
LA VIE EST UN
MIRACLE
5F
4F
3F
E.Y.E

E.Y.E: Divine Cybermancy

Version 1.02
Jumpchain CYOA by ericshaofangwang

Among the twelve hundred worlds of the Federation, a war is being waged. A divided secret society, the power-hungry Secreta Secretorum, have staged a coup to usurp the corrupt Federation. At the centre of this conflict are the agents of E.Y.E, the militant branch of the Secreta. Worlds are dying and becoming desolate, as the Metastreumonic Force, the embodiment of the life of the worlds wiped out by mankind, grows stronger than ever. Take 1000 Brozouf Points and 1000 Cybertech Points for this journey.

Origin

Roll 1d100+20 for age. Gender is the same as your previous jump or you can pay 50 BP to choose both age and gender.

[+200 BP] Looter:
Bandits and outlaws, the Looters live in independent gangs throughout the criminal underworld and in the fringes of society. The life of a looter is often filled with action, but also short and violent. Spotted mostly in the very numerous slums, the looters are many and dangerous.

[Free] Federal Agent:
While corrupt and authoritarian, the Federation nonetheless maintains a technological edge over many of its rivals, and its troops are well equipped and supplied. Its research teams are at the forefront of technological innovation, and the fact that many troops are equipped with those research results are a testament to such.

[300 BP] Metastreumonic Creature:
The Metastreumonic Force is the will of the extinct life that humanity has wiped out in its terraforming efforts. Creatures of the Force can appear nearly anywhere, and they have a hatred for mankind not seen anywhere else among the stars. Their numbers are endless, and shape themselves as reflections of humanity's most terrible sins and horrors. You can freely choose your shape and size, though you should be no larger than a Deus Ex.

[400 BP] E.Y.E Agent:
You are an agent of E.Y.E, the militant branch of the Secreta Secretorum that is tasked with defending humanity from the meta-streumonic force. Your organisation is in the throngs of a coup war against the corrupt Federation. It is also divided into two sub-factions, the Culter Dei and the Jian Shang Di, who are in the midst of internal struggles for power.

Note: All four origins can be drop-in options.

Perks

Universal

[Free] Listen here, ******!:**
You have a way with insults and threats, you really do. It is now very easy to get your insults and threats to have their intended effect on targets, such as scaring them or hurting their pride. Now, go tell that little shit you're going to wear his fucking moron face as a party mask while you watch his head fall into a vat of acid.

[100 BP, Free and mandatory for E.Y.E agents] Gifted Psi:
You are a rare member of the populace to have awakened their Psi powers, and as such can perform tasks such as telekinesis and mind reading and manipulation. As you currently are, you can perform some basic powers, such as telepathy, telekinesis and mind reading. You can also create clones, and perform alchemical transmutation on materials.

[200 BP] Low Presence:
The Metastreumonic Force as a whole seems to ignore you while they try to exterminate the rest of mankind. As long as you don't attack first, Meststreumonic creatures will be neutral to you and avoid intentionally harming you. Outside of this jump, supernatural creatures will start off neutral to you so long as you don't antagonise them first.

Looter

[100 BP, Free for Looters] Scavenging for Scraps:
Looters and bandits usually aren't very well supplied or equipped. As a result you'll have to make do with what you find. You are talented at finding useful scrap parts and raw material, and can cobble something crude but usable from them, from weapons to tools to needed supplies.

[200 BP] Bandit Instinct:
The average looter hardly lives very long, and the ones that do have quite a few things up their sleeves. One of which is the ability to discern dangerous situations. You gain an instinctive sense for any imminent danger nearby, and can sense when you are about to be hit or attacked.

[200 BP] Off the Radar:
The very best looters often operate off the radar of the the Secreta and the Federation. And so too will you be exceptional at not appearing in records and leaving no evidence of your operations. You have the skills to clean up after nearly any operation, so long as there are no witnesses remaining or extensive collateral damage.

[400 BP] Nothing to Hide:
Looters ain't exactly honest folk, you know? You can tell a lie with a straight face, and your body signs will betray nothing. Whenever you tell a lie, you can choose to temporarily believe in the lie yourself, to fool mind readers and psychics. Any lie you speak will also be consistent and sound plausible, and others will perform the mental gymnastics in order to believe your lie. So long as you are not caught red-handed this perk will still be in effect.

[600 BP] Big Boss:
You are strong. You are charismatic. You are ruthless. You are everything that the greatest crime lords hope they can be. Your words can turn the most pious of monks to debauchery and crime, and the purest of saints to fall. Your speed, skill and strength is such that you can go toe to toe with a Master of E.Y.E in a straight fight, but by far your greatest skill is your charisma. With some words, the denizens of the criminal underworld will flock to you, swayed by your honeyed words and the glory of riches. Any non-hostile person who is an outlaw or otherwise a hardened criminal will be more amenable to you and your cause should you speak to them and wish them to do so.

Federal Agent

[100 BP, Free for Federal Agents] Where the Money Leads:
You are exceptional at finding things that profit you and achieve your objectives. It becomes far easier for you to objectively analyse and observe the cost and benefits of each job and operation.

[200 BP] Closed Doors:
You are very well connected, Jumper. In this jump and any applicable jumps following this, you will have connections in the upper echelons of society to call upon. Should you land in some trouble, you can ask for a total of three favours per jump to bail you out with no cost associated with them, such as bribing a guard a killing a particularly troublesome rival. These favours must be reasonable, and as such truly ludicrous in-setting favours cannot be worked out, such as armies of mercenaries and huge shipments of military grade arms. These favours will not result in the ruin of the ones fulfilling your request.

[200 BP] *A* Reputation to Uphold:
Should anything potentially tarnish your reputation, you can find some way of recovering from it. Unless it absolutely destroys your reputation in one go, your reputation will recover quickly over time to allow negotiations with others again.

[400 BP] I'd Like to do Business:
No matter what or who it is, you can negotiate with them for positive deals (for you) as long as they are not hostile. You are a master of negotiations, able to to devise deals that benefit only you without repercussions. Your skill is such that you can scam devils and fey alike without so much as a scratch landing on you.

[600 BP] The Logistics of Profit:
It seems that fate itself bends to bring you fortune. In anything you do, so long as it isn't foiled by a curse or spell that manipulates fate, you will find helpful opportunities and events appearing in your endeavours. When you are bribing the police, it may be that it is the corrupt officer that appears your way or perhaps your political rival accidently got run over by a car. In combat, this perk is lessened but still noticeable, such as small events distracting your opponent allowing to you to close the gap, and so on.

[600 BP] **Wonders before the Dark Age:**
During a period of wonder, when humanity had yet to truly face great threats against their survival, technology was at its height. Then came the horrific Dark Ages, when much of humanity fell before the tides of the Metastreumonic Force, where knowledge was lost. You have discovered the secrets of those mysterious times, as knowledge from ages past allows you to rebuild humanity's lost techbase. Your archaeological skill matches those of experts, and you can reverse engineer technology at an astonishing rate. What takes years to reverse engineer takes you months, and what takes months takes mere days.

E.Y.E Agent

[100 BP, Free for E.Y.E Agents] Advanced Training:
You are an experienced soldier, and can be said to be an expert in all forms of combat. You can handle weapons skillfully, with grace and finesse in your movements. You are competent in hacking, being able to infiltrate electronic networks and steal data with some effort.

[100 BP, Free for E.Y.E Agents] Messenger's Blessing:
The members of E.Y.E are genetically, psychically and cybernetically enhanced warrior monks. All E.Y.E agents carry the genes of the Metastreumonic Messenger, and as such are stronger, faster, more agile and more intelligent than baselines. You can run three times as fast as a baseline human, are four times stronger, and find less difficulty in learning and can process information three times as quickly.

[200 BP] Bioregeneration:
E.Y.E has cracked the code for ageless immortality. You no longer age, and can now regenerate much more quickly. You can heal from mortal wounds in seconds, and will not die so long as you have not suffered catastrophic damage to vital areas such as your cyberbrain, or missing huge chunks from your torso.

[200 BP] Cycles of Guilt:
Whenever you are trapped in a groundhog day loop, dream or illusion, your memory becomes clearer, instead of being obscured in such situations. Anything out of place becomes painfully obvious, and the cues and hints to break you out of these traps reveal themselves quickly. It takes much less effort to break out of the aforementioned things and what are otherwise impossible and permanent illusions, dreams and loops become fragile and easy to break. Your willpower is boosted and you become very resistant to mental shock.

[400 BP] Necrocybermancy:
A procedure mixing cybernetic augmentation and psychic rituals and runes to produce a more powerful being by effectively killing them and bringing them back in a greater state. This offers a noticeable boost in capabilities to any cyborgs with extensive augmentation, such as E.Y.E agents but also offers an immense boost to those who have not been augmented before. Enhances all cybernetic augments both in and out of jump. The knowledge of this procedure is yours as well, and you can perform it on any biologically living being. You also gain an intimate knowledge of cybernetic enhancement, able to enhance and modify other people's bodies.

[600 BP] Grey Master:
Among the agents of E.Y.E, you are exceptional for being a master of all. Your skills in fighting, strategy and tactics are second to none. You are twice as fast as a speeding train, possess the strength of more than a hundred strong men, can shrug off heavy artillery shells to the face and possess a grace and agility exceeding that of the greatest acrobats and gymnasts. But you are not merely a master of the physical aspects of warfare, you are also one of the mental and electronic. You can hack into nearly anything with a processor and a network connection, have exceptional psychic powers and extraordinary willpower and mental resilience.

[600 BP] Master of the Three Gates:
To others, you have reached the pinnacle of psychic power. Your PSI powers are extremely powerful; your telekinesis can throw around tanks and houses with ease, and you can create more than a hundred clones of yourself, summon Deux Ex's with your Invocation etc. But most importantly, you have mastered the three Gate abilities; the Triangular Gate, which allows you to kill an enemy by swallowing him in corrosive extradimensional energy, the Hypnotic gate, which puts a target into a permanent and unending illusion and the Substitution Gate, which allows you to heal from damaging a enemy you marked, and to transfer your injuries to him. As you have fully mastered each Gate, you do not suffer negative effects when using them. Your powers can yet still grow, but you will need to work for it.

Metastreumonic Creature

[100 BP, Free for Metastreumonic Creatures] Nature's Wrath:
Hatred and determination. That's what you feel. No pain will stop you from your goal, not even that from a thousand mortal wounds. You can ignore any physical pain inflicted on you when you are focusing on a goal.

[100 BP] Your Lasers Do Nothing to Me:
Creatures of the Metasreumonic Force appear, for some reason or other, extremely resistant to most non-esoteric energy weapons. You share that same resistance, as lasers, plasma, electricity and particle beams that would vapourise men wholesale dissipate harmlessly against your skin. Kinetic force can easily bypass that entirely, however, and powerful enough energy weapons can overcome your resistance.

[200 BP] Crawling in the Vents:
The Perigrum Forma are creatures known for their agility and stealth. They crawl through hidden areas without notice, and seem to appear from the most unlikely of places. You are now more agile than before, hanging on to and moving on ceilings and walls with little effort. You're also more stealthy, as your footsteps are quieter and your scent is greatly muted.

[400 BP] Glamour and Illusion:
It seems that you have a gift for disguise. Illusions to hide your form can be used by you effortlessly, and you can passively sense the desires and emotions of others nearby, from their lusts to their terrors. Your illusions are solid and tangible if you wish, though that can be damaged by physical force.

[400 BP] Mutated by Ideas:
The Metastreumonic Force doesn't just produce its own creatures. It can change and mutate existing ones. Manducos and Carnopages, for example, were once humans, now changed by the Force. Over time, you can change and mutate another living or recently dead being into a shape you desire. The rate at which something changes depends on the size, power and whether it's consenting to your change. A large, dangerous beast actively resisting your influence might change over a period of several weeks, while the corpse of a dead man may only take a few hours to transform.

[600 BP] One Who Must Not Be Named:
A tale speaks of a wolf spirit who walked the cosmos, consuming others in a bid to relieve his loneliness. Another speaks of the one who fought the spirit, who hypnotised others in search of an artifact. In the end, one absorbed the other, and the resulting being went on a different path to both. Whether through chance or intention, the same thing has happened to you. You possess an immense capacity for mind control and hypnotism, able to manipulate the minds of hundreds of humans at a time. While agents of E.Y.E or the para-psychic troops of the Federation will take great effort to control, you can easily crush the minds of those their lesser. You can imprison the minds of people in a waking dream of your creation, or transport their minds to within your own. Once per jump, you may absorb a being you have either killed or completely incapacitated and gain their abilities in full. Post-chain, this restriction is removed.

[600 BP] Deus Ex:
The Deus Ex is well regarded as one of the most powerful creatures of the Force, and now its power is yours. Your strength is such that you can send tanks flying away with your blows, and the ground quakes as you close in on your foe. Your skin is tough, as explosions capable of rendering vehicles to flying pieces of scrap do nothing to you. You have also manifested a weapon as part of your cybernetics. This weapon can take a set form and size of your choosing, such as in the form of a blade or melee weapon or in the form of a ranged weapon like the missile-firing gatlings that most Deus Ex's carry. Your weapon may also not be able to cause more devastation than what you can manage through your powers. The weapon is a part of you and as such dissolves once it leaves your presence or you desummon it. Your presence is terrifying, and the mere sight of you can degrade the sanity of enemies weaker than you and send them running away in terror. Lastly, being a dark reflection of mankind's desire to ascend through cybernetic augmentation, you can seamlessly incorporate cybernetics into your body with no threat of rejection, and all cybernetics have their effectiveness doubled. Terror aura is toggleable.

Cybernetics:

For this section, you receive 1000 Cybertech Points to spend on your cybernetics. E.Y.E agents receive the first level of all augments for free. All augments cost 100 CP to upgrade to level 2. Brozouf points can be converted to Cybertech Points at a 1:1 ratio, but the reverse cannot be done. Post jump, these cybernetics completely refit themselves according to all of your forms and transformations and can boost other perks if applicable. If you have perks that have a biological basis than the cybernetics take on a form that does not conflict with them. In jumps after this, these cybernetics will also be perfectly masked and hidden.

Augments

[First level free for all origins] Cyberbrain and Cyber Neuronal Interface:
Level 1: Speeds up your mental processing speed and power by more than a hundred times, and allows direct connection and communication to cyberspace and wireless networks. Also overlays a HUD onto your vision.
Level 2: Your Cyberbrain speeds up your processing power and speed by a thousand times. Hacking is now much easier, as you have far greater cognitive resources to pull from.

[100 CP] Cyber Eyes:
Level 1: This augment replaces your eyes, such that you can see clearly in low-light conditions and has a magnification function to inspect details such as a grain of sand from a fifty metres away.
Level 2: Your Cyber Eyes can now see in other electromagnetic spectrums, and your magnification function is enhanced. A scanner has been built into your eye, allowing for low level analysis of material composition and energy emissions.

[100 CP] Skeletal Armour:
Level 1: Armour plating coats your skeleton and encloses all the major organs in your torso, allowing you to take a few pistol magazines or several rifle rounds to your bones.
Level 2: Your skeletal armour has been heavily reinforced, allowing you to take high powered rifle fire and grenades with impunity. It now takes the equivalent of artillery fire to breach your skeleton.

[100 CP] Cyber Weapon Interface:
Level 1: These series of augments improve your weapon handling capability, from recoil dampening to aiming reticles and minute targeting adjustments.
Level 2: The interface can also attune new weapons to enhance weapon handling. Melee weapons from both enemies and allies enemies are also targeted, to show the trajectories of strikes and the likely outcomes if those strikes connect.

[100 CP] Wired Reflex:
Level 1: Your nerves have been augmented with wires, granting you far quicker reaction times. You now have the response times necessary to dodge bullets and other fast attacks.
Level 2: Your entire nervous system has been replaced with wire, so now you no longer have to deal with that pesky synaptic lag. Near instant response times.

[200 CP] Cyber Limbs:
Level 1: Your limbs have been augmented with stronger, artificial muscles, granting you greater strength. You can crater concrete with your punches, run faster than a speeding car, and can now carry around five hundred kilograms in each hand without problems.
Level 2: Your limbs have been completely replaced with cybernetic replacements, allowing you to run dozens of metres per second, lift single digit tonnes with effort and punch through steel with ease.

[100 CP] Nervous and Muscular Control:
Level 1: This augment both optimises your muscles and nerves and grants finer control and coordination of them. You become slightly stronger, and gain the finesse to thread a needle through a floating string, or juggle dozens of knives with one hand.
Level 2: The coordination and control of your muscles has been upgraded to the point that there are practically no tremors to your movements. Your control is such that you may even be able to perform surgery on single cells if you had the instruments to do so. You also gain the ability to revive from clinical death, so long as the brain or whatever passes for immediate vital organs are intact.

[100 CP] Psi Decuplator:
Level 1:This implant enhances any psychic powers you possess by a significant amount. Where if you were only able to lift a few kilograms before with telekinesis, you can now lift several humans up. Control is also boosted, so that a large telekinetic push may become a narrow telekinetic punch instead. Also significantly reduces psychic feedback from Psi powers if they exist.
Level 2: Control is once again boosted, to the point that surgery can be easily done with telekinesis, specific memories from throughout a person's life can be found at a moments notice, and more. Learning new psychic powers is also significantly faster, due to the decuplator providing shortcuts for any complex Psi powers.

[100 CP] Adrenaline Pumper:
Level 1: This augment pumps adrenalines, mixed with a cocktail of various other enhancement drugs around your body whenever you are in a dangerous situation. Your stamina recovery is significantly boosted to the point you can recover from being completely exhausted in a few minutes. Also dulls any pain from injuries significantly.
Level 2: This version is constantly active to varying degrees depending on what your situation currently is, but is also gains the effect of enhancing healing and stopping most mortal wounds from killing you as well as pumping substances to make you immune to many forms of poison.

Active Implants

[200 CP] Cyber Cloak:
Makes you invisible, even to smell. That said, this doesn't block sound so you might want to be a little more quiet when using it.

[100 CP] EYE Vision:
Grants night vision and highlights all biological organisms and active machines in your vision.

[100 CP] Sound Triangulator:
An implant that when active, highlights sources of sound in your vision, from the quietest whispers to the loudest of explosions.

[100 CP] Power Conversion:
By consuming a very small amount of your mass, you can regenerate a considerable amount of your energy source/stamina.

[100 CP] Targeting System:
This implant completely negates recoil from hand held firearms, and increases your accuracy to near pinpoint levels, so long as the weapons themselves are capable of such. Enhances your ability to aim and hit targets with all ranged weapons, from making rapid flick shots at fast-moving enemies to sniping targets dozens of kilometres away.

[300 CP] Dermal Sheath:
This implant consumes energy or stamina to boost your durability to immense levels. If you are no more durable than a baseline human at first, with this implant active you can take artillery shells to the face with nary a care in the world. If you are capable of that even without it, you can now take repeated nuclear blasts to the face without a scratch with this active.

[200 CP] Sensitive Wave:
When active, this implant allows you to see through walls via processing other forms of electromagnetic radiation and through vibrations and sounds. Rather energy intensive, but very useful for recon.

Items

All damage/destroyed items respawn in the warehouse after one day unless stated otherwise. Ammunition for weapons is generated every hour, at around a full magazine.

[100 BP, Free for E.Y.E agents] Basic Katana:
This sword is little more than that. A katana. Apart from the creepy, glowing eye on its hilt, of course. This katana is still nearly indestructible and can slice through armour like a hot knife through butter. Should it be broken or destroyed, it will appear in your warehouse fully repaired and in mint condition a day later.

[100 BP, Free for Federal Agents] Energy Weapons:
This package contains standard issue plasma and laser rifles for Federal troops. These weapons have self-recharging power packs.

[100 BP] Medikit:
This little syringe contains a serum full of nanomachines to boost regeneration and heal from damage. Refills itself completely every thirty seconds.

[200 BP] Power Weapon package:
You gain two weapons, the Damocles power sword and the Arrancadora distortion hammer. Both of these weapons produce a force field which causes explosions when they come into contact with the target, often resulting in a very spectacular (and messy) death for the victim.

[200 BP, first purchase free for Federals and E.Y.E Agents] Suit of Armour:
You have a glorious suit of armour made by your faction. This armour can be any of standard issue suits of armour of your faction, from Federal Police or Stormtrooper armour to the armours of the Jians and Culter Dei of E.Y.E.

[400 BP] Heavy Weapons:
Contains three heavy weapons, the Sulfatum, Spiculum Ovum and the Excidium. The Excidium heavy cannon is an artillery gun carried by infantry using miniaturised nuclear ammunition, so be careful where you point it. The Sulfatum is a handheld minigun that spews a veritable tsunami of bullets, and is loaded with a large 500 round drum magazine. The Spiculum Ovum is an automatic grenade launcher that is accurate to long range and has a proximity fuse.

[500 BP] Interceptor:
This small piloted air unit is the standard transportation method for those wanting to be both quick and discreet. Its engines are quiet, it's heavily armoured, and is heavily armed with gatlings, missiles and lasers. Respawns a week after in your warehouse after it has been destroyed or damaged.

[800 BP] Temple:
You gain the Secreta Temple as a base of operations for any future jumps. This Temple will be hidden from others in future jumps, and will be near your starting location in any jump. For free, you may change this option to the Jian Temple.

Companions

[200 BP for one, 400 BP for two, 600 BP for three or more] Companion Import:
You may import up to eight companions for your journey in this universe. Each Companion receives 600 BP to spend as they see fit and can also take drawbacks, with the exception of Psychedelic Acid Trip and Enslaved.

[200 BP] Larry, the talking Carnophage:
You gain this cuddly creature as a companion. He's more than two metres tall, has muscles like steel cables, and a thirst for flesh and blood. He is loyal to you, though he is bloodthirsty and has a tendency to cause a big mess whenever he fights.

[200 BP] Cynthia:
This Synicle looks slightly different from her brethren. She's gaunt, wears a black robe and a white blindfold, and seems almost to be in mourning for someone. Despite her frail appearance, however, she is also cunning and intelligent, and is gifted in the use of Psi and gunfighting. Her loyalty is assured, for you bear resemblance to someone she once cared for...

[400 BP] Xian:
This veteran Jian has deserted from E.Y.E for many years now. Following Rimanah's rise to power, this agent went under the radar and has only just resurfaced. Perhaps you interest him, or he believes that you are his ticket out of here. Who knows? In any case, he sticking with you 'till the end. Possesses all the augments and implants in the cybernetics section at Level 2. Has the Messenger's Blessing, Advanced Training and Master of the Three Gates perks.

[400 BP] Smiley:
This Deus Ex is famed for his disturbingly large smile (even for a Deus Ex), and is rather friendly, both to you and your enemies. After all, he just wants to hug everyone. Whether those enemies survive is a lesser concern. He's gentle to you though, since he regards you as a friend.

[200 BP] Canon Companion:
You may take a canon character as a companion.

Drawbacks:

[+100 BP] Hatless:
You suffer from a rare condition in this universe... you don't have a magnificent hat! From now on, you will feel very uncomfortable whenever you wear any sort of headwear, though plain, unadorned helmets and masks are exempt.

[+100 BP] Scrabbled Language:
Whenever you hear others talking or are reading text, whatever you read or hear will seem to be filled with grammar and punctuation errors... as if it were a really choppy translation from another language. You'll still understand it, though.

[+200 BP] This Jump Again, Deja Vu!:
You seem to have had an accident that resulted in some major memory loss. You forget all the memories of your chosen origin, and some major events have taken place concerning you. Whenever you sleep, you will dream of being in the middle of some sort of ruins with a green portal in front of you. In front of the portal itself, you will find some items that will allow fragments of memories to resurface. Your memories will resurface completely after two years into the jump.

[+300 BP] Low Tech Dummy:
You are horrible at hacking. So bad, in fact, that doors can counter hack you. While no one is going to try to hack you first, don't expect to succeed in your hacking attempts.

[+300 BP] Accidents Happen:
One of the subfactions of E.Y.E has taken notice of you and dislikes you. Not enough to go out of their way to kill you if you are already an E.Y.E agent of another subfaction, but enough to perform some low key sabotage, such as delaying shipments or supplies to you, stealing your weapons and putting them somewhere else and in general being absolute nuisances.

[+300 BP] The Dark Ages:
You begin at the start of this mysterious time, instead of during the events of the games. Technology that has been lost will be widespread here, and the strength of the humanity won't remain unquestioned for long. If events are allowed to pass as they did, over 70% of humanity will fall at the hands of the Metastreumonic Force, resulting in the events today.

[+400 BP, cannot take with Bioregeneration] Fatal Wounds:
Excessive use of a resurrector device meant that not all the damage done to you in the past has fully healed. You always feel slightly disoriented, feel pain whenever you move, and your coordination seems to be somewhat less than it was. While you are still functional, you are less than you were before.

[+400 BP] Meta... whatever Attraction:
Your presence seems to attract the Metastreumonic Force. Creatures of the Force will appear at the most inconvenient of times, such as while you're taking a break or sitting on the toilet (if at this point you even need to) to cause mayhem.

[+400 BP, E.Y.E Agents only] Psychedelic Acid Trip:
You have taken the place of the protagonist of the game and must now go through his ordeals and trials. On the other hand, you can choose to finish the jump as soon as you are done with the plot.

[+500 BP, cannot take with the Metastreumonic Creature origin] Dark Reflection:
The Metastreumonic Force is the will of nature itself, of life that humanity had wiped out across the stars. And it has gained knowledge of you. To succeed in its genocide, it has not only produced monsters, but perverted reflections of humanity's darkest deeds and desires. The Force has a created a champion, a dark reflection of yourself so that it may kill you. The being itself can match a dozen of E.Y.E's very best, and will stalk you across the stars with relentless fury. Its appearance and abilities are based on your deepest fears, and your most abominable acts, for what is it but a mirror image?

[+600 BP] Unstable:
You are prone to a variety of mental conditions. Be it madness, high stress, paranoia and other nasty psychological ailments, you become especially vulnerable during combat. Hope you can hold on to sanity, since an uhealthy mind doesn't tend to last long in these violent times.

[+600 BP, cannot be taken with Psychedelic Acid Trip, cannot be taken with Metastreumonic Creature origin] Enslaved:
Whether through some foul ritual of cultists, or the machinations of the Metastreumonic Force itself, you have been revived as a Manduco. These eight limbed mutants are animated by a hatred for humanity, and will ruthlessly hunt them down. You too are also afflicted by this hatred, and you will be driven to kill any human you see save for those that have joined the Force. You can only resist this drive for a short amount of time through sheer willpower. If you are an E.Y.E Agent, you instead become a Guardian, a being subverted and puppeted by the Metastreumonic Force and are subjected to all the disadvantages above. Companions are exempt from this effect.

[+600 BP, Metastreumonic Creature only] Impious Daemon:
The Federation and the Secreta have been alerted to a Metastreumonic creature of immense power. You. The coup war between the Secreta and the Federation has been halted by the declaration of a ceasefire in favour of hunting you down. Both will bring the full might of their militaries down on you, for a creature like you should not be allowed to exist.

There is no limit to the amount of drawbacks you can take.

Ending

Go Home:
Perhaps this universe has finally tired you, or you simply wish to take your ending here. You go home with all that you have gained.

Stay:
Truly? Well, nothing is stopping you from staying here, so go ahead.

Continue:
And thus, another step of your journey has ended. Continue on, jumper.

Changelog

Version 1.01:

- Added wording to the Necrocybermancy, Closed Doors, Cycles of Guilt and Nothing to Hide Perks.
- Added the Wonders before the Dark Age, Messenger's Blessing perks
- Added the Enslaved, Dark Reflection and Dark Ages drawbacks

Version 1.02:

- Added a note section to the Origin section. All three origin choices can be used as a drop-in option
- Repriced Companion section. Xian is now 300 BP, Canon Companions are now 200 BP and Companion Import is now 600 BP.
- Added wording to the Companion Import option.

Version 1.03

- Added wording to the Cyber Eyes in the Cybernetics section.
- Added an additional effect to the Enslaved drawback for E.Y.E Agents.

Version 1.04

- Added a new origin, Metastreumonic Creature, and its perk tree
- Added the Impious Daemon drawback
- Rebalanced the Bioregeneration perk, you will die if you suffer catastrophic damage to your vital parts, such as your cyberbrain