultivation also diverge greatly from those found in Creation. Malfean crops rarely require anything so simple as plowing, sowing and reaping. Instead, they might require to be grown from human finger bones planted in the ground, bear fruit only to the beating of drums, or release their harvest only at the sacrifice of a living demon.

Now I will offer to you a collection of five kinds of seeds. One kind of the ivy of gray lead, one of the bloodmelon vines, one of the malice-nut tree, one of the squash vines of black porcelain, and one of the brass-stemmed roses with petals of green-black glass that grow only in rare parts of hell. All of these will grow where you will, as long as they are properly cared for, and the collection will replenish in number in case you wish to start additional gardens.

And lastly, I shall offer you these three seeds of potential, harvested from Oramus' slumbering temple-body. While they come in lesser number, and will not be replaced as the collection of lesser seeds will be, they are far more remarkable. For if they are pierced by a spike of metal or any other material and planted in the ground, and then regularly fed with a prayer for its growth, these will grow into the seedlings of new trees or plants incorporating the spike's materials. Of course, as a new species you'll have to discover the ways to cultivate

them further yourself, and the rarer materials may give you more difficulty... but with a wise selection of ores and minerals, it may be well worth it.

Terragene Crystals (Marvel Cinematic Universe Vol. 2) (400CP)

There's dangerous items, and then there's this thing. A relic from the Kree Empire, these crystals are often sealed inside a container called a Diviner in order to ensure the mist that these crystals spread is kept in check. Why so? Well, the mist causes any who contain the right genetic code to undergo Terrigenesis, where their body becomes enveloped in a stonelike cocoon before breaking open and granting superhuman powers... sometimes with physical changes to help. If they don't have the proper genetic code, then they merely turn to stone before crumbling into pieces. Do be careful.

Worldsinger (Warhammer 40k - Craftworld Eldar JumpChain) (400CP)

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.

Treasure Mimic (Dark Souls 3) (500CP)

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 an 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. Theassorted 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.

The Dragons Blessing (The Legend of Zelda Breath of the Wild - TG) (600CP)

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.

Domain: Supplies: Mundane Large Scale

Energy Crystal Generator (I have a mansion in the post apocalypse) (100CP)

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.

Body Shop (Smash Up) (200CP)

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.

* Extremely useful for any biological projects or research but perk text is slightly concerning if you take it seriously.

Eufiber tumor (Trinity:Aberrant) (300CP)

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.

Need More (Blade Runner 2049) (400CP)

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.

Sample Collection (Generic Naruto Fanfiction) (400CP)

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.

* Saves anybody interested in acquiring the genetics of significant characters from all the work and risk involved.

* Unlike the Dragon Ball genetic sample item this includes unique individuals.

* Fiat backing improved odds of success in any experiment utilising them.

Box of Resources (Mass Effect Andromeda) (600CP)

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.

Genetic Database (SB Dragonball Z) (600CP)

Having a genetic database of all the known races in the universe might seem a bit overboard, but I'm sure many would disagree with that notion. This item is just what it says on the can. You have both the genetic sequences, and copious DNA samples from all the races within the Dragonball Universe. While individual mutations or rare developments are excluded, you still have a lot to work with. The entire database comes in the form of a knee high box with a terminal on it. Searching this terminal and choosing something will cause it to open up revealing the samples/information. Everything inside regenerates within a day.

Domain: Supplies: Magical Large Scale

Guild Linked World Item (Overlord (The Series) Guild Base Supplement) (200CP)

The Great Tomb of Nazarick contains the Throne of Kings, a World Item (and the throne in the throne room) that protects the entirety of the guild base against all attempts at scrying or anti-scrying attacks, and that further generates a small amount of Yggdrasil gold coins any time someone within would be subjected to such, alongside several other effects. Your guild base also possesses a World Item of similar potency integrated into it, and you may purchase this option multiple times.

Maybe you possess the Rainbow Bridge, which forbids all hostile forms of spatial manipulation within the guild base, while simultaneously providing unparalleled mobility to your own forces that pass through it, allowing them to quickly appear across any distance and even breach dimensional borders, and allowing them to quickly return once finished with whatever task they were set.

Perhaps instead your guild base contains within it the Garden of Eden, a place said to contain at least a single copy of every plant (or plant like thing) in the entire world, and often many many times more than that for more common things, regrowing within a day anything that is taken. To say nothing of the mighty plant-based creatures that spawn from it that will help to defend your guild base, or how you could harvest from it constantly to feed an immense population.

Or perhaps instead your guild base possesses an entrance to the legendary Agartha, a subterranean city long abandoned but filled with such mineral wealth that it could be mined forever, with an ore vein for every type of metal or precious stone one could imagine no matter how rare that replenish a mere day after excavation.

If those don't tickle your interest, perhaps you will find the Scholomance to be to your liking? A school of dark and forbidden magic, filled with the knowledge of every spell imaginable, and that allows unparalleled control and manipulation of the weather and empowers the magic of all rightful inhabitants of the Guild Base while they are inside.

Or maybe none of these things appeal, and you have a different idea in mind? So long as it is not one of The Twenty (ie: expendable 1-time effects), and so long as it remains entirely tied to the Guild Base itself, you may instead come up with your own World Item, with appropriate effects to apply to your base. In such cases, fanwank as appropriate.

Field of Heart-Shaped Herbs (Marvel Cinematic Universe Vol. 2) (300CP)

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.

Greenhouse Three (Harry Potter and the Methods of Rationality) (400CP)

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.

Heavenly Azure Profound Jungle (Against the Gods!) (600CP)

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 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.

Let there be Light (The Games We Play) (600CP)

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 a day, 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 tinker 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.

Domain: Databases: Mundane

0-D for Dummies (Megas XLR) (200CP)

A set of textbooks that explains the basic 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.

Extremis Formula (Marvel Cinematic Universe Vol. 1) (200CP)

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.

Primordial Schematics (Necron Jump SB Edition 1.0) (200CP)

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.

Strange Formula | Nitrimine (Marvel Cinematic Universe Vol. 1) (200CP)

Strange Formula (100CP)

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.

Nitramene (Marvel Cinematic Universe Vol. 1) (100CP)

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.

The Codex (ber) (300CP)

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.

Biotransference Protocols (Necron Jump SB Edition 1.0) (400CP)

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?

Leonardo da Vinci's Journal (World of Darkness - Genius the Transgression) (400CP)

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 humanities Mania can be seen evidenced in everything around the modern era, however the most well known by far is 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 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.

The Pleician Tome (Light of Terra) (500CP)

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.

Aperture Science Technology | Conversion Gel recipe | Repulsion Gel recipe | Repulsion Gel recipe | Unexplained Science Thing (Portal) (600CP)

Conversion Gel recipe (100CP)

This is a recipe for Aperture's Conversion Gel, which makes any surface it coats able to conduct a portal. More importantly, it's a huge improvement over Aperture's current

bank-braking recipe. Ground up rocks from any object considered a moon will work, mixed with the recipe for especially thick Jello. Washes off with water.

Repulsion Gel recipe (200CP)

This is a recipe for Aperture's Repulsion Gel, a blue liquid which repulses anything which touches it. Other names include that bouncy stuff, the blue gel, and unknown skeleton-hating element. Unlike Aperture's current expensive and lengthy recipe, this one involves precisely combining rubber with hydrogen and oxygen. Blue dye is optional. Washes off with water. Why is this recipe so expensive? Repulsion Gel can be used as a potent weapon against anything mobile that relies on solid structural integrity by covering that thing in the Gel. It will repulse any movement back in the other direction, creating a movement which is then repulsed in the other direction by the Gel covering the other size of that thing. One twitch becomes movement in every direction at terminal velocity, tearing that thing apart. This includes the human body.

Propulsion Gel recipe (100CP)

This is a recipe.. Okay, you get the picture. The acceleration gel is created by adding seemingly random elements to a modern recipe for no-stick spray. The gel increases the velocity of any object moving on it unless that object is at rest. Washes off with water

Unexplained Science Thing (200CP)

You have no idea what this thing does. No idea at all! It could have the effect of any one of Aperture's miscellaneous inventions depending on how you try to use it. Shape the ill-defined mass into the shape of a disk and put it in a computer? You've discovered the annotated source code for Aperture's OS, able to run an AI on the power from a potato battery. Disperse it into an air vent and record the results? You now have the ability to convert type AB blood into pure gasoline with laser technology. There's only enough Unexplained Science Thing for it to be a single one of Aperture's innovations not already listed here. Choose wisely!

Bioid Blueprints (Ben 10 0.1) (600CP)

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.

Dark Science Index (Honkai Impact Third) (600CP)

This is it, the dark science index in all of its cataloged glory. This has 666 inventions stored inside of its databanks. Many of which are worthless or incredibly situational, but if you take your time to comb through the whole index you can find there may be quite a few gems of absurdity that you just may be able to recreate or improve using this as your guide

Library of the Lost (The Games We Play) (600CP)

Before the current setup rolled around, there were plenty of attempts by people to set up the whole 'civilization' thing. Vedic was an attempt, as were several others, mirroring nations you might recognize from your original world in strange ways. They all had their own discoveries and knowledge, potentially priceless things that were all lost nonetheless, to the relentless march of the Grimm. Not anymore, though. This is a complete, comprehensive collection of all the lost knowledge in the world! Anything that's lost to the world, through the destruction of a civilization, no one speaking the language, or other mishaps, can be found here, explained clearly and plainly, ready to be brought back. This covers everything from martial skills, scientific knowledge to cultural details like Art and the rest. But again, only things that are specifically not in circulation in any real capacity in the modern day and age. Things like the protection skills Jaune acquired from the Mistral libraries can be found here, hunter

training methods in active use can't. If this needs to be said at this point, yes, this updates with the equivalent knowledge in all future jumps.

* Interestingly this is not limited to the planet, it covers every lost civ in the universe or possibly the local multiverse.

Organic Database (Starcraft - The Zerg) (600CP)

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.

* Overmind is a zerg organism and so are primals and hybrids so this has the info for all of them too.

Archives (Doctor Who) (800CP)

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.

For 800 CP, though... all bets are off. This is the complete, no-holds barred archive of every single scrap of knowledge ever assembled in the history of this universe. From the blood and magic manipulations of the Carrionites, to the works crafted by the Ancients to bind the Beast, to every piece of Time Lord and Dalek technology, the in-depth studies of Time Lord biologies... the mother lode. It's all here,everything, ready for you to learn, teach others, and use however you will.

Jumpers of any particular species can take their species's archives at a discount... except Daleks and Time Lords, who can at best get the 400 level info at a discount. The 800 CP archive is not discounted to anyone. In future jumps, wherever applicable every version updates to hold the same level of knowledge from the local universe.

Damaged Microchip (Terminator) (800CP)

While this looks like the damaged CPU from the first Terminator that Cyberdyne used to help build Skynet, it is actually a storage device. This contains information on just about everything that Skynet has ever produced. From the xmodified T-1 and small Hunter Killers, to the T3000 and Large Hunter Killer Tanks and Walkers. Even information on how to build an AI as advanced as Skynet is in here, along with Time Travel technology. The problem is, not only is the coding not understandable by the average computer, but the damage to it has eliminated some coding. Nothing vital to the schematics, but it is now even harder to piece the information together. It is unlikely to get all of the information out without 100 years of work.

Omnitrix (Ben 10 0.1) (800CP)

This will one day be called the mightiest weapon in the universe. It is the magnum opus of the genius Galvan Azmuth and, should things proceed as normal, will spark the legend of Ben Tennyson as a superhero with the power of many aliens. With this purchase, you now have your very own. The Omnitrix is a database of alien DNA that allows the user to temporarily transform into a copy of that very same species, with all the strengths and weaknesses therein, before changing back to normal. This device is both insanely versatile and capable, so let's see what we can do to personalize your own version of it. For this section, you receive +1000 Omnitrix Points, or OP. You may gain additional OP by converting choice points on a 1:1 ratio, getting 50 OP for 50 CP and so forth. You may not convert OP back to Choice Points, in case it needs to be said.

The Ruins (DOOM 3) (800CP)

One of the most important fields of research in the UAC Mars base involves physics, dimensional technologies, organic technology, and many more things but it starts with history. Beneath the base lies a vast network of ruins, burial chambers and other structures belonging to the long-dead inhabitants of Mars - a people that some theorize are in fact the ancient progenitors of humanity itself. Though heavily damaged and weathered by the passage of time, many of the devices within still function, and the inscriptions recovered from the Martian dig sites have contained information beyond anything humanity understood - leading to some of the most advanced scientific theories of the modern day. You are now in charge of a sizable dig site working through these ruins, with direct authority over the discoveries made within. In future worlds, you will likewise come into possession of a similarly vast Archaeological site, belonging to a suitably powerful precursor from the setting you are in. Predicting what kind of advances might be realized through investigating these ruins will be difficult but no matter what, results will always be spectacular in some way.

Domain: Databases: Magical

Forbidden Book of Attribute Metals(The Death Mage Who Doesn't Want A Fourth Time) (200CP)

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.

* Existing examples are death magic
* Death iron: Better than steel, liquid until heated, self repairing, only forgable by undead, easier to enchant with death magic
* Dark Copper: Impact resistent, liquid until heated, self repairing, only forgable by undead, easier to enchant with death magic
* Soul Silver: Used to make life with a soul in setting,
* Life Gold: Heals people who eat it.
* Attributes include Fire, Water, Earth, Wind, Light, Time, Space, Life, death. Fanwank each metal combined with each magic, assume that it probably doesn't touch the soul since that's death magics thing, and is easier to enchant with same attribute magic, and it might not be immediately combat useful.

Forbidden Book of the Craft (The Death Mage Who Doesn't Want A Fourth Time) (200CP)

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.

* Standard fantasy fare.

Inkgate Schemata (Van Helsing) (200CP)

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.

Mysterious Blueprints (Bleach) (200CP)

Near undecipherable prints that seem to detail the creation of specific races. You're gonna be looking at this for a while.

* Details the creation of all the bleach races

Bio-Alchemical Theory Books (Fullmetal Alchemist) (300CP)

Crosses between Medicine, Alchemy, and Biology. Chimera's are extremely complex beings, requiring knowledge of all of these.

Grand Library (Dishonored 2) (400CP)

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.

Notes of Thoth (Kane Chronicles) (400CP)

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.

Archamada Book of Spells (Ben 10) (600CP)

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.

Library of Raum (The Dark Wolf Shiro) (600CP)

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.

* This is from an extremely OP HP fanfic, demon and god magic flavored

Tattered Journal (Highschool DxD) (600CP)

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?

Sithe Blueprints (Desolate Era Part II - The Chaosverse) (800CP)

The Sithe are many things. What they cannot be considered however is inept. Their technology puts everything within this Chaosverse to complete shame. With this item you gain blueprints with details on how to create any and all Sithe technologies, from Realmships, to even something like the Decimatus Wave. The instructions are good enough that even a newly ascended World God could make full use of them. Of course these technologies require materials that may not exist in this Chaosverse, thus many equivalents are listed in the plans.

* Sithe are as the perk suggests, from a different Chaosverse, with different Prime Daos. Tech works fine in the protags Chaosverse, through, but they can't build it.

* This is a cultivation setting, meaning tech is OP, but ridiculously expensive.

* The Realmship can travel at an undisclosed but fast speed. Some basic calculations using comments in the books suggest we are talking at some orders of magnitude faster than 10^18 times the speed of light, and they do not need to speed up or slow down, and can withstand several blows from an eternal emperor, who is 2 levels above being able to destroy a solar system sized world. Can be used in personal combat, as shown in the books.

* The Decimatus Wave can destroy the universe. Mostly by running it over since it is the size of a realmverse. Designed to drain energy from a Chaosverse, hastening a heat death. Call it a multiverse killing weapon

* Other examples include the grassland world, a prison, and the worldsetting stele, a last ditch attack.

* This tech can go toe to toe with all the but the highest tier cultivation level from this world. The highest tier being high multiverse level

Stuff You Need To Know About Asauchi (Bleach 4.03) (800CP)

Written by Oetsu Nimaiya, this Notebook describes the process, techniques, and materials used in his creation of the first few Asauchi. For starters, you need a blacksmith's forge, a menos class hollow, some ridiculously hot flames, and a small ocean of water to cool it off afterwards. Mind you, this book only details the first few Asauchi, whom Oetsu declared failures. Making a 'proper' Asauchi will require time and experimentation.

The Quincy Alphabet (Bleach 4.03) (800CP)

This is Yhwach's diary. It's pink, covered in glitter, and it looks like it's written in 57 different languages. Good luck translating it. But if you do manage to do so, and I can assure you ten years isn't enough time to do so, it contains instructions on everything Quincy related. From how to lobotomize your own soul and give it to others, thus making them Quincy, to how to reintegrate those pieces, and how to make the Schrift out of them. Also contains instructions on how to make all of the Quincy weaponry. The Bankai stealing medallion is notably absent.

Domain: Databases: Magitech

Blueprints | Research Notes | Dark Journal (Van Helsing) (600CP)

Blueprints (200CP)

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.

Research Notes (200CP)

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.

Dark Journal (200CP)

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.

* If you check the Van helsing jumpchain, just below the blueprints, research notes and dark journal, it mentions that all of these are written by the same person and having all of them will let you combine the last pages from each book, in order to construct, and I quotetechnological marvels and monstrous creations unlike any other It apparently merges science technology and magic in seamless harmony.

Necronium Depletion (GURPS Technomancer) (600CP)

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.

Dwemer Lexicon | Knowledge of Infinity (Elder Scrolls Skyrim SB) (1000CP)

Dwemer Lexicon (400CP)

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 of Infinity (600CP)

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.

Domain: Knowledge: Abilities and Skills

Demonic Augmentation (Hellgate London) (100CP)

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.

Engineering Basics (Dead Space) (100CP)

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.

Legion Trained (A Practical Guide to Evil) (100CP)

One Sin. Defeat. One Grace. Victory. These are the words that every member of the Legion lives by. You've been trained in the legions, and are proficient with rank-to-rank fighting with the gladius and scutum, the usage of goblin munitions, and mass spellcasting (assuming, of course, that you're capable of spellcasting). Furthermore, you know how to create goblin munitions, including the magic-eating goblinfire. While this won't let you stand up to a Hero on it's own, the discipline of a legionnaire and their skill against others on their level is not to be doubted. As one of the Named yourself? Well, this level of skill can be quite effective, though it's enhanced with the assistance of fellow warriors.

Medicine (GUNNM) (100CP)

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.

Rites of Maintenance (Warhammer 40k - Adeptus Mechanicus) (100CP)

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.

Dark Sciences (Marvel Cosmic) (200CP)

Science is a tool like any other but oh how useful of a tool it is. However you rule, however you carry out your conquests, your might is made only mightier by the strength of your dark sciences. You know how to unleash the most destructive aspects of any science or technology you understand. You know how to turn any of your knowledge to evil or destruction. Are you a master of the healing sciences? Well now you know how to create terrible viruses and cancers. Are you a mechanical engineer? The universe has never seen such dastardly torture devices. Every last piece of knowledge you have can be tuned for maximum destruction.

Engineer (Freefall) (200CP)

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.

Powered Productivity (DOOM 3) (200CP)

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?

Real Research (Lords of the Night - Zombies) (200CP)

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 their all 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.

Shielded Turbines (Subnautica) (200CP)

You know how to close systems efficiently, protecting them from foreign matter. No longer will fish gum up your intake valves, or weeds tangle your propellers. Also makes your vehicles much quieter, which is handy in Reaper territory.

Weaver's Children (World of Darkness - Werewolf the Apocalypse) (200CP)

A natural or unnatural affinity for technology, just by looking at and listening to the whispers of the spirits, they can get a basic sense of how technology works and how to use it.

With Me Always (Warlock of The Magus World) (200CP)

The A.I chip of Leylin wasn't originally part of Leylin's being. Originally, it was an item created in another world and when he was killed, the chip merged with his soul becoming one with him, less of an item and more of a power. Whether through research, experimentation or just good luck, you have found a way to accomplish this act. Whenever you desire, you can destroy any item and merge it with your soul, becoming one and the same. Allowing you to possess all the abilities the item once possessed. Remember as Leylin grew stronger so did the chip, now so do any items that you merge with your soul. In addition you can reverse the merger of any such item at will.

Structural Biology (Half-Life) (300CP)

The anatomy of specimens, both exotic and usual, is key to understanding how they work. You have an instinctive understanding of how living things work, how tough they are, and how interactions between biochemical reactions work.

Tech Overhaul (Terra Formars) (300CP)

You know every piece of lab equipment you could ever work with, inside and out. And you know how to absolutely twist, pull, disassemble, and completely fuck with it to the point that you can make entirely new tools from the old. Sample-spinner into a deadly weapon? Why is that just one pebble on the beach?

The Enrichment Center Regrets To Inform You That This Next Test Is Impossible. (Portal) (300CP)

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.

At What Cost (The Death Mage Who Doesn't Want a Fourth Time) (400CP)

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.

Fuck Physics (The Death Mage Who Doesn't Want a Fourth Time) (400CP)

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.

IT'S ALIVE! (Smash Up) (400CP)

The most tantalizing of secrets, those of life and death, and how to reverse it. But this is merely a prelude to your ability to eventually overcome nearly any problem with time, materials and inspiration. Your mastery of science and technology.

Path of the Scholar (Warhammer 40k - Craftworld Eldar Jumpchain) (400CP)

Knowledge for its own sake is practically a lost endeavor amongst the Eldar. In the ancient days of the Eldar Empire, there was no rival to the technology of your people. With the press of a button, star systems could be wiped clean of life and then made anew, more beautiful than before.

There was no incentive for research, as all that could be done by means of technology had been done. When the Fall came, all of that knowledge was lost with the Crone Worlds, just as the Mon'Keigh and their Standard Template Constructs were lost in the Warp Storms that

preceded the Fall. How ironic, that the fates of the galaxy's true heirs and those of the weakest of races are so closely tied.

This Path, above all else, is dedicated to the reclamation of ancient knowledge and the acquisition of new information. You have walked this Path for some time, and each bend in the Path bears its own experiences and rewards. Your years of study have given you a cursory knowledge of the biology of the lesser species and of your own, including your dark kin, and the history of multiple civilizations dead and alive. Perhaps, if you were to find a head garment made of animal hide, shaped in a wide brim, you would retain your grace and poise while wearing it.

Seeing as you are an accomplished archaeologist, you are gifted with the skills to excavate and piece together the past using psychometry and intuition. Many artifacts of the Eldar, mighty in power or sublime in function, were lost in the Fall, and your skills could be vital for recovering one

Super High School Level (Danganronpa) (400CP)

Choose one hobby or skill within reason (fencing, orating, chess, etc.) Your talent with this skill is now as if you had trained in it for an entire lifetime whilst being naturally gifted. Becoming an Ultimate Inventor would allow you to create incredible machines with nothing but raw materials and a couple of hours, whilst being the Ultimate Liar would allow you to weave whole false identities for yourself in seconds with no contradictions or ways to disprove them. This skill can affect your body and mind, so the Ultimate Weightlifter would find themselves at the peak of human physical strength whilst the Ultimate Doctor would have a comprehensive understanding of all known medical knowledge in our world, with the ability to quickly pick up on medical situations in other settings. In taking this perk, you may also choose to change your appearance to suit your fellow Ultimate students by optionally giving yourself an unnatural hair colour and choosing an impractical hairstyle which will always stays in place as long as you want it to. This can become an alt form if you would prefer.

Superhuman Skill: Cosmic Tier Mechanics (Generic Super Academy) (400CP)

You possess greater than human levels of skill in a single occupation. You could be a superhuman sniper, martial artist, mechanic, chef, or any other area of skill. You may purchase additional occupations for an extra 100 cp each.

At Street Tier you are slightly above what a normal human could achieve. This level in skill is equivalent to Bullseye's accuracy or Lady Shiva's fighting skill.

At National Tier you can achieve feats of skill that would normally only be possible with machine-like perfection. You could literally shoot the wings off a fly at 100 meters, perform delicate brain surgery with a shard of glass in a tenth the normal time, or write a song that inspires a national revolution within days.

At Global Tier the laws of physics become flexible when you practice your skills. You can bend bullets Wanted style, balance on a cloud, or swim up a rainstorm.

At Cosmic Tier things get a little ridiculous. Your skills acquire conceptual level effects. You could shoot someone by targeting their shadow, dodge bad luck, or repair spatial rifts with duct tape and bailing wire.

We can Copy Nature (Hive Queen Quest) (400CP)

Nature is a test bed for amazing adaptations, from birds that explode in bone shrapnel upon death to crablike spiders with webs strong enough to capture and contain sea creatures the size of whales. Learning from nature just makes sense! As a scientist it is your job to learn from nature and apply this knowledge for other purposes, via dissection you can find out how a creature works biologically and create a mechanical proxy to do the same. A creature evolved chitinous spikes that fire when startled? That could go great on your tanks, this underwater creature has an organ that causes nausea and blackouts? Put that sucker on a gun. Nature is full of innovations, use them well.

Zerg Rush (Starcraft - The Zerg) (400CP)

It takes a quick mind, quicker reflexes, tactics and flying on a prayer to ensure that a rush is successful. You have the first three in spades and can multi-task across managing numerous Hives to ensure that they are continuously pumping out units. You can do these while at the same time, ensuring those Ultralisks are properly backed up by a swarm of Mutalisks and that the Hydralisks are staying out of siege tank range, while making a Baneling drop work to your advantage and defending the main Hive cluster and- Look. you get the idea.

Acausal Link (Revelation Space) (600CP)

You are able to put your mind into a state where it is able to receive contact with your future self or access an embedded repository of knowledge.

This may be a process like the Conjoiner's Exordium program, putting your mind in a quantum superposition with its future self; or perhaps like Aura you were affected by a brush with a paradoxical computer system before you were born, packing your brain it full of knowledge of more advanced species, or maybe some other effect or technology is at work: like sharing a part of the network the Jumper Clowns and Grubs use for communication.

In any case, your mind is able to access scientific advancements that humanity has not yet reached, and recognizes signs of approaching large-scale events civilization-changing in scale, like the Melding Plague and the activation of the Inhibitors - in ways humans do not normally sense. The benefit is that warnings of large-scale change come back clearly, as do hints about crucial, necessary technological advancements, allowing you to build things decades or centuries in advance of what you might otherwise have.

This information is very 'noisy', jumbled and hard to pick out details, but you can usually understand the gist of the principles - a few equations that would otherwise have stumped you, a new reference frame from which to look at a problem, or a warning ahead of a time of destruction. This is not true precognition; even in the case of Exordium, the futures sending information back may not come into being or might even be from timelines that have already been phased out of existence and are largely irrelevant.

Animojo (Ben 10) (600CP)

When it comes to genetics you're one of the best in the universe. Not only can you manipulate the DNA of living things to change them to suit your purpose, but you can even bring long dead species back to life. On top of all this, you also possess the knowledge to build the equipment you need from components you would find at your local electronic and home repair stores.

Architect's Eye (LOSS) (600CP)

Every structure has a purpose, a reason for being. When it comes to buildings you know exactly what to do and how to do it. This makes buildings stable, good looking, and comfortable buildings. This also extends to being able to know the who, what, when, where, and why of any non-weaponized structure. This expands the more you learn about other cultures, places, science, and technology. Eventually learn to build things to withstand black holes or places with non-euclidian geometry etc and not compromise your end goal [allowing something to survive in it]. This also lets you spot weak points, flaws, and exploits in design as well.

Deus Machina (NieR Automata) (600CP)

As an Artificial Intelligence, you are limited to the digital world. You could possess the body of a machine for certain but such a thing is...limiting at the best of times. Wouldn't it be grand if you weren't so harshly limited? If you could physically act without relying on the admittedly weak bodies of your machine pets? Now you can, in a limited way. The real world is no longer so different from the digital one to you. The blocks and code of the computerized realm exist in reality as well, so long as you look at things a certain way. The powers you have as a Terminal, as well as any other similar data related powers, now work outside of the computer though at a weakened level. Whatever your powers may be online, they will be significantly weakened in reality if channelled through this ability. As a Terminal, you might be nigh unstoppable online but in reality, your powers would be closer to that one might expect of

a fantasy wizard. Teleportation, cloning yourself a dozen times over, manipulating matter in a short area around yourself, transmuting objects or even overriding the minds of others potentially. You are no longer such a god as you were in the digital world but your powers remain terrible indeed.

Essence Spinner (Starcraft - The Zerg) (600CP)

You know the essence and DNA and you know the exact strands with which to induce a variety of mutations and evolutions upon zerg organisms under your control. With a simple feather from a cliff-jumping raptor or the acidic spit from a predatory beetle, you can break down the essence and proteins within each of these to their building blocks and re-assemble them into a strain fit for yourself and your minions. As a bonus, you can produce a simple silk-like screen that allows you to manipulate these strains and magnify them into a view capable of being seen from even a simple human eye. Said silk screen also allows you to manipulate these strands by hand.

Greenfinger (Starbound) (600CP)

You have a great power, the ability to commune with and control any and all forms of plant life. Beyond even that, however, is your ability to grow plants under your control which can mimic the effects of technology. You need some understanding of the underlying principles, but once you have that, organic teleporters, plasma weapons, spaceships, and more are all possibilities.

These technologies can retain benefits of their plant-like origin, including photosynthesis, regeneration, and other plant-based attributes.

Mad Science! (Eureka-Warehouse 13-alphas) (600CP)

Most people would say that it's impossible, not to mention extremely reckless. Not you. Given enough time and resources, and a general disregard for the potential consequences, you can do almost anything technologically possible to achieve. Occasionally things get out of hand and run amok, but that's a risk you're willing to take. Plus, it occasionally results in accidental inventions and discoveries. For SCIENCE!

Personal Analysis (E.V.O. Search for Eden) (600CP)

You possess an innate and intricate understanding of the natural processes of your form, whatever those might be, down to the sub-atomic level. This means you have an incredible understanding of things like your body chemistry, cellular activity, and much more. This extends to forms in your Record of Evolution, letting you examine and understand them in incredible detail as well. Also excellent in diagnosing any health issues or damage you've sustained, or guiding your evolution with a precision that would be impossible otherwise.

Resident Mad Scientist (Schlock Mercenary Rebuild) (600CP)

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

Wizard to Be (D.Y.N. Freaks) (600CP)

Too long have you had to beg for power from others or rely on magical objects to support you. Now you've gained the ability to take bits and pieces of those powers for yourself. Whenever you are receiving supernatural power from a contract with a being or magical item, you are able to slowly make that power become your own, taking longer the more powerful an item is. A basic grimoire of spells might take just a few days or weeks whilst the Necronomicon itself could take many years of continued use. Whilst you can only draw this way from a few artefacts at a time, perhaps three or four, you will find that once you have managed to entirely take all that power for yourself, it will take on a new form personalised to you, often with either greater power or new effects attached to it.

The Science of Evolution (E.V.O. Search for Eden) (800CP)

Theory? To you evolution is an entire scientific field in it's own right, one you have more than mastered. From the how, to the why, to mathematics to quantify and calculate it, to the crystals and other devices to manipulate and interact with it, to even the quantum physics that influence it at the smallest levels of reality. This knowledge is essentially the complete and collected data from all of the evolution that has taken place on Earth, up to the birth of civilization. The question is, what will you do with this knowledge? While the bulk of it relates to biological evolution, it'd only take a little effort on your part to apply this to the evolution of non-biological systems, such as computer viruses or society.

They're Gonna Have To Invent A New Type of Nobel Prize to Give Us. (Portal) (800CP)

You gain Cave Johnson's ability to create something impossible out of something completely, incredibly different. This ability is heavily reliant on your resources, how difficult a problem the completely, incredibly different thing is, and pays out only in the long term, but it's worth it.

In honor of Cave, I'll explain it using Aperture's history. In the 1940's the curtain company Aperture Fixtures tried to solve a problem that our Earth scientific community still has no definite answer for: the shower curtain effect. Somehow, Cave's engineers managed to solve it by creating a quantum tunnel between the inside and outside of a shower.

In the 50's, they were researching that effect with funding second only to Black Mesa and used astronauts and Olympians as test subjects. They threw employee safety and retention out the window, disregarded every form of ethics imaginable, and were ultimately driven into an absurd level of bankruptcy thirty years later.

Even when the company was on its last legs after GLaDOS was activated and tried to kill everyone with neurotoxin, she described the team at Aperture as being the greatest minds of a generation. This can be considered the perfect scenario for helping this perk function at full capacity.

Fifty years of constant, no expenses spared, abnormally efficient research primarily focused on a single effect using a gigantic testing facility and eschewing all concerns except results. A Jumper doesn't have to disregard ethics to have the perk working at that level, but they'd need to use human equivalent robots like GLaDOS eventually did.

What did that half century result in? They perfected the portal gun, which functions by harnessing and stabilizing a black hole in a device half the size of someone's arm. Ignoring the potential for free energy with careful use of portals, they built the black hole equivalent of a dyson sphere and used it to create tunnels in the fabric of reality. Why? Because fifty years ago, they wanted to make a really useful shower curtain.

That's what this perk can look like. It's never clear when this perk is going to proc, but it will happen often enough to make the capstone worth taking. If the Jumper isn't helping it run at peak capacity or spending decades on one project, it'll result in innovations that are still useful but aren't on the level of the portal gun. Some examples are repulsion gel, storage containers that can survive the heat of the sun, tiny fusion reactors, and footwear that allows a human to jump off a building and land unharmed. Technologies researched with this ability can't always be generalized. The portal gun uses a black hole to tear holes in the fabric of reality, but that was the only thing Aperture could reliably do with one. They didn't have any ability to build a black hole into a weapon or use it for energy.

Botanist | Genius (Plants Vs Zombies) (1000CP)

Botanist (600CP)

Ah, come on, you knew this perk was coming. You are an amazing botanist now. Not only do you have a comprehensive grasp of botany in the real world, but you also gain an extremely rapid understanding of plants of all types just by looking at them once. You can tell what their best conditions of growth are, how they could be enhanced and improved, all sorts of things. You're also able to modify them, rather extensively at that. You have a talent for designing plants, making incredibly beautiful or sturdy versions, or even both.

Genius Boosted: You skills with plants are now the equal of David Blazing himself! You can design plants for all sorts of purposes now, including things no one has any business using plants for. Biology, the Laws of Physics or Common Sense, nothing can stop in your way as you grant frankly ridiculous powers to your creations. You could design Chillies that explode, Squashes that Squash enemies, or Cherries that Explodonate. More than this, you're more than capable of giving them full and complete Sapience, so much so that they could go to college, even.

Genius! (400CP)

You are an absolute Genius, with this perk! Your mind works tens, hundreds of times as fast as even the most clever of your fellows, excepting the true once-in-a-millennium genii like the one or two people in this world. You have an eidetic memory, and absolutely perfect recall, making sure you never forget anything. More than that, you are capable of wonders of science that would leave anyone around you gaping in awe. Creating sapience is child's play, as is working with both Trees and Plants or human flesh, letting you make wonders and abominations. While you're rather far from being able to make things like either the Plants or Zombies used here, you could learn very quickly indeed, being clever as you are. This perk is a capstone booster for each Origin capstone, and the interactions are listed with the capstones.

* Subtract 400 from the cost if you already have the genius! Perk from Defender

Domain: Knowledge: Intelligence

Nigredo (Lords of the Night - Zombies) (100CP)

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.

Mad Genius (Buffy the Vampire Slayer SB) (200CP)

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. Additional purchases add an additional specialty

Premier Education (Girl Genius SB) (200CP)

The Spark does a lot, but it helps to have the right education. Village Sparks working with chicken entrails tend to die to pitchforks much more than city sparks working with sound principles. And now yours are the soundest of them all! This perk provides you an incredible, unbelievably thorough, advanced and extensive education in it, such that your knowledge and skills related to it are unquestionably along the absolute best in the world. This world being what it is, the field in question can be anything from biology to Space-Time analytics, Necromantic Construct Design and Engineering. The narrower the field the better your

understanding of it, but as an absolute minimum this perk would provide you a top of the line, first class education like the kind you can get in Rome, Paris, Beetleburg or Castle Wulfenbach. You can buy this perk any number of times for more fields to be educated in. Comes with fully acknowledged Doctorates.

Great Man (Fate/Legends - Strange New World) (400CP)

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. You're 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 comes 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.

* Perk cost includes buying this twice.

Life or Death (Subnautica) (400CP)

They laughed when you studied the life sciences, but you'll show them! You are now an expert chemist and virologist, capable of whipping up dangerous mixtures on command. Toxic warheads, advanced medkits, and poisons capable of killing Leviathans are now in your mind's eye. You'll need access to various chemical sources, but I'm sure you'll find what you need if you keep your scanner out.

Mad Geneticist (Rick And Morty) (400CP)

Sometimes science is more art than science and you find that this is doubly true when it comes to genetics. When you have a vague idea of the attributes you want to impart from a species you find them remarkably easy to splice into a different species. It won't even backfire that often. Probably. Be careful.

Master of Engineering (Dishonored 2) (400CP)

Within your lofty cranium rests a mind the likes of which only appears once or twice a generation. Ideas dance through your mind like brilliant fireflies all you have to do is reach out and grasp them. Visions of whirling gears and pumping oil; of lightning bottled in cages of glass and copper; of crystal lenses and formulas that write themselves...the spark of invention drives you to produce marvels ahead of their time - indeed with effects that seem to outstrip the technology of the device itself. Build a combat automaton from cogs and steel, record whole conversations on a single punch card, devise security systems which can recognise specific people, all these and more. If you merely had the funding and the time to refine these visions into physical form, you could unleash your marvels onto the world and you, too, could be spoken of in the same breath as Sokolov, Roseborrow, and Jindosh.

The Crazed Toymaker (Revelation Space) (400CP)

In the time of readily-available high technology and smart fabrication, there are two qualities that win fights: Overwhelming firepower, and pure deviousness. I can't speak for the former, but of the latter you seem to have an inexhaustible supply. Designing and building deadly trinkets is your forte, little horrific nick-knacks that kill not through big booms but through

precision, trickery and the sheer unexpectedness of their nature. From tiny disguised drones with neurotoxin injectors, spider mines, hyperfilament snare-webs and crabbers, all the way up to ship- killing photon-sails and proximity limpets, you are never lacking the inspiration to invent a new, deadly toy specially designed to slip through your enemies' defenses and rip their hearts out.

Xenobiologist (DOOM 3) (400CP)

The denizens of hell are equally terrifying and magnificent, in their own way. You have been extensively trained in the biological sciences, yet even your understanding is merely a starting point for these strange beings. Superhuman strength and resilience, the ability to manifest and control confined plasma charges, teleportation you don't know how they do it. But you will. Your talents grant you immense insight into any biological system, and through study and research, you'll eventually be able to understand even the most bizarre and alien biologies and, with enough skill, even replicate them. Hell is the way forward, and you intend to study it every step of the way.

This Perk grants you a 50CP stipend which you may use in the Mysteries Of Mars or Hell's Might sections found further in this document.

A Spark of Genius (Girl Genius SB) (600CP)

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.

Exemplar Boosted Your talents with the sparks cross the basic boundaries all the way, transforming you into something altogether beyond. You have had the second breakthrough, the transformation that makes you from a Spark into true Spark Royalty! You are like one of the Immortal God-Queens of old, of which only a precious few remain today.

You're not a fully grown, matured God-Spark like Albia, but you're further along than Agatha or Lord Snackleford. Along with having psychic powers like levitation and telepathy, you can release blasts of pure energy to scour your foes from the earth. You can see in more than three dimensions, and even interact with beings beyond the mortal plane in several ways. You have the power to shapeshift freely, going from giant to normal in an instant, and acquiring any colour, appearance or form you desire.

You can possess willing subjects, and break any mind control or subversion on your subjects. You can control energy in various forms, most of them rather unspecified. Most

importantly, of course, your talents with actual Sparking transcend any ordinary sparks entirely, being almost as much beyond them as they are beyond mundane scientists. You have a surfeit of ideas, almost as if you can do anything!

You don't even need to bother with Madness Places very much anymore, that is, being 'Suspended in an Eternal Moment of Supreme Clarity'. You do retain your ability to scare lesser minds out of their skin just by talking. Oh, and you gain a rotating Halo of any symbols of your choice, turning around your head in an endless circle. Basically, you have somewhat weaker versions of any powers displayed by Albia, even those not mentioned here. And you would grow to match her as soon as you acquire enough experience. You can hide the obvious bits of this, but why would you want to?

God Father (Supergod) (600CP)

Impressive as they are, the Super Gods were made by human hands. For all their great powers, they originated with human ingenuity. Great minds like yours are what created these beings. You are incredibly intelligent, among the greatest minds humanity has ever seen, and the foremost expert in the entire world on a specific kind of science. Biology, artificial intelligence, quantum physics, whatever you chose to be centuries ahead of the rest of the world in is what you are currently working on a project to create a Super God from. With your experience, you are especially skilled at creating monsters out of your chosen field of science but even outside of that purpose, you are absurdly skillful in creating effective technologies based on your choice.

Malkuth Theory (The Games We Play) (600CP)

You possess the greatest power of all, that of the human mind, ever seeking knowledge and understanding. Your mind, scientific ability and sheer talent are like something out of a legend, and a terrifying one at that.You're a genius on a level that leaves the greatest of geniuses despairing at their unworthiness. Forget the greatest minds of this age, the very Archangels and their creators would have found themselves jealous of the sheer ease with which sciences of all kinds and colors come to you, nature almost eager to reveal its secrets. You start out at the limit of this era's understanding of science, with what amounts to a degree in everything, but worry not, the vast and wondrous creations of the Angels and Archangels are far from being beyond your reach, with it being only a matter of time before you reach the same levels in them. After this world you don't get any knowledge ex-nihilo, but your skills translate perfectly to all branches of study you ever encounter, providing you equal talent and potential.

The Mind (Megamind) (600CP)

Ah, the good stuff. You arrive from the same planet from Megamind unless you don't. Either way, just like him you are a grade-A, five star genius on a comic book level, unmatchable and brilliant by all. Not only can you create things like invisible vehicles, death rays lasers and illusion generators, you are also a genius of the equal degree in all other fields, finding it just as easy to bioengineer a fish into sapience as to build a huge robot. Moreover, you can do all this on your typical city-level mostly unsuccessful villain's resources. You can get by with even the most limited or inferior resources, even if you might end up making wheels out of bent license plates now and then. You're particularly good at making tech that interacts with superpowers, be it replicating them, recreating them with samples from the holder, or boosting, weakening or even disabling them.

Virology (Prototype) (600CP)

Looking at it from a technical standpoint, viruses are just devices that carry genes, they enter the nucleus, insert their genome, and then the host cell does everything else for them. This characteristic makes viruses one of the most favored devices in genetic engineering, as they can go and infect multiple cells. The folks at Gentek know this, and focus solely on them, but you have a leg up on them. By extensive study (but still far less than a computer could) you can decode the entire genome of a life-form, and decode and isolate the genes responsible for any and every trait that they possess. Want the eyes of a goat on the body of a snake? Or possibly just the strength of a rhinoceros? Do not look away, study and decode today!

Domain: Knowledge: Reverse Engineering

Crazed Physician (Van Helsing) (100CP)

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.

Reverse Engineering (Sekirei) (400CP)

Bizarre alien technology, superrobots, genetic engineering. You might not know these disciplines, but with just a single example to test to destruction, you should be able to figure out how it (used) to work, how to apply the principles to new tech, and with a few projects under your belt, remake the original!

Lost Logia Researcher (Anima Beyond Fantasy) (600CP)

Lost Logia. Artifacts of another age, of the age of Solomon. The Church may claim to disdain them, but you know the truth. They are powerful. You have begun to reverse engineer them, learning to recreate the weaker ones, and to create your own derivations. The Wissenschaft would love to have you within its ranks, and the powers in the shadows shift uncomfortably as you gain more and more knowledge of ancient artifacts, simply by laying your hand upon them, and hearing the songs within your blood. Buying this perk grants Ancient Blood free.

Scientist Salarian (Reaper Hunter) (600CP)

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 before 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.

Sufficiently Advanced (SCP Foundation) (600CP)

You are capable of, with a few months' or years' worth of work, replicating the effects of some SCPs in a scientific way. With proper study and prep-time you can figure out a method to replicate or utilize certain Safe- and Euclid-class anomalous objects or their effects purely via technological means. Other supernatural effects are not exempt from this, similar to Dysfunction Junction, because you already know their respective, "ruleset."

The Flesh is Strong (Hive Queen Quest) (600CP)

The hive thrives on the strength of its parts, every drone born for a specific job, every life a cog in the mighty machine working for the good of all, all serving the queen. Through long hours of research (and the hard work of your thinkers) you have learned to assimilate not only the tools of nature to add to your drones strength but also the tools of others. With study you can replicate machinery as biotech, studying a vibrating blade powered by servos for instance may allow you to recreate it by growing a chitinous blade powered by micro muscles while studying a ships blink drive may allow you to grow your own out of hundreds of interlocking

"cog" drones. As a plus should you be a queen you can apply these changes to your children before you lay their egg, altering their form as you see fit to grant them the boons of technology and nature from birth.

Domain: Knowledge: Mundane

Body Transfer (Empire From the Ashes) (100CP)

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 how 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.

Chemist (Fallout 4) (100CP)

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?

Chemist (Batman Beyond) (200CP)

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.

Hellish Advancement (DOOM 3) (200CP)

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.

Peak ADVENT Technology (XCOM 2) (200CP)

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.

Chemist (Inception) (400CP)

Oh, calling them 'drugs' or 'narcotics' is so... unflattering. You simply provide what the people want. You're really good at developing psychoactive chemicals, especially the various dream-related compounds. With a little effort, you could do anything from guaranteeing someone gets a pleasant night to allowing your clients to go deeper into the dreams than anyone before.

Crazed Chemistry (Batman the Animated Series) (400CP)

You've learned how to make some of the chemicals used by the villains of Gotham; namely Venom, the super-steroid used by Bane, the fear toxin used by Scarecrow, the Joker's laughing gas, and Poison Ivy's various toxins. In addition, your mastery of chemistry allows you to create chemicals and formulas with similar effects.

Evolutionary Incentive (Ben 10 0.1) (400CP)

If you have been paying even the slightest bit of attention, you will notice a lot of powers in this multiverse come from the unique biology of different alien species. So naturally, it makes perfect sense to want to harness it and perhaps play with the mechanics a little bit. You are a master of capturing and manipulating DNA using technology, able to mutate creatures into something new by playing with their genetics like play-doh, giving them new powers or even ironing out things like genetic illnesses or defects. You're better at mixing and matching than making anything from scratch, but eventually you can learn how to recreate certain superpowered genetics from one alien species in another using surgery or even small technological devices. You're not quite making the next Omnitrix with this alone, but this definitely sets the foundation for it.

Field of Research: Transdimensional Theory, Chainsaws, Chains, Saws and General Anti-Flora Equipment (Dota 2) (400CP)

To call technology a tree, which one arbitrarily climbs upwards through non-descript Science! is simply insulting. Science is discovery through rationality, technology the rewards of our efforts to better understand the world. Or something similarly fruity, as the humans so often enjoy defining things in needlessly overcomplicated and faux- poetic ways. There are (3) particular fields you've studied, and have a great deal of theoretical and practical knowledge of, for both general tool development and combat duty. Choose from the following.

Transdimensional Theory: Particularly exotic and full of potential, the field of transdimensional studies is rather young and as much as it has allowed incredible advances it also has brought forth great calamities. Never forget the Violet Plateau Incident. Either way, while you are only able to study dimensional and spatial anomalies caused by other sources for now, the idea of crossing continents with the press of a button, calling resources and tools from faraway bases and workshops then sending them back home once you're done, and exploring new universes entirely remains a very realistic goal. Just, keep in mind that there's plenty of nightmarish monstrosities sitting around our reality which would just love it if some schmuck opened the door for them. I reckon that'll probably stop being a problem for you in a decade's time, but still.

Chainsaws, Chains, Saws, and General Anti-Flora Equipment: Besides the utility for wood harvesting purposes, you also have great knowledge of what to do with wood itself, being able to engineer around wood's strong and weak points in order to replace metal during the construction of things such as armor or general machinery. Why, you could even create a suit of armor able to cut down forests in record time while defending from any attacking trees, saw whirling around you as an active defense, chains pulling you along while tearing leafage from its foundation, and your main blade spinning around the battlefield to cut down any straggling trees. Does not come with traumatic memories of plant-based murder or rampant paranoia.

Fitting into a Mould: Scientist (Gravity Rush) (400CP)

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.

THINGS MAN WAS NOT MEANT TO KNOW (CthulhuTech) (400CP)

You have a few advanced degrees in science, technology, engineering, and mathematics areas. You can engineer any technological (but not technomagical) wonder that exists in this jump. In future jumps you will be able to engineer any standard technologies of the setting.

Toxicology (Prototype) (400CP)

The Blackwatch can not keep hiding all the good stuff for themselves! Through some highly illegal means you managed to obtain information on Bloodtox and some of the other poisonous projects that have been hidden from the public eye. This can be used in later jumps to quickly determine ways to target a single organism to create a highly effective toxin against them, or by creating technology that has their most well-known aspect of it as a function.

Xenotechnology (STALKER) (400CP)

You have a very technical mind and you've been able to apply your theoretical degree in physics to good use. You're able to incorporate artifacts and pieces of artifacts into any technological devices you may know how to build with a lot less spontaneous death and irradiation than you normally would. This allows you to build things like featherlight power armor, accelerated gauss rifles and other technological marvels.

Certified Tech (Fallout) (600CP)

You are one of the brightest minds of the 23rd Century! You now understand Pre-War science, and can even reverse-engineer existing technology to learn how it works, and how to recreate it. Plus, if you can learn the basics of truly alien science, this perk helps you master it the same way.

Cobra-La background: Biotechnology (G.I Joe) (600CP)

You were born of the nobility of Cobra-La, an ancient civilization that dominated the Earth and retreated to a protective dome during the Ice Age. You left the Dome around the same time Cobra Commander was sent out to try to destroy human civilization. If you take this option Cobra-La will be placed in the Gi Joe setting you went to, and will be an issue at some point. Though probably in a similar vein to the movie, but might be a reoccurring friend/foe. If you join Gi Joe or a drop in and take this option, you are a traitor to your people and can expect a Spore bath if they catch you. If you are a member of Cobra, Cobra Commander takes much the blame as he did in the movie, and you are not blamed for Cobra's failure. Though Globius might have a low opinion on you depending on how you acted.

Cobra-la biotechnology: You leave Cobra-La with a fairly in depth knowledge of Cobra-La's biotechnology. Its not all comprehensive but will get better in time. As such you can make biological items, weapons, and vehicles equivalent to or surpassing their hard tech counterparts. You can also identify biotech and will have a good idea of how it works and what it does. This would also apply to other Jump's with biotechnology and means you can master those sciences easier. Even truly alien ones. By the time you leave the Jump you can even upgrade humans into bio-soldiers in much the same manner as Cobra-La can, and make truly impressive (also weird and bizarre) biotech.

Cyborg Casualty (Dragon Ball) (600CP)

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

Making Monsters (Pokemon Sword and Shield) (600CP)

Although incredible, the study of fossils and their revival isn't exactly a new field of research. There is someone in Galar making what some would call a breakthrough, and others would call crimes against nature, relating to the field. Would you like to become a genius? On purchase, you will acquire a wealth of information relating to fossil revival technologies, such as what the process of fossil revival entails and how the technology works. In a more expansive step however, comes the knowledge on methods for splicing pre existing life forms into

something new. Although most of your expertise in that second field comes from using fossil revival on partial fossils of different creatures to revive them as something strange and new, you also have some knowledge on doing that through other means, though mostly as a starting point. In addition to just being able to make such things, you're somehow quite skilled with making sure this hybrid lifeform has the strengths and qualities of its parts, in spite of how unlikely it should be for such things to even survive, much less thrive. Maybe that will help others ignore your depraved acts.

Superweapons (G.I. Joe) (600CP)

Your expertise covers the every 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 with 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.

Domain: Knowledge: Future Tech

Chromosome Analysis Specialist (Biomega) (100CP)

Well, the job description said training would be provided - and sure enough, they provided you with all of the reading material you needed to figure out what you were actually supposed to do now that you're here. The researchers at the Data Recovery Foundation have been put to task into deciphering the secret behind the immortal cells, that mysterious 24th chromosome. From all of the information that has been compiled, you've acquired a better picture of what the DRF is planning - but as well, your ability to break down genetic information and just large chunks of information in general have improved. Heck, reading that 42 volume tome had to be worth something right?

Artificial Friends (World Seed) (200CP)

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

Paved In Bones (The Matrix) (300CP)

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.

Arateus Genetics (Stargate: Atlantis) (400CP)

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.

Beast Builder (9 Jumpchain) (400CP)

Just like The Machine, you are capable of gifting your creations with a spark of your own intellect. This won't cost you anything, beyond the materials to make their body, but your creations won't actually be much more than beasts. On the other hand, they will be quite cunning, automatically adept with their body, and unflinchingly loyal to you.

Bioweaponry (Stargate: Atlantis) (400CP)

While a prohibited field of study on Earth, it doesn't seem to bother the IOA or SGC if the research is happening in another galaxy or being used on Wraith (who aren't "technically" humans). You have the skill to convert virii or bacterial agents into bioweapons, tinker with their virulence and lethality, and design the all-important delivery devices.

Genetic Engineering (World Seed) (400CP)

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.

Fleshcrafting (Dune) (500CP)

The Tleilaxu have thousands of years of knowledge in how to manipulate living forms, whether tinkering with genes outright or through breeding programs, and are able to apply that toward virtually any end with enough time and effort. Using only in-universe tools, you can expect to exercise a great deal of patience in your work, but the abominations that the Tleilaxu keep behind closed doors prove their method. If you were to use more... traditional methods of genetic engineering, coupled with the knowledge given here, you could produce truly remarkable things, whether changing a man into a monster or the pinnacle of human evolution. Even without that, the existence of ghouls (zombie-like killing machines that convert what they kill into more ghouls) and leeches (biological tanks) as well as biomechanical hardware are stark proof of the efficiency of the Tleilaxu gene-forging.

My Experiments (Lilo and Stitch) (500CP)

The true mark of a Mad Scientist, is the minions under his control. And these children you have created are truly the finest around. You have all the knowledge to build the tools and enact the science, behind creating your own mischievous creatures. The powers they have can range from practically useless, to an unstoppable monstrosity. Their personality is completely up to you. Whilst you have these capabilities, there's a reason they call them experiments. It will take many attempts to work out how to create the exact specimen you want. Even the greatest of scientists may fail 625 times before bringing about their great destroyer. But with

enough time and effort, you will eventually gather enough skill in the subject to get the exact creature you want every time.

Biology As A Guideline (Franken Fran) (600CP)

Grow freaky biological monstrosities like pheromone spewing fungi and living theme park mascots. Modify animals into things from mythology. Graft human heads onto animal bodies and vice versa. Create life! With just this you might not be as good as a Madaraki, maybe a Moreau, but you're a convincing substitute.

Biotechnology (GUNNM) (600CP)

There's really more to cybernetics than just the metal machine. Care has to be taken that the flesh adapts, and there are many lessons to be learned from biological machinery. You're an expert in the fields of genetics, biophysics, toxicology, neuropharmacology and biochemistry the causes and effects of human mutation are very familiar to you. Designer drugs, experimental surgery, toxins, cures improved soft organs and cutting-edge research into cloned nervous system material, with a laboratory the human body is your masterpiece. You may create a variety of drugs similar to that referenced in the Werewolf perk, or directly induce it and Warped as a permanent mutation. If you also have the Cybernetics perk, then with a little time and the right equipment quite difficult to obtain in the Scrapyard you may also apply the equivalent of the TUNED perk to a subject, and have additional knowledge of weapons engineering to reverse-engineer or independently develop most current weapons systems available in the Scrapyard.

Dark Science (9 Jumpchain) (600CP)

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 homunculi 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.

Wisdom of the Ancients (Warhammer 40k - Necron - SB Edition) (600CP)

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.

Domain: Skills: Alchemy

Alchemy (World of Darkness - Mummy the Resurrection) (200CP)

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.

Slime (Overlord - The Series) (200CP)

There are many types of slimes and oozes. All of them uniformly are next to impossible to hurt with physical attacks, but are incredibly vulnerable to one type of elemental damage (fire for a regular slime, ice/cold for a lava slime, etc) and also possess a slight weakness to magic in general. You possess the ability to take on a human form that will pass even close inspection, while losing none of the benefits that come with being made up of an amorphous slime-like substance, and possess physical abilities at least twenty times that of a human. Including speed, despite how odd that may seem. You can naturally fit through tight spaces, shape your body into unnatural forms, and can make as many 'feelers' or 'manipulator arms' as you like. In truth you're more like a uniformly colored Shoggoth than you are anything else, except without all the eyes and body parts. Slimes are also powerfully acidic and can inflict grievous acid damage on anything they touch; you naturally possess the ability to determine whether or not your acid will damage the things you are in contact with. All Slimes are naturally good at alchemy and can create alchemical substances and magical potions, if they possess the knowledge of their creation, directly out of their own body. Slimes, due to their nature, are ageless.

Alchemy (Castlevania) (300CP)

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.

Deranged Alchemist (Van Helsing) (300CP)

You have mastered the medieval forerunner of chemistry, and know the transformation of matter via elaborate rituals and mysticism on top of your scientific approach. The greatest secrets of Alchemy still elude you, such as the fabled Panacea, but that can be found in due time. (Hint: Nobody's found it. At all.) However, you are capable of transmutation of many materials (although it requires that said materials be the same base) and can create Homunculi from following Paracelsus' studies into alchemy.

Red In Leaf And Branch (Earth Girls) (300CP)

The largest beasts can be felled by the smallest spearpoint if that spearpoint is covered in your poisons. You can make dozens of different poisons for all sorts of different targets and circumstances. Poison to make a pool full of fish float to the surface, for arrowheads to bring down big animals, or toxic smoke that disorientates invaders. Even some that just keeps bugs out of bedding.

Essence Distillation (Generic Universal Monsters) (400CP)

Lesser minds scoff at the idea that science can effect the soul. You know better. You have learned to brew a concoction that will draw forth all the evil in a person. Allowing it to overwhelm other personality traits and indulge in their dark desire without restraint. You're most of the way to creating a similar situation for goodness as well and proper research will allow you to do the same with other character traits, brewing liquid courage or objectively in a bottle. While under the effect of one of these drugs, a person's appearance will change, often into a body which seems to radiate the enhanced quality.

Simple | Advanced | Alkahestry | Truth (Fullmetal Alchemist) (1300CP)

Simple (100CP)

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 Advanded Formulae for multipurpose combat alchemy.

Advanced (100CP)

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.

Alkahestry (300CP)

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.

Truth (800CP)

Choose to lose either of the four. Your voice, your dominant hand, Your non-dominant arm, or your dominant arm. In return you gain the ability to perform alchemy without a transmutation circle and your knowledge of the science is expanded to the point where you have effectively mastered both simple and advanced Formulae.

Plasmids Are The Paint | Veni Vidi Vigor | Gatherer's Garden | Adam Slugs (Bioshock 2 + Bioshock Infinite) (1500CP)

Plasmids Are The Paint (300CP)

ADAM flowed through every vein in Rapture to some degree. Plasmids were a force that could sway the entire economy with each new formula released. Suchong and Tenenbaum were certainly the two spearheading development, but they were not the only ones. There was an entire field of geneticists tinkering in their labs on how best to mix the human genome like a cocktail. You were one of these minds. You have a decade of practical experience playing and modifying genetics, but are particularly skilled when it comes to creating Plasmids and Tonics. While you are by no means a world-changing genius like the two greats previously mentioned, you are more than capable of creating your own ADAM-based products given a lab and supply of the substance. What you do with this knowledge is entirely up to you.

Veni Vidi Vigor (600CP)

You know how to create Vigors having access to the formula and having witnessed the process. You know how to create 3 Vigors currently in existence and you are in a unique position to design and create your own through experimentation. Your experiments with ADAM are guaranteed to lack negative side-effects.

Gatherer's Garden (400CP)

My daddy's SMARTER than Einstein, STRONGER than Hercules and lights a fire with a SNAP of his fingers. Are you as good as my daddy, Mister? This rather cheerful little vending machine will advertise the Plasmids and Tonics inside with the voice of a little girl and a merry melody or two. Unlike other vending machines, this one doesn't use money, but requires vials of ADAM instead. This one comes stocked with virtually every Plasmid and Tonic Rapture has to offer and never seems to need restocking, but caveat emptor. These ones come with the usual range of side effects that plagued the citizens of the city. So make sure you limit how often people use it or have a steady supply of ADAM on hand. Unless you want to create wild Splicers.

Adam Slugs (200CP)

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.

Domain: Skills: Clothing

Putting on the Reich (Indiana Jones) (200CP)

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.

Spinning Wheel of Arachne (Marvel Cinematic Universe Vol. 2) (200CP)

Taking the form of an old spinning wheel with webs and spiders nesting inside the circle, this relic is a testament to the skill of those who would dare challenge the gods themselves. The spiders within eternally produce silk that is as glamorous as it is tough, letting one weave with a thread that never allows itself to be torn or ripped by normal, mundane means such as fist or blade. In addition, any fabric you attempt to feed the spiders will soon have its traits mixed with the silk, making the spiders create something marvelous.

Tailoring (Kill la Kill) (300CP)

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.

Life Fibers (Kill la Kill) (400CP)

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.

Requiem of Souls | Weaver | Silk Spinning (Jade Cocoon) (500CP)

Requiem of Souls (200CP)

You have been taught the sacred song of the Cocoon Masters, which allows you to soothe a Minion's raging heart. By playing this song to a weakened monster, you can capture it inside of an empty cocoon. The more damaged the creature is, and the more skillful your playing, the more likely you are to capture it. You can play the song again to release them, but by itself the Requiem will not make them loyal to you. This gives you basic proficiency in a musical instrument of your choice.

Weaver (100CP)

You are now an expert weaver. Doesn't sound like much, right? Remember that the silk spun from magical creatures' cocoons was so beautiful that King Karis murdered his own son over it. They have some REALLY good silk here in Parel is what I'm saying and you are a master of working with it.

Silk Spinning (200CP)

With a prayer to Elhrim, you can purify a Firefly Cocoon (a cocoon filled with a monster using the Requiem of Souls perk above) and spin it into silk. This kills the monster but produces truly breathtaking silk. The stronger the monster, the better quality of silk is produced. The strongest Minions could produce silk fit for a god. Who knows what you could make from the monsters you might find out there on distant worlds?

Domain: Skills: Enchanting

A Price for Everything (Rick And Morty) (400CP)

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.

Voodoo Crap Magic (Rick And Morty) (600CP)

Are you the devil? Well even if you're not you have the ability to enchant objects. These enchantments are undeniably potent, the more fitting the object/enchantment combination the more powerful it is. Aftershave that causes intense attraction in females, a microscope that shows fundamental truths and so on.

Domain: Skills: Magitech

Ride the Winds of Inspiration (World of Darkness - Genius the Transgression) (200CP)

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.

Weird Science (Bleach) (200CP)

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.

A World Is A Living Thing (Warhammer 40K - Craftworld Eldar Jumpchain) (400CP)

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.

Bonesinger (Warhammer 40K - Craftworld Eldar Jumpchain) (400CP)

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.

Magical Mechanic (Generic Buffy Fanfiction) (600CP)

By definition, anything that exists as part of the universe is natural and is therefore subject to engineering no different than physics, chemistry, or biology. Cybernetic human/demon hybrids are certainly doable, as are computers that perform location spells and summon power from a massive reactor stored in a pocket dimension. Magic's erratic nature is

never beyond a mathematical equation to account for the variance, and even spells that require a living being would easily accept one of your AIs.

CAPSTONE BOOSTED: This now extends to any abilities you have. Your creations are inherently linked to you and are receptive to your powers. You may have trouble finding a way to provide enough energy to machines to let them wield your full power, but you at least have the means to imbue any ability, perk, or attribute into your creations.

Magos Aetheric (Warhammer 40k - Adeptus Mechanicus) (600CP)

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.

Vitriolic Craftsman | Demonic Bartender | Chalcanth | Purest Vitriol | Exotic Components (Exalted - The Infernals) (750CP)

Vitriolic Craftsman (400CP)

The artifacts of Malfeas differ on a fundamental level from those of Creation, and as such Infernal artisans have devised many techniques to create these infernal relics. The making of such artifacts requires the pure form of the dark and acrid liquid known as vitriol, and the binding of demons into these relics, dissolving their forms and integrating their still-living Essences into their creation.

Under an infernal artisan's ministrations, pure vitriol serves as a catalyst. Objects bathed in it are seared free of weakness, making them as strong as any of Creation's magical materials; component parts flow together and intermingle, amalgamating into a unified whole. Where an artificer in Creation would spend months carving and shaping an artifact's components, his Malfean counterpart immerses them in vitriol and guides their slow, inextricable melding. Then, one slowly integrates the dissolved form of a living demon, known as Chalcanth or Azoth depending on their power, into the device's nascent structure.

A demon must be of sufficient stature to match the power of a relic in order to bond with it, and likewise must its nature also accord with the relic's function if the procedure is to succeed. Now you too will join the ranks of hell's greatest artisans, with knowledge and skill that encompasses vitriol itself, the acids and catalysts derived from it and its use in the crafting of infernal relics.

Your knowledge encompasses much understanding of demonic Essence, as well as the instinctive ability to use the appropriate mundane crafts to use together with vitriol as the catalyst. Bonding the Chalcanth to a Brass blade of your own design shall be a labor almost considered easy to an craftsman of your skill. Likewise the arts of demonic magi-technology and the creation and modification of life through vitalizing essence are known and practised by you, though their applications are somewhat more complex. As one of Hell's master artisans you may even surpass the limitations of the dull and feeble demonic essence contained within your creations, to instill them with a demonic will as a true Hellforged wonder with its own intellect and awakened essence.

Demonic Bartender (Exalted - The Infernals) (200CP)

Demons love their liquor. As water is extremely rare and milk nearly unknown in the demon realm, Hell instead offers a thousand infernal wines, whiskeys, brandies, vodkas and other drinks. Many of them contain other drugs, both natural and supernatural. Some are flat-out toxic to mortals. Still, those Exalts who cultivates an immunity to poison and cast-iron gullet can explore a world of strange intoxicants that range from gut-ripping vileness to soul-shuddering delight. You've gained an understanding on how to create all these brews

yourself. How to ferment bone-wine, thanachvil, and gurshant. How to distill liquid emotions and waking dreams derived from Hegra's rains into elixirs. How to bottle the perfect pleasure that is sypax, or the liquid Lethe of final rest elixir... and finally, even the most precious drink in all of Malfeas, chalcanth. chalcanth is the liquefied, distilled essence of a demon. The unfortunate demon is dissolved in pure vitriol while still alive, so that drinking chalcanth is like tasting pure Being to a demon, and grants both Essence and memories to any who drink it. Of course if you'd prefer, it could also be used in forging infernal relics, by far the most common artifacts in hell.

Chalcanth (50CP)

The life force of a demon preserved in vitriol, chalcanth appears as a cupful of vibrant liquid. The color and consistency of any given dose varies with its origin, but the fluid always stirs restlessly of its own accord and issues a faint susurrus, as the demon liquified in its creation still lives. Chalcanth's primary purpose is the creation of infernal relics, but that is not its only use. Many in Malfeas seek it out as an intoxicating source of essence, because if one drinks it they will be energized as the flavors of the demon's mind and soul tumble through the drinker's brain in a synesthetic wash of images and emotions. With one purchase of this, you will gain a cupful of high quality Chalcanth once every five days.

Purest Vitriol (50CP)

Passive and reactive in nature, Vitriol was designed by the Primordials to catalyze evolutionary transformation in matter and Essence. But in the millennia since the Primordial War, the Yozis' loathing for their jailers, their captivity, and their own broken natures has permeated the very nature of vitriol, infusing it with their hate. Now, it consumes all that it encounters. The stuff bubbles in open pits laden with the detritus of all that it has dissolved, and these impurities must be removed before the vitriol may be used for magical purposes. With one purchase of this, you will gain a weekly supply of enough pure Vitriol to dissolve a demon in or baptise one relic smaller than a vehicle.

Exotic Components (50CP)

Artificers of hell construct their relics with a greater pool of exotic reagents than those of Creation-made artifacts, for the world-bodies of the Yozi are rich with alien metals, stones and woods, not to mention the tissues and excretions of countless species of lesser demons, animals, plants and other entities that mortal savants might not even recognize as life. Of course, while these many be easy to come across in hell itself, not all Infernals have the luxury of staying there whenever they work on their relics. So with one purchase of this, you will gain a starting wealth of exotic components and an additional weekly supply of more than enough to construct a lesser relic, straight from the Demon Realm.

Lore of Alex (100)

You know the mystic secrets of this world, and can easily assemble a portal to the Nether, given a supply of Obsidian. Should you acquire the necessary hellish reagents there, you'll be able to brew a number of useful magical potions. Additionally, whenever you kill something, glowing orbs will emerge from the corpse, which will float towards you if you are close enough with enough of these (and a diamond studded Enchanting Table), you'll be able to enchant items with a variety of simple magical powers. It is notable that all these effects work generally in this world, and anyone can learn them here you just know it all from the start, and will be able to apply these effects with confidence in other worlds, or to things not normally found in this world. For instance, you'll be able to judge the enchantment capacity of arbitrary items with a glance, and that amount will be greater for you than it might be for other magi.

Nether Eye (50)

You'll be able to craft Nether Eyes from Ender Pearls and Magma Cream, which will allow you to easily locate Nether Fortresses, when you visit the Nether. You'll also have a pretty solid grasp of Overworld/Nether geometry, thus allowing you to 'safely' use Nether Portals as 'shortcuts' between distant parts of the overworld. Additionally, Nether Portals will work in nonMinecraft worlds, guaranteeing you access to Nether only resources like Glowstone and Nether Wart. Caution: use of Nether Portals in universes which contain actual hell dimensions may send you there instead.

Domain: Skills: Magic

External Influence (E.V.O. Search for Eden) (200CP)

Creepy. You can now use your EVO and any relevant perks to evolve creatures and beings other than yourself. The cost to do so is less than it would take for you to make the same changes, letting you change small handfuls of individuals at a time for the same cost. This ability only works on willing or helpless targets.

Wizard (Dresden Files) (200CP)

You're a full-fledged member of the White Council, with all the rights, privileges, and obligations that entails. A lot of times that's more hassle than it's worth, especially with a war on, but there's a lot of resources you can call on when you need to, as long as you're prepared to repay the favor when need be. What this background really gets you is the full training a wizarding background offers, which has left you able to call on the entire array of everything magic is capable of. And, with enough time and preparation, there's very little which doesn't fit within that category. One quick word of warning before taking this background. Once you go Practitioner, you're bound by the Laws of Magic. There's only seven of them, set out by the White Council to prevent the worst corruptions magic poses, and they're there for a good reason. Violating one of the laws isn't just an awful thing to do, it's true black magic - the kind that stains your soul, permanently changing you into the sort of person who does break that law. It's addictive, and the more you break the law the easier it'll be, until you wind up in "When all you have is a hammer" scenario. Because of that, there's generally only one sentence for violation: death by decapitation.

1) Thou Shalt Not Kill. Or, at least, not with magic. There's a reason Wardens run around with silver swords, and wizards like to carry handguns as backup. There's a couple of exceptions, mainly centered around clear self defense, but if your magic ends up taking someone out permanently, even completely by accident, you've broken this law.

2) Thou Shalt Not Change Another. In other words, no turning people into newts. There's a bit of a gray area when it comes to transforming yourself, though if you're not a natural talent at it I'd strongly recommend against it, because unless you're Senior Counsel material this sort of magic always ends badly for the target.

3) Thou Shalt Not Invade the Mind of Another. Pretty simple - other people's heads are inviolate, so stay out. The Soulgaze is an exception here, since it's not about looking into the mind but the soul, which is a vastly different experience.

4) Thou Shalt Not Enthrall Another. This one can be a bit tricky; technically, this only refers to uses of magic to directly alter someone's natural inclinations, choices, and behaviors. Threatening to set someone on fire doesn't count, nor does locking them in a magic circle until they agree to your demands, nor catching someone in a Faerie contract. But any time you're stepping into their head and making changes to your liking, you're running afoul of this one.

5) Thou Shalt Not Reach Beyond the Borders of Life. This covers anything related to the subject of necromancy - raising the dead, animating corpses, or even keeping someone from dying when they've suffered a mortal wound. Of course, potential Ectomancers shouldn't be deterred by this; ghosts are just echoes, and magic dealing with them falls well on the right side of the line.

6) Thou Shalt Not Swim Against the Currents of Time. There's not a lot to go on here, because if someone was violating this law, how would we even know about it? It might not even be possible, and this might just be a warning that bad things happen if you try. Still, best to be safe and just leave the time travel to the guys with screwdrivers instead of wands.

7) Thou Shalt Not Open the Outer Gates. You might want to take note of this one, because it's a doozy. This is the only one of the laws that deals with mere knowledge rather than action; you do not research the Outsiders, you do not contact them, you do not ask them for power, you do not go on multiversal road trips for their amusement. Yeah, you're already way afoul of this one, but I won't tell if you won't. Just don't do it here, because the "local" Outsiders are Bad News with capital letters.

Now, these rules only apply to mortal practitioners, which means if you're something else you don't really have to worry about it. Of course, that cuts both ways; technically, none of

the laws (except Law Seven) apply to anything which isn't human. Burn one of the Black Court to ash with a fireball, raise a zombie T-Rex, and you're still on the right side of the laws, although the Warden who investigates might disagree.

They also only apply to magic as the White Council knows it, which means anything you drag in from elsewhere technically isn't a violation of the first six laws, and won't stain your soul the same way. Of course, they're not going to know the difference, and if they did, it's a violation of the Seventh, so don't go arguing about it.

Create Zombie (JoJo) (400CP)

You can infuse a corpse with a small ounce of your blood, twisting them into a vampiric minion of yours called a Zombie. They have the Blood Vessel Needle ability, and any other abilities they used in life. A Zombie can be made from any sort of corpse, so long as the circulatory system is intact. Zombies retain all qualities they had in life, including intellect.

The Ancient Music (Dishonored 2) (400CP)

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.

Fleshcrafter (Claymore) (600CP)

You know the processes behind the creation of Half Yoma, Abyss Feeders, and even just cobbling together flesh into a rather long lived, and hard to kill body. If it's a secret known to the organization of working flesh anything from humans to Asarakam, you know it all, and can even go beyond in time. You do at least know exactly how to ensure that every half yoma you produce is at a level near the top ranks of warriors within the organization. With a little effort you could find a way to produce them without a stigma, or create ones that don't show their nature through bleaching their body of pigment and turning their eyes silver.

Mystcraft (Minecraft) (600CP)

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.

Ritualist (Ravenwood) (600CP)

Ritual magic is an extensive form of arcane practice that allows those using it to accomplish great works even as fairly weak mages. You have gained considerable knowledge, both practical and theoretical, on the workings of ritual magic and, by extension, sacrificial

blood magic. This allows you to create far reaching and incredibly powerful spell matrices that can be supplied over time by anyone, or fuelled by the life force of sacrificed creatures or blood. Such spell matrices last much longer than common spells, able to persist for weeks on a single casting. Additionally, each casting can be built up over time, allowing it to be stretched out in small portions that, if interrupted, can be restarted without losing all the progress made on the ritual. Even fast rituals, using sacrifices of life force (from yourself or a suitable sacrifice), can be quite persistent, lasting hours where a similar spell would only survive minutes. This is extensively used by the races of the demiplane to create Rituals of Propagation, complex rituals that can be used to turn humanoids into another race, designated by the ritual design. An individual may undergo multiple such rituals, but may become unstable, either physically or mentally, if too many are done without enough recovery time between such uses, which can take several years. You and your companions will automatically recover at the start of each new jump.

Soul Source (Dresden Files) (600CP)

Somehow, you've gained the power of Soulfire; the ability to use the energies of your soul to enhance your magic. By infusing a spell with notjust your will, but all your being, it'll be infused with a sort of "mystic rebar," granting it a lot of strength and giving it significantly more structure. Since your self is part of the spell now, it also functions more along the lines of your intentions, rather than just providing you with a raw boost. Of course, this comes at a cost: you're literally burning away part of your soul for power. Souls do heal up, especially when engaged in "soul-affirming" activities, but overuse might be worse than fatal.

Soul Study (The Weakness Of Beatrice) (600CP)

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.

Psyker (Warhammer 40k) (700CP)

* Ability to use Psyker abilities with one specialty, includes one psy focus. You are an Alpha-level psyker.

Mantra Generation | Guide of Naraka | Demigod | Mantra Affinity | A Tangled Web Weaved | Mantra Training and Techniques | Cyborg Hindu Godbody (Asura's Wrath) (1100CP)

Mantra Generation (0CP)

A being with a soul (you do have a soul, right?) can generate Mantra by prayer or feeling emotion. This mantra can be utilized by devices powered by Mantra Technology, or the Demigods of Shinkoku Trastrium.

Guide of Naraka (100CP)

You gain a secondary form that of a golden spider. You gain the ability to visit Naraka, the space between the living world and the engine of reincarnation, dangling from a single spool of divine spider silk. When inside Naraka, you may manipulate souls who are attempting to climb the infinite towers and return to their lives, rendering them your catspaws. Finally, when in this state your voice takes on an eerie intonation that subliminally influences a subject's emotional state. The spiderform also helps you think up armor piercing questions and baffling Koans.

You cannot spend more than 24 hours in Naraka. If you do, you must climb out as described in Tower of Naraka.

Demigod (100CP)

You are one of the elite masters of Mantra, equivalent to the Eight Guardian Generals/Seven Divinities in power if not actual rank. You have access to the most extensive

theotechonological advancements and training techniques. Mantra Levels: Your maximum Mantra Level is what you can safely wield before damaging yourself. If more Mantra is focused your way, you run the risk of exploding, or turning into a planet powered rage monster. Neither of these outcome are guaranteed, of course. Your Maximum Mantra Level begins at 0 before any perks.

Mantra Affinity (100CP)

You are empowered by a single flavor of sentient emotion. When acting within the themes of your dominant Mantra, you are capable of peak human feats. You count as both a prayer source and an emotional source of Mantra. There are eight Mantra affinities, Wrath, Violence, Vanity, Sloth, Melancholy, Lust, Greed, and Pride. Without a Mantra Affinity, you are denied the strength of emotion, and must subsist on ordinary Mantra. By taking this perk, your safe Mantra Level is set to 2, and you always count as having a minimum of Mantral Level 1 for purposes of determining such feats.

A Tangled Web Weaved (200CP)

You gain a true god's understanding of Mantra's fundamental nature. Strangely, it seems to resemble a spider's web, and you are able to manipulate it into a batch of silken threads. You may spin silk in your spider form, or from your hands. It can be anchored to air itself, and are made of glittering golden Mantra. The strands are nigh unbreakable save by superhuman effort. With skill, care and practice over centuries, perhaps it can be manipulated to more complex tasks than mere ensnarement...

Mantra Training and Techniques (200CP)

You have learned or been taught numerous techniques to focus and express your Mantra, rendered as supernatural martial arts and superhuman feats of agility, durability and so on. Meditative Kata can extend your natural lifespan, heal minor wounds and fight off sickness, while strikes and attacks could shatter walls. This increases your maximum Mantra level by 1.

As an added benefit, this perk also allows you to create your own personal Mantra Form. Your first form will take approximately five years of study and meditation to fully construct, but when completed, you will be able to manifest an external mantra interface. To most people, it will look like an ornate halo, evocative of your personality and mantra affinity.

A Mantra Form usually has a core theme, such as improved combat ability, damage resistance, speed or other such boosts. Establishing a form enhances your abilities, even beyond what a given level of Mantra would normally allow. With a mantra form active, you may easily perform superhuman physical, mental and social feats, even before the direct application of Mantra. These stances and techniques however cannot enhance stranger powers such as psychic blasts or arcane magic, short of ensuring you can survive to perform them.

Successfully creating an initial form and manifesting it increases your capacity for Mantra by 1.

Subsequent forms and other perks can increase this cap further, to a maximum of 8. You may use any mantra form you know, but you cannot stack them. Creating a new form takes ten years, times the number of forms you have already mastered.

Your halos can be attacked however, and if knocked aside or even destroyed. If that happens, you immediately drop down to Mantra Level 3, and any excess Mantra is wasted.

Cyborg Hindu Godbody (400CP)

You have a genetically, cybernetically and magically enhanced physiology, and the knowledge to propagate this technology. Your capacity to wield Mantra is enhanced, both accepting general Mantra as well as your primary association.

This constructed body can heal itself, or be repaired by yourself or others. Your magical physiology is obvious, but always aesthetically pleasing. You can survive in space without a suit, endure planet busting attacks with sufficient Mantra, and are otherwise ageless. This increases your maximum Mantra Level by 2.

Domain: Crafting: Artisan

Lunatic Trickster (Van Helsing) (100CP)

You will have peasantry frequently knocking at your door with their torches and pitchforks, adventurers dashing through your laboratories, and your creations frequently trying to escape. Now you can prevent all of this from happening with your knowledge of creating fiendish, murderous traps of all damage ranges & variants! Those not entirely dependent on the environment, such as pitfall traps, can be stored in small silver discs to be used as weapons.

No Escape (World of Darkness - Mortal) (200CP)

The isolated, inescapable killing den is a trope of the slasher story, and it's a trope that has more basis in fact than fiction. Many slashers take some isolated space as their lair, fortifying it and riddling it with trap doors, secret hiding places, and most especially reinforced exits to trap their victims inside.

For some, it's an apparently ramshackle old house on a deserted lane, the windows all boarded over and the doors nailed shut. For others it's a disused factory in the industrial district, refitted with the latest steel security doors and electronic locks.

Whatever form it takes, it serves one purpose: trammelling some unfortunate quarry into a confined space from which there is no escape. This Perk represents the ability and skill to construct a proper murder-castle.

Utilizing this perk allows a Slasher to construct buildings and architecture with inbuilt and near invisible traps that serve to maim and prevent escape. Any normal living space can be converted to a deadly death maze with only a few weeks work. But when an individual with this perk constructs a new structure with the intention of making it into such a place of murder, this ability truly shines. Such a building is an impossibly deadly and nearly impossible to escape structure that would confuse even the most intelligent and crafty individuals. Go ahead and re-create H.H. Holmes's boarding house with this if you want.

Soft Physics (Generic Builder) (300CP)

You have a touch of madness in your soul, your creations often make physics cry. Or maybe you're some sort of comic book style super-genius, with a device or invention for seemingly every occasion? Regardless, the things you make have a lot more leeway in just what they can do, thanks to not necessarily needing to obey silly things like 'physical laws', 'thermodynamics', or similar. As with all Builder related powers just how far you can stretch this depends mostly on how skilled you are and how long you've been developing your abilities.

Workshop Artisan (Bloodborne) (300CP)

As if taught at the long gone workshop, you seem to possess knowledge and skill with many of their crafting techniques. You have been granted the knowledge and skills needed to both repair and even create your own Trick Weapons and Hunter's Tools.

Trick Weapons are weapons with a variety of special abilities relating to their form. The most common type of Trick Weapons are those that can transform in some manner. An example being swords that can lock into specialized sheaths in order to become different weapons, sometimes radically so. Not to say transformation is the only ability, there are also melee weapons with guns attached, and maces that can be charged with unnatural blue electricity to deal massive damage.

Hunter's Tools are pieces of equipment with special abilities activated by using Blood Bullets or Quicksilver Bullets as a medium. Hunter's Tools are usually supernatural items that have been made to work using a Blood/Quicksilver Bullet medium, such as the Beast Roar, a beast's claw that when activated, allows the wielder to roar like a beast.

Some Hunter's Tools are completely man made as well, though this is a relative minority. Basically, you now know how to convert things into being activated and powered by Blood Bullets and Quicksilver Bullets. Doing so allows anyone to use them, even if they are completely mundane beings, so long as they have the bullets mentioned above on their person. When making Hunter's Tools, remember that the more power something requires, the bullets the wielder will need. These skills granted to you may be honed over time, just as any other skill can.

Mad Science (Generic Wretched Hive) (400CP)

You have a very particular obsession, and are very good at adapting other devices and discoveries to fit your theme. Things like bombs, guns, vat-grown monsters, mutation-inducing formula...anything suitably diabolical is a valid choice. Translating 20th-century tech into your chosen field and bringing it up to comic-book levels is child's play. Acid grenades? Guns that shoot swords? Thermite bullets? Subliminal messages that make people fly into a violent rage? Any of those can be done with a decent lab and an afternoon's work. More advanced science will take far more effort to integrate, should you get ahold of some more exotic materials.

Anartist (SCP Foundation) (600CP)

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.

Break The Door, Wrench The Lock, Smash The Door-Posts, Force The Doors (Lords of the Night - Zombies) (600CP)

The thing about necromancy, that you've come to understand, is that it's a door. A door leading to more necromancy, and it's increasingly horrible revelations all the way down that recursive road. You can start it off. Perform an act of necromancy that leaves a mark - a village eaten by zombies, a breach between the Material Plane and the Negative Energy Plane, the creation of a particularly powerful free-willed undead...

And you can seize control over a 'door' that now exists in your spirit. The bigger the necromantic mark, the more that was sacrificed, the more potent the forces created or unleashed, the greater the door. That door can be opened, once.

That door can be opened, once.

*To either greatly empower a single act of necromancy.

*To necromantically empower you in a specific, limited, but permanent way. For example, permanently empowering a single spell, power, or similar effect you can invoke with a necromantic blessing.

*Gain a new spell, power, or similar. Spells gained this way are cast like a good aligned clerics spontaneous cure spells.

*As fuel to create an epic spell.

*The ability to cast extra epic spells per day, as long as they’re ‘appropriate’ to the dark forces you gained them from.

*A wish granted. Not as the spell, as a favor paid. Coin of value from the dark forces.

And yes, the power from a door can empower you to greater necromantic heights, so that you can create another greater door, from which you can gain better benefits.

Non-Euclidean Mind (Generic Creepypasta) (600CP)

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.

Sacrificial Smith (Overlord - Games) (600CP)

If there is a tradition between all those Overlords and what they did, then that is using minions to empower whatever they forge, usually by having those that just spawned jump in the smelter in order to empower what is gonna be crafted. And you can not only do the same thing, so long you sacrifice minions in some way that involves the crafting process of what you are making.

Mastercraft | Of the Elder Blood (The Witcher Novels) (1200CP)

Mastercraft (700CP)

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 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.

Of the Elder Blood (500CP)

It appears that you are an unaccounted for relative of Ciri, by way of Laura Dorren, being an active carrier of the Elder Blood, as it seems that you can travel in the local multiverse; from shifting through time and space to crossing through worlds like stepping through a door, though your control over your ability is rather crude and in dire need of training before it becomes useful. But be wary, refining such a gift is a dangerous process, for the worlds are filled not just with wonders but horrors as well - how else do you think the monsters that witchers hunt appeared, other than when the worlds collided long ago?

Domain: Crafting: Metallurgy

N/A

Domain: Crafting: Technological

Adventurous Engineering (Van Helsing) (300CP)

You know the ins, outs, secrets, and quirks of the technology inherent in this age. As a result, you can engineer just about anything that will run on electricity, from a horseless carriage to the ever-powerful Tesla-Coil Cannon. You just need the parts, which shouldn't be

hard to come by... Right? A quirk of Adventurous Engineering is that your technology always gains a bit of a Victorian flair to it.

Clockwork Artist (Hellboy) (400CP)

Kroenen is said to have created a clockwork bird capable of singing Mozart in his earlier days, though the assassin's love of music is less well known than the fear he inspired later in life. He is now more well known for his other clockwork inventions- namely his hand, and the clockwork mechanisms spread throughout his body that when wound up give the man his deadly strength, speed, and reflexes. You are capable of creating similar mechanical inventions, though you may lack the ability to self-modify to his extent without his love of pain and lack of blood.

Lightning is my Art (Van Helsing) (600CP)

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.

Praesi Engineering (A Practical Guide to Evil) (600CP)

If there is one thing that every Praesi Emperor has in common, it's the ability to take insane and ridiculous ideas and turn them into reality. Flying cathedrals that rain death upon their foes? Sentient tigers? Man eating tapirs? Giant cliffs to throw the hero down? WHY THE HELL NOT! You are capable of taking even the stupid and most insane engineering designs and throwing large amounts of magic at them until they work.

Sure, this might require sacrificing a few towns worth of peasants, but that's the sort of thing that peasants are for.

Domain: Crafting: Magical Items

Grudge Forged (Fate/Legends Japan Land of the Rising Sun) (200CP)

Ibaraki-douji created her favoured bone sword by tearing out the bones of many Oni and setting them into a forge of her own terrible flames for hundreds of days. A way of sword smithing only a demon could manage, a brutal and unrefined method that results in a brutal and unrefined sword. But that sword is powerful, near unbreakable and holds the furious grudges of the Oni sacrificed to make it, giving the weapon a deadly cursed aura. This sort of feat is much more applicable to your skills now, as you find it far easier to turn your own innate abilities to the work of crafting things. A dragon's fire improves the quality of things forged in it, rather than just destroying the entire workshop. Cooling a forged sword in your own Youkai poison will still cool it as if with water but also imbue powerful toxins into the metal itself. You are able to add your abilities in creative ways to your creations without compromising them. Better still, you're very good at focusing what you create to not harm yourself. Using the bones of hundreds of hate-filled demons to create a cursed sword would direct those curses at your enemies, not at the original wielder of the sword. No need to worry about life draining demon blades if you're at the source of them all.

Hammer Upon the Wailing Muse (Exalted - The Abyssals) (200CP)

Much of the Underworld's economy rests on the production of soulsteel, one of the magical materials, which can only be produced by combining shavings from the walls of the Mouth of Oblivion with the melted corpus of a ghost. Forging soulsteel is difficult for even the best smiths.

Soulforging is the process by which the souls of the dead are melted down and then shaped into useful items or are used to produce soulsteel. First, the corpus of a ghost is carefully heated with soulfire crystals so that it can be reduced to a viscous state without damaging its integrity. Once liquified, the corpus can be smelted with other materials and then worked into any shape appropriate to conventional metalworking.

Soulforged items normally have the consistency of mortal steel. However, if the liquified corpus is smelted with molten ore taken from the Labyrinth, the result is soulsteel, one of the magical materials... and the only one that screams when struck with the smith's hammer. Proper soulforging is a highly specialized art that requires rarified equipment, access to Labyrinthine materials and a willingness on the part of the soulsmith to condemn another ghost to eternal torment. Understandably, soulforging is a heavily regulated art. But one you have mastered to extent rivaled by only a scant few amongst the dead, able to forge souls into proper soulsteel, combine soulforging with jadecrafting to forge sophisticated artifacts, and having gleaned the secrets of creating Oblivion's panoply, jealously guarded by the Deathlords. Though you would need to delve deep into necromancy to put the latter into actual practise.

Soul Shards (Minecraft) (200CP)

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.

Upsized (Gemcraft Frostborn Wrath) (200CP)

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.

Soul Smith (Dark Souls) (300CP)

Well for one, this makes you a pretty good blacksmith with an emphasis on repair, able to repair most normal weapons, armor and trinkets with the right materials and a bit of time. You're also pretty good at forging and upgrading normal weapons and armor. There is more to this craft than you would first think, as Smiths in this world are capable of several unique acts. In this land, smiths can use special stones to imbue weapons with various types of power, such as Fire or Lightning, during the forging process. Given enough time and practice, they can even forge powerful souls into their handiwork to create unique and often times powerful equipment. While this skill doesn't make you the best in the world at this craft, it gives you a solid foundation with room to improve.

Demon-Smith (Dota 2) (400CP)

Many demons have had centuries to refine their skill at crafting, and despite the mortal assumption that your kind is only good for destruction, you've also learned to create great weapons. You are able to use complex crafting techniques capable of granting a simple steel blade an edge sharper than should be physically possible, but you've also learned to imbue your foul energies into that which you create. You begin by attempting to create an axe, and as the process goes on, you find it growing bone-like spikes and a gem on its guard which exudes a terrible malevolence. That its edge cuts the soul as much as it does the flesh is almost an afterthought once you wield it in battle and find yourself with an unnatural lifeforce that sees your wounds slowly mending even as you fight. You try to forge a weapon of two conflicting natures, and your own hateful being serves as a buffer that forces the entire thing to stay together despite it quite literally desiring to be sundered. The results are certain to be as varied as they are powerful, and you may learn to use this same corrupting technique with any other

energies you may have. Keep in mind that you are literally pouring a portion of yourself into your work before you try to outfit an army. Hahsh Izh omoz, groth hollom chron voth icha Izh.

Fragmentation (D.Y.N. Freaks) (400CP)

The knowledge and process of creating Fragments has come into your possession. You're now able to turn individual or small, themed groups of your own powers or abilities into magical objects that allow other people to use those powers, bonding to the items, though you cannot make more than one Fragment for any given power. Though you can take these objects back at any time, those other than the bonded partner will find it very difficult to take out or even use the newly made Fragment. If you wish, you may make the Fragment slowly corrupt the user as they use more and more of its power, to the point that they eventually become either a beast or a mental and cosmetic copy of yourself, though they only possess the power you gave in the Fragment. Finally, you are able to moderate how much of the power you put into a Fragment that is able to be used, though you must still put the entire power in.

The Science of the Soul (The Games We Play) (400CP)

The human soul is the oldest and most mysterious subject discussed by man. In this world, its existence is a proven fact, and anything that exists can be subjected to the pitiless processes of science. Like the Angels of ancient Babel, you are greatly skilled in the study and understanding of the soul, be it humans, animals or stranger. Just as someone would test and interact with chemicals or bodies or metals or whatever, you find yourself capable of designing devices and methods that can interact with souls, and things like them on the same level. You can measure them, diagnose them, operate on them and do pretty much anything else you can imagine to them. With time and some research, you might even be able to construct your own custom made souls from free Sephirot like the Angels once did, perhaps even custom designing it's abilities in the far future.

Unlocking the Soul (Dark Souls 2) (400CP)

Perhaps you have more ambition than just bestowing the mundane with mystical power. You aim for higher, you aim to transmute the power of souls into tools to be manipulated by your hand. Was I correct? Then look no further. You have been bestowed skills and abilities that allow you to transform souls and spiritual power into a variety of ways. The most basic is using weaker souls, and crystallizing them into Lifegems, objects that can mend and repair flesh when broken in hand. The basic is just an example however, but a good one. Crystallizing souls, making their essence physical and widening the potential to interact with them. With such abilities, powerful souls can be transformed into weapons and trinkets, or golems powered by batteries made of souls.

Mo Weapon Master | Holy Mo Forging Pool (World of Cultivation) (500CP)

Mo Weapon Master (200CP)

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.

Holy Mo Forging Pool (300CP)

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.

Order of Artifex | Useless! | Arcane | Sorcerae | A Memory Of The Face Of Creation (Lords of the Night - Liches) (500CP)

Order of Artifex (500CP)

You have gained the Mark of Artifex. Your body becomes more drawn out, thinner. Long delicate fingers, sunken eyes. You develop phantom ink and oil stains on your skin, if you still have skin. At the end of the Jump, these effects will become a template you may apply or remove as you wish. But that's just your body, the thing you probably care the least about. You are of the Artifex, the great Craftsman of the Guild of Wizards. The true mark isn't on your body, but the body that you make, your Artifex golem.

But that’s just your body, the thing you probably care the least about. You are of the Artifex, the great Craftsman of the Guild of Wizards. The true mark isn’t on your body, but the body that you make, your Artifex golem.

Artifex Golem

An Artifex golem is crafted from a ripped free fragment of your intellect, will, and force of personality, damaging you when it’s first created, though this damage will heal over time. It also requires an investment of the same while you manifest it, though that cost is covered by you buying this perk.

An Artifex Golem’s advancement is normally linked to your Arcane State, but yours grows independent of that. A new Artifex Lich normally creates a Golem slightly weaker than a Flesh Golem, while a Spectral Lich creates something the equal of an Anaxim.

Artifex golems, being made of thought rather than matter can be summoned and dismissed with a thought, but can only exist near you. Normally this would be limited by your Arcane State, but as you paid for this, you have the maximum range, like a Spectral Lich. You can manifest or send your Golem up to 200 yards away.

Your Artifex golem shares your resistances to damage. You may transfer health to and from your Golem. You may also meditate to heal your golem at a decent rate.

All Artifex Liches excel at crafts, just being better at them then they should be. You also receive half again as much Artifice as another lich. You are also slightly better at Sorcerae that conjures or creates things.

Lastly, you gain the Arcana of Artifex. You gain access to the first level of the Arcana of Artifex, and will naturally deepen your understanding and power in it over time with no more personal investment in that growth.

Artifex allows you to enhance your projected Artifex Golem, giving it the essence of different materials to further strengthen it. Magically pure examples of that element are invested in the golem, which are expensive to acquire and can normally only be purchased in Kethak, though nothing stops you from sourcing your own should you have other methods, or experimenting with more exotic materials.
The possible enhancements are
● Quartz for Strength
● Granite for Armor
● Mercury for Dexterity
● Platinum to grant it fast healing.
● Diamond to make it tougher and able to take more damage
● Sapphire to give it a freezing aura and make its strikes bite with cold. Incompatible with Ruby.
● Ruby to give it a burning aura and make its strikes burn with flame. Incompatible with Sapphire.
● Adamantine to make it resist all damage from lesser sources.
While the initial enhancement is small, it can be grown by binding a piece of mind and intellect to further grow that enhancement, with a greater binding allowing for more enhancement, capped by the lich's normal intelligence.
It can be enhanced further with Arcane energy, capped by the lich's rank of accomplishment in the Arcana of Artifex. Finally, since it's made of thought, you can basically have it manifest looking however you might want it to look, and since it is (very) technically a form of summon after being made, any abilities you have that enhance summons will also work on it.

Useless! (100CP)

You find that your Artifex Golem is greater than others of its kind. Even when manifested, it is corporeal or incorporeal as would be most advantageous at that moment. A telekinetic barrier of intent deflects away harm, greatly armoring it based on your intelligence. You also find that you don't need to invest mind and intellect to empower it through the Arcana of Artifex - the fragment of mind you've invested to create it will maintain its own enhancements. You may still further enhance it by pouring in Arcana, to push it to the absolute limit. If your golem is destroyed, you can quickly rebuild it, and the personal cost is lessened, so that it takes only hours to recover from creating your Golem.

Blood Artisan Plus (Bloodborne) (600CP)

You have been granted an experienced artisan's knowledge on crafting things out of blood. This is basically an overall improved version of Blood Artisan, allowing you to craft more potent Blood Vials, larger Blood Stones and even Blood Gems. Blood Gems are supernatural gems formed from blood that can be slotted into weapons to give them a variety of special abilities. Some Blood Gems can make an edge sharper, or a tip pointer. Other gems can bathe a weapon in fire, poison or electricity to make them more effective against certain enemies. Some gems can even increase your strength or dexterity while wielding the weapon it's slotted in. Their magical powers can be stacked, to an extent at least. This means you may slot up to three different Blood Gems in the same weapon, though no more. Blood Gems can be slotted and removed with special equipment.

A Messy Process | Preservation of Ruin | Hemalurgic Genius (Mistborn) (1200CP)

A Messy Process (200CP)

You have a basic knowledge of Hemalurgy. You know which metals steal which attributes, if you didn't already. More importantly, you have a basic knowledge of the bind points on a human body, and you have a superhumanly steady hand when preparing to drive sharp metal objects into someone's body, even your own. In addition to some minor combat benefits, you can safely use place a hemalurgic spike into somebody's body in the exact right location to avoid injuring them and allowing them to draw on its power. However, the ability to twist humans into nonhuman forms or to implant hemalurgic spikes into nonhumans is beyond you. You can make Hemalurgic spikes outside this Jump if you do not already have the ability, but without Ruinous Font, anyone outside this Jump given a spike will eventually go violently insane.

Preservation of Ruin (400CP)

You can now charge a Hemalurgic spike without killing the victim. So long as the metal touches their still coursing blood, energy will be drained from the victim to charge the spike, leaving them alive. A spike made in this fashion will be slightly less powerful, but will last longer outside a human body. A victim drained by this ability will become noticeably paler, and their personality will shift to become slightly more dour and less energetic. If the drained attribute is a supernatural ability, it is removed entirely if it is a natural ability such as strength, it is radically weakened. You can make Hemalurgic spikes outside this Jump if you do not already have the ability, but without Ruinous Font, anyone outside this Jump given a spike will eventually go violently insane.

Hemalurgic Genius (600CP)

You are a genius in the art of Hemalurgy. You have the knowledge to twist a humans form into a variety of shapes with Hemalurgy, creating entirely new creatures formed from the hemalurgic charge in the spike and the recipient's own soul. This process usually requires multiple spikes, and twisting a human too far from their natural form can destroy their mind. The more a person is twisted in this fashion, the more powerful the charge in their spikes becomes, enhancing whatever abilities they gain from it. You also gain the ability to find the bind points in any nonhuman creature. Creatures that are largely humanoid only take a few minutes of visual inspection animals can take hours of intensive study. Sufficiently bizarre creatures may require days or weeks, and you may need to perform vivisection or other intrusive and indepth analysis in order fully map the creature's bind points. As a side benefit, hemalurgic spikes you make are more efficient, storing greater chargers and degrading slower than normal. You can make Hemalurgic spikes outside this Jump if you do not already have the ability, but without Ruinous Font, anyone outside this Jump given a spike will eventually go violently insane. Furthermore, attempting to use this ability without A Messy Process results in having very little control over the exact mutations your subject manifests. You know which bind points trigger mutation, but without the knowledge of which bind point does what you're largely striking blind.

Soulcraft | Sage (Demons' Souls) (1200CP)

Soulcraft (600CP)

With the souls of strong opponents, you may forge great weapons and armor out of them. Of course you can craft with lesser souls but the product won't be that great. The weaker souls can only be used to upgrade things instead. You instinctively understand how to use anything you made.

Sage (600CP)

In magic you have few equals, many of them brilliant prodigies much like yourself. Your intelligence improves the damages of your spells. With study you can turn great souls into powerful spells to be used. Weaker souls can be used to improve your magic

Domain: Crafting: Magitech

Inspiration (World of Darkness - Genius the Transgression) (100CP)

Ideas crash like thunder through a genius' life every moment of their lives, barely contained, often barely understood. This is Inspiration, the illumination within, the raw stuff of genius. The greater a genius' Inspiration, the more power of creation and destruction she possesses. But there is a cost. As a genius Inspiration increases, she becomes less able to understand mundane concerns. She struggles to hold onto her Obligation, as people seem more like systems to be explored than individuals with their own lives and concerns. As she becomes almost godlike in her perspective, she must focus to concentrate on the mortal world and its concerns. As your Inspiration grows the buring power of Mania grows with it. All Genii start with a free purchase of Inspiration, Lemurians get three purchases free. It cost 100 CP to upgrade Inspiration. Your Inspiration can not exceed 10, free purchases included. In addition to all of this you will suffer from the Jabir for the entirety of the Jump. As a genius grows more powerful, his Inspiration shines out of him to illuminate the world. This can be a curse for those mad scientists who want to look more "scientist" than "mad." The genius' Mania begins to

tamper with perception and procedure, skewing any attempt to engage in normal science or to perform normal experiments. Though the genius himself suffers no penalties, the odd effects from his perception "cancel out" when brought into conjunction with the odd effects from his behavior he struggles to communicate his ideas to others. Modern geniuses call this "technobabble" in an attempt to soften the horror of the phenomenon, but it's formally known as Jabir, a sudden, paralyzing loss of clarity and coherence when a genius interacts with a regular mortal.

* Can be bought 10 times, 100CP each time

Mi-Go (Smash Up-Obligatory Cthulhu Supplement) (200CP)

You are a master of arcane sciences it would never occur to any human to pursue. If that seems frightfully vague, well, look at it as an opportunity to- shall we say?- expand your mind.

Mind in the Machine (Generic Creepypasta) (400CP)

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.

Project: Black Book (Freddy vs Jason vs Ash) (400CP)

With the existence of the supernatural, is it any surprise that science has advanced further as well? In secret labs beneath the capital, scientists work to unravel the secrets of the paranormal- creating machines to translate the Necronomicon, finding ways to open portals to the Deadite's dimension to retrieve Freddy Krueger, even attempting to find a way to replicate Jason Voorhees's unique condition. You have an increased knowledge of science that could make these things possible for you to do. Hopefully, you'll be a little smarter about it than Uncle Sam was.

Domain: Quality: Appearance

Pegasus Aesthetics (Stargate Atlantis) (50CP)

At any time you can apply or remove an "Ancient", "Atlantis" or "Wraith" aesthetic to your chosen possessions and properties. The Ancient asthetic is clean white tones with motifs cut at clean angles while the Atlantis aesthetic is blue and ochre walls and floors, clear pipes of bubbling water, with hexagonal motifs; both offer crystal-like fixture controls and flush light fittings. The Wraith aesthetic is dark biotech, dim blue lighting, webbing, and a low mist; this can be actual Hive biotech if you want, but such only replaces the framework and facade.

Artistic License (Everyone Else Is A Returnee) (100CP)

You know what a gun or spear made from the body parts of a strange monster looks like? Not that great, more often than not. Luckily now you are able to make things that you create look really cool, almost like they were made from something else entirely. No matter what materials you use, you can somehow manage to make it look good. Alternatively, maybe you want to make a simple steel sword look menacing or unnatural.

Mural Inspiration | The Yellow Sign (City of Angles) (800CP)

Mural Inspiration (200CP)

Graffiti is an oft-maligned craft, a generally illegal one at that. And sure, the lawmakers have their reasons, but you're not some lamer throwing up tags on the bathroom walls. No, your art has a message. What message? Well, that's up to you. Regardless, when people see your art, or your icon, or your words scrawled on public facades, that message will shine through loud and clear. And if they're amenable to the message, who knows? Maybe it will inspire them to action, to go above and beyond.

The Yellow Sign (600CP)

Now this is a trick with a rather more...specific meaning. Not to mention a lot more vitriol. Normal graffiti is the stylization of words, to make sure the right people can read it. This is the opposite: a single word, filled with love for those you care about, and hatred for those who would do them harm, carefully constructed so that only the latter group can comprehend it. When they do, the message encoded within takes its love and its hatred, and forms a spike of righteous fury that slams through their cerebral cortex. In a single moment, excuses, justifications, and rationalizations for their misdeeds are stripped away. Depending on just how many misdeeds they've committed, they might be given pause, reel in horror, or even break entirely under the weight of their past actions.

Domain: Quality: Design

Infinitely Customizable (Dead Space) (200CP)

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.

Domain: Quality: Durability

Brush Guard (Generic Zombie Apocalypse) (200CP)

Your equipment or vehicles will never be damaged or have its functionality impaired due to being used as a weapon against organic targets.

Technical Knock (Warhammer 40k - Adeptus Mechanicus) (200CP)

You have mastered the ancient technical rite of 'if it doesn't work, smack it with a wrench until it does.' Small problems like loose gears can be quickly and permanently fixed with one good whack. When a larger problem impedes a machine's function, continuous pounding and irate prayer can cajole it to miraculously perform one last, brief task, but no more. At that point, this rite will have no more effect until the device receives proper attention.

Chimerical Genius (Revelation Space) (400CP)

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 Trintingent, 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.

Plague Hardening (Revelation Space) (400CP)

In the years post-Melding, much of the advanced technology of the Belle poque has been set aside due to the risk of infection with Melding Plague spores. Where once glittering near-autonomous volantors streaked through Chasm City's skies, now steam- and battery-driven cars grind along its streets. Where buildings could be grown from a seed and

altered at their owner's whims, now they must be painstakingly built with labor. You, however, have developed strains of plague-hardened nanotech. Any advanced technology you build is vastly more resistant to the ever-evolving Melding Plague and similar viral and infectious agents which seek to subvert it, lasting for days or weeks of direct exposure before succumbing when a similar unprotected machine might fail in minutes or seconds. And when your technology's defenses are finally broken, it 'petrifies', dumbing down its present form and function rather than growing wild and further spreading the plague; able to continue being used for a more limited application rather than failing outright. For example, an infected fabricator might reduce its construction resolution to components larger than one millimeter, losing its ability to produce micro-scale items but still able to be used, rather than churning out a froth of contagious plague spores.

Domain: Quality: Efficiency

Technical Expertise (Iji) (100CP)

You're pretty damn impressive when it comes to all sorts of technical applications. With this, you can better modify your own weaponry, armor and augmentations. Or just be creative and accomplish tasks like rigging an elevator to catapult it's occupants into the ceiling, turning them into paste. Fun.

Artist's Eye (Inception) (200CP)

You've always had a keen attention to detail, but it's about more than just sight. Smells, sounds, if anything the dreams are defined by how they feel. Your skill at paying attention to the minutiae of your environment not only allow you to craft more intricate dreamlands for others to enter, it also lets you spot the details that truly matter. To some, an elevator is just a means to get from one floor to the next, even in the dream. For you? You might realize just what each of those floors represents, and how important it is that you know just what lies within someone's subconscious...

Cult Classic (Generic Video Game Developer) (400CP)

It might not be the most popular game ever, but it still has one of the most loyal fan bases of all time. Every product you make has a chance of developing a cult following, with objectively better games having increased chances. Not all that useful, you say? Well, I forgot to mention that your fans will be incredibly susceptible to influence. Want them to attack a politician on social media? Done. Want them to help fund the next game in your series? Done. This is also a capstone booster, see notes below for details.

Emotional Storms (Exalted - The Infernals) (400CP)

Most forms of precipitation and rain in the Demon City derive from the Yozi called Hegra, the Typhoon of Nightmares. She collects the constant fog of dreams that rises from Creation and condenses them into her clouds, to dispense them to the rest of the Demon City. Sometimes, she lashes the terrain beneath her with cold sweat from victims of night terrors. Sometimes, she sends erotic cloudbursts or blizzards of fancy. Anyone who touches her rain and snow, sleet and hail feels the emotions and perceives the visions of Creation's dreamers. So too, may you now infuse your works with emotion and dreams, that all who drink from your hand, all who look upon your works, all who read you writing, all who hear your voice and more besides are affected by the emotions you choose to infuse. Delirious passions, mad fear, and ever-changing visions are yours to grant to all you wish. Such is the strength of these moods and visions that you could drive mortals mad with them, if you are not careful. Though those of stronger make, like demons, will delight in them and revel in the exquisite experience.

Machine empathy (Warhammer 40k - Adeptus Mechanicus) (400CP)

Long exposure to strange energies and abstract thought inevitably leave their mark on a heretek. Usually these changes are debilitating or disfiguring, but you have only benefited from these alterations. A tiny glimmer of psychic power has awakened within you, one that will

demand careful use and strict discipline to cultivate safely. As your power develops, machines will come to increasingly favor you, completing desired tasks without needing to be asked, performing faster and more efficiently. Machines in the hands of others will rebel when directed to harm you, guns jamming and sensors refusing to lock on. Many other ways to manipulate the mechanical will be revealed in due time, if you have the strength of will and ingenuity to discover them.

Rubedo (Lords Of The Night - Zombies) (600CP)

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. Afterwords, 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.

Domain: Quality: Resources

Astromancy (A 'Happy' Harry Potter Fanfiction) (200CP)

Maybe you were born under a rare cosmological sign, maybe the planets aligned upon your arrival, or maybe it's just luck but your connection to the stars and the movement of the spheres grants you a greater sense of time and the seasons. You know the exact date down to the millisecond if you just think about it, the perfect time to harvest ingredients or plant a garden, and the effect of the cosmos on the world. More than that the stars and their mysteries have an effect on you as well, your magic will be stronger at night some signs and planets affecting certain spells more than others, you'll have endless stamina during the full moon, and possess perfect night vision. You'll also be capable of finding and harvesting truly rare ingredients such as stardust, sunshards, moonbeams, shadow threads, etc. You'll also have a natural understanding of the prophetic significance of the passage of the celestial bodies in the sky, day or night. Those conversations with centaurs will finally make sense to you.

Crimson Weapons (Etrian Odyssey) (300CP)

When you look at the various giblets you carve off of the monsters of the labyrinth, you find many of their parts are suitable for crafting weapons and armor. In fact, they're usually outright superior to regular materials. With time and effort, you could make just about anything you pry off of a monster into something useful. You could turn a lion's claws into a wicked-sharp sword, or a pair of horns into an excellent bow.

No Monsters Were Harmed in the Making of This Product (Monster Girl Encyclopedia) (300CP)

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.

Monster Harvesting (Warhammer Fantasy - Amazons) (400CP)

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.

Extraction Efficiency | Harmless Extraction | Rapid Growth (Final Fantasy XIV) (500CP)

Extraction Efficiency (100CP)

Judging from the state of Eorzea, the Carpenters and other tradesmen here have long since improved the efficiency of their resource collecting processes. From the record books, while the presence of Aether has helped a great deal, the harvesting practices put into place played a large part as to why the natural landscape is still the way it is today. Adopting those same practices, you've improved on the harvesting efficiency for all manners of things, not just restricted to trees -but other plant life as well. So at least the plant doesn't simply die off after one round.

Harmless Extraction (200CP)

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.

Rapid Growth (200CP)

You can't afford to wait years for a forest to regrow! By the time that forest grows to a state where it's ready for harvest, you won't even need the lumber to build your house anymore! No, in order to make it in time for harvest this season, you're going to need to draw on some more potent forces.It might be a little bit dangerous to use Aether in such a fashion, but by imbuing the saplings with concentrated Aether, you've successfully sped up the growth rate of the trees -to a point where you can harvest them again. Well, unfortunately, the trees did grow a bit bigger than normal, but you expect that's just a normal side effect from using concentrated Aether to grow things.

Hunter Package Tier Two: Fragment of the Dream (Generic Island Castaway) (600CP)

You are exceptionally skilled at harvesting your kills, as well as preserving them for as long as possible with minimal resources, and you can make use of the materials within an animal's body with great ease, forming bone tools and leather objects in less time then it should take to make them.

Fragment of the dream tier two would allow you to harvest a beast with nary but a touch and ensure that your animal products never spoil.

Domain: Quality: Safety

Cry Havoc (World of Darkness - Genius The Transgression) (100CP)

Mortals cause wondrous technology to go haywire, endangering lives and property. Geniuses call this unique ability of mortals to ruin their creations "Havoc." A wonder touched, picked up, or interacted with by a mere mortal (a being with no supernatural powers) roils with

uncertainty and prolonged contact can break down even the most powerful Wonders. In addition this worsens as a mere mortal interacts with the Wonder, for to them the device makes no sense and pointing out the patches that Mania maintains is a good way to unweave them. You can now apply this inscrutability and inability to use technology beyond the kin of mere mortals to all of your technology at will, even when not in contact with the technology or if you only recently gained this power but crafted the device earlier in your carrier. This only applies if the technology would usually be inscrutable to the person in question, those who can understand the tech won't count for Havoc called in this way.

Guarding the Ark (Lords of the Night - Vampire) (100CP)

A common important duty for many angels is guarding holy sites and items, for such things can be dangerous to the faithful, and targets of the iniquitous. Perhaps you held such duties in the past? How can you know. This trick hints at such a history You have freed a splinter of your true essence from your incarnate form and may invest it in an object you currently control - you don't need to be the owner, but it can't currently be contested - you could use it on a stolen sword, but not one someone is trying to wrestle out of your hands. Once invested, it will stay so unless the object is exorcised, or you call back your splinter.

While invested, you count as possessing the object, and as acting as a Watcher, being able to see and sense what goes on around it. You may also start acting as an Controller, Corrupter, and Enhancer when and as you wish. Basically, you can sense what goes on around your object, you may animate moving parts (make a crossbow load itself, make a wagon roll), may curse those who use your object in a way you don't want, and may make it act like a magical item whose strength depends on your strength. These roles are laid out in The Book of Vile Darkness. This perk may be bought more then once. Each time it's bought, you rip free another splinter to invest. Only the first purchase is free from The Lost, but they may buy more at discount.

Ruinous Font (Mistborn) (100CP)

Hemalurgy is a dangerous and dark art, with a natural connection to the god of Destruction, Ruin. Through this connection, Ruin can manipulate the beneficiaries of Hemalurgy towards his own destructive ends. With this perk, you gain the tiniest sliver of Ruin's power just enough to fuel your own Hemalurgy without Ruin's help. Hemalurgic spikes you create have no connection to Ruin, and their users cannot be controlled by him or by emotional Allomancy. You can also make Hemalurgic spikes outside of this Jump. This does not confer any knowledge or ability with Hemalurgy you'll either have to take another perk, or find someone who can teach you. Unfortunately, the only people who can teach you are more likely to kill you instead.

Black Boxing (Warhammer 40k - Squats) (200CP)

While certain red-robed rats of Mars always trying to get their grubby mechadendrites on your stuff is annoying, messing with them is endlessly entertaining. You can easily tweak your work to be nearly impossible for others to duplicate. If you're feeling particularly spiteful, you can build in some cross-connections so anyone trying will blow themselves up.

Father (Blade Runner 2049) (200CP)

Your children are very preciousbut not irreplaceable. It's something they remember well when they look at you and see a God. Anything you have created, from natural means or artificially, sees you as a God if you wish it. It can be as a terrifying, wrathful and strict God or as a benevolent, loving and protective God if you desire but they will find your superiority and position to be undeniable. This is not an unbreakable belief but it is strongly held, with enough proof to the otherwise your creations may be convinced that you are not as deserving of such terrified obedience or worshipful devotion. But proving that you are worthy shouldn't be too hard.

Tenebrium Basics (Divinity - Original Sin) (200CP)

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.

Goo-ery (Eureka-Warehouse 13-alphas) (300CP)

This large, bulky, steam powered system is used to produce Neutraliser, a viscous purple goo that is used to render Artefacts inert - at least temporarily. Hooked into the Warehouse system, it supplies a steady stream of Neutraliser throughout the building as part of an automated and manual controlled emergency application system, with spray hoses available in each section. Integrates with your warehouse, located in the basement, requires water and electricity supply. Warning: don't eat the goo, you'll... see things. Topical application may cause uncontrollable dizziness and laughter.

Qu-it It (Irredeemable/Incorruptible) (300CP)

Your understanding of the technology that you have created or understood to the point where you can consider it 'yours' is so great that you find it almost trivial to come up with methods to use that understanding to deny the benefits of that technology to others who have either appropriated it or developed in parallel. Your understanding of your own created teleportation technology may be so great you can destroy an entire galaxy spanning network of teleporters based on your tech all with the push of a button. However you cannot do this for technology in the hands of those who were the source of the technology, no matter how well you understand it or feel possessive of it, not by the means of this perk at any rate.

Secrecy is the Key to Diabolical Success (Donkey Kong Country) (400CP)

It is critical that top-secret projects remain top secret, even from the people working on it. You are able to ensure that everyone carrying out a secret plan or project you have devised remain completely ignorant of what they are doing/making, without hindering their ability to carry out the plan. For instance, you could have each individual soldier make a single part in his spare time and have your general assemble them together in pitch darkness without peeking, and the secret superweapon will be constructed just as according to plan. That said, it won't work if you need to tell people what the plan is, and sometimes it's a good idea to let your allies know what's up before they reach (wrong) conclusions of their own.

Smart Immunity (Limitless) (500CP)

You've had one hit of NZT in the past week, and it seems like you'll never come down. Well, you actually won't, not if you don't want to, that is. You may choose for up to 10 drugs, magical spells, buffs, or similar time-limited boosts that are affecting you to last indefinitely without any of their unwanted side effects. Additionally, you may choose to end any effect (not just the ones maintained by this perk) whenever you want, either through conscious choice or automatically (it is called Smart Immunity for a reason) if you somehow can't but would have if you could. If you already have 10 effects being maintained by this and want to add another, you'll have to allow one of the ones you're maintaining to lapse. You may also extend the duration of any temporary effect by a factor of ten, based on its full duration when applied, but these effects keep their side effects. When you drop an effect from its slot it will continue with any of its original duration it has left. Additionally you may reapply any effect that you have lost if the time since you lost it isn't greater than twice (after adding the potential 10* extension) the duration it offers. Capstone Booster

A Creator's Love (Warhammer Fantasy - Tomb Kings) (600CP)

They underestimate the love you put into what you create. The pride of a Necrotect, a true Necrotect, is not just in his own skill but also in the wellbeing of his own creations. For you to awaken and see that the tomb that you built and were buried in still stands, unbroken despite

the many centuries of abuse it has suffered, how could you possibly not feel the love of a parent for how long your creations stood tall. For some Necrotects, their creations begin to respond in kind, moving to their will to serve their creator-parents. You may command and control any such construct you have designed and crafted or overseen the construction of as the head of the team. The stone of your tomb bows to your will, blocks shuffling and rolling about to create new configurations. Swords that you craft sharpen or lose their edge at your command or even turn upon their wielders. In your presence, your constructions will even repair themselves from damage, healing as if they were truly alive.

Domain: Quality: Size

Weapons Recombination Template (Final Fantasy XIII-2) (200CP)

The shady dealer (Actually it seems like everything he's offered so far is shady) just shrugs when you pick this up. Apparently, it binds two weapons together, and allows you to shapeshift the weapon between either form. You're not quite sure how it works, but he demonstrates it to you by showing you how a bow can shift into a sword. You can't help but notice that it also turned into a Moogle afterwards...but apparently yours won't do that. Unless you throw a Moogle into the mix. Wait...does that mean...

A Matter of Scale (Warhammer 40k - Squats) (400CP)

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.

Macro Scale Engineering (GALACTA DAUGHTER OF GALACTUS) (400CP)

So. Other species' science. Not that great. Really not that great. Even the ones that think they're amazing have a habit of being really inconsiderate about what size they make their stuff for. Thankfully, as a Plus Times One Million sized badass, you can fix it for them. Your existing mind is a marvel already but now you have a particular talent for scaling up existing science, magic and other devices or creations to a outright silly scale. You can even work a human sized mutant being into a planet scale organism that retains all the normal powers and intelligence of the original! Best of all, you're able to make your scaled up pet projects workable. They won't tear themselves apart from being made massively larger and stronger or unravel at the seams. They will probably need to really guzzle down the calories/energies now that they're so much bigger. But it's not hard to just get some pet food energy. What are stars for after all.

Bigger is Always Better (Warhammer Fantasy - Tomb Kings) (600CP)

You're a true visionary, even amongst the most celebrated of your peers your creations would be known as truly awe-inspiring things. Grace, realism, detail, you are almost unsurpassed in all areas. But you have a certain specialisation, one more suited for a Necrotect than any other. The bigger it is, the more complex it is, the easier it is for you to make it. The larger the tomb and more intricate its design, the less time it takes for you to have fully working plans drawn up. Even the actual construction becomes easier in the same way, with larger and larger constructions seeming to be more and more fortunate. Extra supplies turn up out of nowhere, the slaves are in perpetual good moods and shortcuts tha cut time and resources needed without lowering quality are found aplenty.