

Generic Treasures Supplement

Shiny, shiny, shiny….

Who doesn't like having pretty things? Valuable things? Rare things? No one, that's who! However, having the spare cash to invest in buying these things for yourself can take a while. If you make it to a Jump that offers them as CP purchases, that's a bit easier, but that's still CP that could be going to other, more immediately useful things. What to do? Come here, that's what!

This Supplement is meant to give you shinies to improve your chain in a material, aesthetic and monetary sense. Sell them if you need the cash or hoard them to satisfy the dragon in your heart. Theme? The theme is get money, get gold, get jewels! Pair this with whatever Jump you wish.

You begin with +1,000 Chest Points to make your purchases, as well as 5 Treasure Tokens (TT)*. TT can be exchanged for Perk, Item or Companion purchases, at a rate of 100 CP to each TT and a maximum of 300 CP for two TT.

Now, what glimmering, glittering glam do you want in your hoard?

* = See the Notes section for further clarification.

Perks

You can buy any of these Perks with either CP or TT. Please note that anything labeled as FREE is not mandatory. Only take what you wish to take.

Accurate Terminology [FREE] – You now know the different terms for all the shinies and have a decent eye for discerning which is which. It is not perfect, but you are correct far more often than you are wrong.

1:1 [100 CP] – Instead of having a bunch of little diamonds, why not have one big one? By pressing multiple units of an identical molecular makeup together, you can combine them together to form a larger singular unit. This also has the benefit of pushing out any impurities.

Aged Like Wine [100 CP] – Your possessions slowly grow more beautiful and valuable with age, no matter what they are.

Artisan [100 CP] - You are skilled at crafting in one beautiful profession. This can range from jewelry, pottery, glassware, tailoring, painting, blacksmithing, cooking and more. You understand everything you need to for your work, know how to create all the tools you need and gather the materials you need from the ground up, and always take a great deal of joy in doing what you do. This can be bought multiple times for a new crafting skill each time.

Coating [100 CP] – Have you ever wanted to have hair that truly glistens with the sheen of pure gold? Skin that catches the sunlight like amber? Teeth that shine like pearls? Skin that constantly smells of fresh lavender? Now you can. Ingest a small piece of any material (you will not get sick from this and it will not hurt you on the way in or out) and you can apply any aesthetic qualities from it to your own body as you wish. There is no limit on the amount of qualities you can take and they last as long as you wish them to. Once removed, you must ingest more of the material to get them back. Be aware that this is a choice for aesthetics only. Consuming a diamond and applying it to your skin will give you skin that looks like you were chiseled from a diamond, but it will not give you the toughness of a diamond.

Body Alloy [200 CP, Requires Coating] – Unless you take this. Now you can ingest a material to take on its physical qualities and apply them to your body as you wish. Swallow a diamond and watch the enemy break their axes against your ribs without more than a small bruise on your part, if even that. You will only ever benefit from this, so do not worry about becoming a statue if you swallow metal or rotting away in the rain if you consume some silk. Higher quality materials confer higher quality benefits, so don't go eating any old lump of rock. These qualities will last as long as you wish and you can take on as many as you like. Once removed, you must ingest more of the material to get them back.

Edible Alchemy [200 CP, Requires Alloy] – Why not go further? You can ingest any material to take on any supernatural qualities it has and apply them to your body as you wish. These qualities will last as long as you wish and you can take on as many as you like. Once removed, you must ingest more of the material to get them back. Swallow some silver and become a menace to werewolves everywhere or take a bite of obsidian to have a go at the White Walkers.

Currency Backing [100 CP] – Most currencies these days rely on the backing of precious resources rather than being precious themselves. Who wants that? Not you. By holding any legitimate currency in your hand, you can instantly convert it to an equivalent amount of any precious materiel you wish according to the local market value. Just don't let the Treasury Department catch you doing this.

Currency Exchange [100 CP] – The opposite to the above, by taking this you can covert any precious material in your hand to an equivalent amount of local, legitimate currency based on the material's current market value. Again, just don't let the Treasury Department catch you doing this.

Easy Alchemy [100 CP] – With nothing more than a touch, you can combine any material with any different material to create something new with all of their combined qualities. Quantity matters here, as the ratio of combined materials will affect how heavily some qualities appear versus others.

Selective Alchemy [300 CP, Requires Easy Alchemy] – Or maybe that's too much trouble. You can now combine any materiel with any other material and choose what qualities the resulting mixture has gained from its separate parts. Any undesired qualities will be removed and sent to the void, leaving you only with what you desired.

Hard Bargain [100 CP] - People buy things from you for more money then usual. Maybe it's your charisma or your quality wares, but you can easily get 10% more from your sales than those of your peers with very little effort and up to 50% more if you put in some work. This will not get someone to buy anything from you that they do not naturally want.

Immaculate Items [100 CP] - Your treasure is always clean. There will never be a spot of rust, dust or grime on your possessions. If you have certain treasures that you would like to leave to the mercy of filth, this does come with a toggle. Finally, you gain a sense for whether or not that patina your individual items could build up would increase or decrease their value.

Instinctive Evaluation [100 CP] - You can accurately evaluate anything for its monetary worth and rarity. This only requires that you get a good look at the object in question. Any defects or identifying marks will seem to jump out at you. Go with your gut feeling on what it is worth and you will always find that you are correct.

Itemized Inventory [100 CP] - You always retain your knowledge of your possessions, ensuring you never forget anything about them.

Living Gem [100 CP] - You are very beautiful, just below the level of supernaturally so. This allows you a one-time makeover to your own specifications, letting you design your body however you wish to look however you wish. The result will always turn out stunningly, unless you deliberately add some flaws. Then again, some things are more striking for their imperfections.

Magical Details [100 CP] – It's always such a bother when you break into some lost, forgotten treasure chamber, snatch the crown off the plinth and find out it has a curse on it. Now you can tell if something has magic on it and what kind of magic it is. This only requires that you get a good look at the object in question. You will instinctively know what magic or magics infuse it and what they will do if activated.

Modular Magic [200 CP, Requires Magical Details] – You can remove any magical energies from items to either apply them to something else or destroy them entirely. This can be done with nothing more than your bare hands, as you can now safely handle any cursed or enchanted object as long as you are not intentionally trying to activate it. Pulling off the magic will be like pulling off a cobweb and destroying it or dropping it onto something else will be no harder.

Owner I.D. [100 CP] - You can tell who something belongs to. Specifically, you can know the identities of everyone who ever owned the item in question, how long they had it and how they got their hands on it. This only requires that you get a good look at the object in question. Now never again worry if

that pretty ruby ring you picked up belongs to that elder dragon two countries over who has been causing several wars to get it back.

Piecemeal [100 CP] – Sometimes you need to extract a pearl from a very stubborn oyster or the like. From now on, don't worry about so much as scratching your precious target. You can flawlessly remove individual components from complicated mechanisms or bodies without any worry of damaging them in any way.

Precious Detector [100 CP] – You always know where your possessions are and who, if anyone, has hold of them.

Quality Work [100 CP] – It is easier to get hold of something beautiful compared to making something into a treasure yourself. At least, it was. Now, all of your creations take on a level of beauty that is almost fantastical. You will never make a mistake when crafting, ensuring that no unintentional breakages or flaws mar your creation from birth. Your hands are steady and capable of a level of detail more commonly seen with machines than humans. Going beyond this would require some level of supernatural aid.

Unnatural Work [200 CP, Requires Quality Work] – Which you now have. You can go beyond the level of human skill in crafting with this. Additionally, this removes all limiters on your ability to grow as a creator, ensuring the things you make will only grow more beautiful and impressive over time as you gain more experience and skill.

The Magic Word [100 CP] - People sell you things more cheaply than they would for others. Maybe it's your charisma or your fine eye for weakness, but you can easily get 10% more off of your purchases than those of your peers with very little effort and up to 50% more if you put in some work. This will not get them to sell you anything they were not prepared to part with.

Treasure Hunter [100 CP] - You are good at finding treasure. What treasure? All treasure. Anything considered valuable by you or the society you find yourself in will set off a little radar in your mind if you pass within 100 meters of it. This can be calibrated to find certain things or shut off entirely at your desire.

Insurance Via Prevention [200 CP] – Prevention is the best kind of preparation. So, to prepare for the destruction of your treasures, let's just prevent it from ever happening. None of your material possessions can be destroyed unless you so wish it.

Jumpchain Insurance [200 CP, Requires Insurance Via Prevention] – Actually, let's do one better. Everything you own now is fiat-backed. Whether bought from the Jump document with CP or picked up at the local thrift shop for $1, everything you call yours will now follow your Benefactor's house rules for CP bought items.*

Magic Hands [200 CP] – Well, the girl who could do this in the original story made a questionable deal. You only need to make this very straight-forward deal – CP for the ability to transmute any 'worthless' material such as straw to pure, 100% purity gold. Like the story, you must run the worthless material through some sort of transformative process, i.e. spinning, for one example. When it comes out the other end, it will be changed from what it began as into your new golden riches. You can decide whether or not the process results in gold or whatever would typically be produced. Take care not to let any greedy kings hear of this ability.

Midas Touch [200 CP, Requires Magic Hands] – This did not work out too well for poor, foolish King Midas in most adaptations. It will hopefully work out a bit better for you. For starters, you can

actually control when this does and does not activate. For another, if you change your mind, you can turn anything back to its original state. Finally, who cares about points one and two? Anything you touch can be turned to solid, 100% purity gold without any further effort!

Alchemical Touch [200 CP, Requires Midas Touch] – For something to be gained, something of equivalent value must be lost. Two brothers once had a long series of adventures around that concept. If they could see this, they would spit blood. At your discretion and with only a touch, you can not only reshape any material as you wish, you can also change any material into any other material. Should you change your mind, reverting the material to its prior form is equally simple.

Security Measures [200 CP] - Your possessions cannot be stolen. Anyone who tries will find a series of comical events preventing them from making a getaway with their loot. This will cease if they drop the item(s) in question.

Sense For Detail [200 CP] - You can perceive reality with all five basic senses down to a sub-atomic level to better enjoy the experience. This can be dialed up or down to nothing at your desire to keep things in whatever level of perspective you wish. You will never have any strain from perceiving things like this.

Malleable Form [300 CP] - You can work any crafting material as if it were any other crafting material. For example, you could use diamonds as fabric to make a ballgown to die for. You could make a glass pizza to devour and do so safely, although it would not give you any energy or nutrition.

Wealth Is Power [300 CP] – You might be tempted to give up on some forms of wealth to instead get Perks or Items that could increase your ability to survive. Don't bother worrying about that anymore. The more wealth you have in your possession – and 'wealth' can be anything that is tangible and valuable, from gold to land to resources – the more power you have. This will not give you any new abilities by itself, bu everything you can do, you will do just a bit better. With more oomph behind your actions, now you have a perfectly legitimate reason to hoard every shiny trinket you get your hands on! It starts small, but by the time you have enough material wealth to build a country you will be punching in the same weight class as most lower ranked divinities.

Share The Wealth [300 CP] – Noblesse oblige, right? Although if they wanted treasure, why didn't they get their own?! Nevermind. You can share. Really. Especially since its no skin off your nose. From now on, anything you own that you willingly give to another will not impact your overall collection since a perfectly identical replacement will show up in your Warehouse or its equivalent as soon as you do. Some might say that charity you benefit from is not charity. Those people are not you.

Melding [500 CP, Can Be Bought For All 5 TT] – It can get a bit cluttered after so many centuries of being a kleptomaniacal loot goblin-magpie hybrid (at least in spirit). Sure, you don't want to get rid of an ounce of your wealth, but at the same time, do you really need five different copies of the Crown Jewels of the United Kingdom? It's much simpler to condense all of it. So, take this. You now have the ability to combine any two items into one and the new item will flawlessly retain all abilities, qualities and aspects of the two old items that you wish it to. This can be done without limit, allowing you to potentially put your entire worldly gains into one item of inconceivable wealth and utility… or you could just use it to create a planet built out of your stuff. Whatever you want, really.*

Items

If any of these are lost, destroyed or stolen, they will respawn good as new in a location of your choice 24 hours later. The exceptions are the replenishing items, which will respawn in a manner listed in their description.

All of these items are fiat-backed to accept any upgrades/modifications you apply to them and will carry those upgrades/modifications forward into future Jumps. If you have any similar items you would like to import into your new purchases to give them their qualities, feel free to do so.

Please note that anything labeled as FREE is not mandatory. Only take what you wish to take.

The first question to be answered is one of quantity – how much do you want to take away from this? You can only select one option from this area. Each of these containers will only willingly open for you or those you authorize. As they are, they can be broken into with enough force. Anything stored in these will be kept safe from any damage while they are within.

Wallet [+200 CP] – An old-fashioned leather wallet. It is very plain looking. It only holds about four inches cubed. You might squeeze a tea cup in here or a single ingot and have a tiny bit of room to spare. Beyond that it…. It…. Well, it's an option.

Small Chest [FREE] - One small, plain-looking chest measuring twelve inches by six inches by six inches in size. It is made of steel and is about half an inch thick on all sides. For those who have a handle on their urge for material wealth.

Average Chest [100 CP] - One large, impressive-looking chest measuring four feet by two feet by two feet. It is made of polished mahogany and bronze, and is about two inches thick on all sides. For those who want to be able to grab a double handful of treasure and have more to spare.

Storage Crate [200 CP] – Measuring at six foot cubed, this wooden storage crate is much sturdier than it looks and has a vintage air to it that catches the eye of collectors. For those who like to be able to take a bath in their treasures.

Shipping Crate [300 CP] – While not too great to look at, this shipping crate measures at forty feet by eight feet by eight and a half feet, and can hold a ridiculous amount of shinies. For those who value the utility of how much something can hold over how good it looks while it does so.

Hoard [500 CP] – Forget storage. You will stare in awe at the massive pile of treasure that towers over most houses. This deposits your treasure directly into a cavernous new room in your Warehouse/equivalent and anything you add to it in the future will cause the room to grow accordingly to fit it.

The second question to be answered is one of quality – what are you taking away from this? You can select as many options as you like from this area, but they will be divided up equally into a small enough amount to fit within your chosen container. These precious treasures will refill the container in full every 24 hours.

Semi-Precious Gemstones [FREE] – Amber, lapis lazuli, amethyst, jet, agate, jasper, turquoise, quartz, tiger's eye, pyrite, carnelian, jade, opal, beryl and more. These can range from common to rare and run the gamut of mineral to stone to organic in nature. These come already refined, cut and polished.





Ceramics [100 CP] – Treasures crafted from the hand of man. This option offers porcelain, earthware, stoneware, glassware and more of the like. Fancy and fragile, everyone likes them, but most can't afford them or won't need them. You cannot do much with them aside from displaying them as they are or using them as they were intended, unless you get creative.

Fabric [100 CP] – Fashion can slay and there certainly have been murders over these valuable fabrics in the past. Satin, silk, velvet, damask, lace and more are yours for the taking. They come in any color and pattern you wish and will, where applicable, be in either thread or fabric form.





Spices [100 CP] – Believe it or not, cooking ingredients can sometimes rank higher than precious metals for rarity and expense, and while they might not be visually appealing, taste and smell deserve to be catered too as well. Vanilla, saffron, cinnamon, cardamom, all spice, black pepper, red pepper and all the rest are now yours. These spices come in labeled jars, either in dried form or just harvested, ground up or whole. They will change based on your desire.



Precious Metals [200 CP] – The original shinies. This option includes ruthenium, rhodium, palladium, osmium, iridium, platinum, gold, silver and aluminum. Yes, aluminum. It used to be pretty valuable, you know? These metals have been refined and smelted into ingots for carrying convenience. Very shiny, very heavy and very valuable.

Precious Gemstones [200 CP] – Diamond, ruby, sapphire and emerald. Most valuable of the mineral shinies by most accounting. You have your choice of what color these come in. Yes, these all can come in different colors than the usual clear, red, blue and green. These come already refined, cut and polished.



Crafted Beauties [300 CP] – A mixture of all of the above already worked into masterpieces of beauty. Rings, bracelets, crowns, gowns, mirrors, dining sets, windows, capes, shoes, belts, bejeweled spice shakers and more. If you want to get at the raw materials you will have to undo all the hard work that went into making these, but this is an easy option for those who want finished products to sell or show off quickly.









Companions

If you would like to bring your friends in on the fun, we have some options for you.

Import – By paying 100 CP or one TT you can let one of your Companions access this Supplement as well. They will get 600 CP and two TT to spend, and can take up to 400 CP worth of Drawbacks. Pay 300 CP or two TT and you can bring in your whole roster.

Export – Although this is just a Supplement and has no world of people to meet on its own, by paying 100 CP or one TT here you can take anyone you meet in the attached Jump along with you when it comes time to move on to your next setting.

Drawbacks

You can take up to +1,000 CP worth of Drawbacks. If you want to take still more after that you certainly can, but you will receive no more CP for doing so.

While your own Benefactor's house rules will certainly trump whatever this document says, for those who prefer to follow local law we have the following – these Drawbacks are not insurmountable. They are intended as challenges, not stumbling blocks. Unless you have something that ensures your efforts to mitigate and work against Drawbacks fail (such as the **Everything Is Worse!** Drawback from the Universal Drawback Supplement), these can be at least managed with proper preparation.

All of these Drawbacks will vanish at the end of the Jump.

Early Exit [+0 CP] – Sometimes you just want to grab your goodies and run. We understand. Whatever Jump you have attached this Supplement too, you can leave any time you want.

Extended Stay [+0 CP] – Or maybe you want to keep this treasure hunt going. Take this option and whatever Jump you go to this time will have another decade tacked onto your stay.

Brooding On Your Hoard [Variable] – You cannot bear to be parted from your shinies. Any of them. So, you will not. For the duration of this Jump, you must remain with your treasures at all times. If you only possess enough material wealth to easily carry it all around with you, you get +100 CP. Enough to carry it around with difficulties would get you +300 CP. If you cannot move your treasure and must instead remain by it for the duration, take +500 CP. You can leave it for up to one hour each twenty-four hours for a quick meal and bathroom breaks, but no more. After that point, you begin to experience crippling pain until you are reunited with your complete collection of wealth. For this reason, you cannot get rid of even one piece of your wealth until this Drawback ends.

Safety Wheels Removed [Variable, Requires Outside Abilities/Items] – So, all those safety measures baked into your various Perks, abilities, properties, items and stuff? Yeah, those are gone now. Until the end of the Jump, only your own ability to control all of those things will keep them from destroying everything around you in horrible ways. Taking this requires that you honestly consider how bad the possible results for this could be. If it is mildly annoying and nothing more, take only +100 CP. Depending on how bad it would be beyond that, you can potentially reach +1,000 CP just with this if your very presence would destabilize a whole world. Think carefully.

Bought On Credit [+100 CP per each three Perks/Items] – If you are willing to wait and not get your purchases until your next Jump, you can receive an extra 100 CP for every three Perks/Items you are willing to forgo for now.

Excessive Bling [+100 CP] – Some people think that shows of wealth should be subtle and tasteful. You are not one of those people. You have no taste and everything you get/make is incredibly tacky. You think it is the height of beauty however and will loudly proclaim such to anyone who will listen.

Eye Of The Beholder [+100 CP] – Everything that is not an absolute masterpiece of beauty is hideous to your senses. Unfortunately, that is most of what you experience in this world. Expect 99.99% of what you deal with to be unpleasant just by its very existence.

Lower Quality [+100 CP per treasure variety] – Whatever you bought, it's gone down a step in value. Instead of gold, silver and the like, you get to enjoy copper, tin and such. Ceramics are now plastic. Precious gemstones are now lab created and everyone can tell. Semi-precious gems are just colored glass. Fabrics are regular cotton and wool. Spices are limited to salt.

Rough [+100 CP, Requires Semi-Precious Gemstones or Precious Gemstones] - All of your gems are unpolished and will require some work to get into proper shiny form. I hope you like long hours at a polishing wheel.

Everything Must Go! [+200 CP] – Did someone announce a clearance sale on all of your shit?! It seems like everyone knows where you keep your stuff, can somehow get passed your defenses and attempts to make off with the most valuable treasures you own.

Hoarder [+200 CP] - You must compulsively get more shiny stuff. You. ***MUST.*** It is never enough and you will spend your time in this Jump trying your damnedest to cram everything of worth in the setting into your mitts before it comes time to leave.

Sucker [+200 CP] – Gold or fool's gold? You can't tell. Better get them both just to be safe. You no longer have any eye for quality and cannot tell when someone is ripping you off in an attempt to milk you for money via your obsession.

Powers Removed [+300 CP] – All out-of-setting Perks and abilities are disabled. You can only take this if you have any out-of-setting Perks or abilities to lose.

Companions Removed [+300 CP] – All of your out-of-setting personnel are forbidden from entering this setting, although they can still make their purchases if you are still willing to pay the importation fee. You can only take this if you have any out-of-setting personnel to lose.

Items and Warehouse Removed [+300 CP] – All of your out-of-setting items are banned for the duration of the Jump. You cannot access your Cosmic Warehouse or any of its equivalents until the Jump has ended. You can only take this if you have any out-of-setting items and/or a Cosmic Warehouse or any of its equivalents to lose.

Notes

Thanks to Angel Alchemy Jewelry for the following easy-to-understand summation:

“Gems are also known as gemstones. These are crude and rare pieces of minerals, organic matter, and rock stones that are excavated, cut, and polished to perfection for use in jewelry production. In contrast, crystals are pure substances composed of atoms, molecules, or ions arranged in three-dimensional lattices.

"A gemstone can be a crystal, but a crystal cannot be a gemstone."

For example, a diamond is a gemstone and a crystal, whereas sugar is a crystal but not a gemstone. Similarly, ice and salt are crystals but are not regarded as gems. In contrast, amethyst is a crystal and a semi-precious gemstone. The following description clearly explains the difference between crystals and gems in detail.

What are Gems?
Gems or gemstones are rare Earth substances in mineral, rock, or organic states. These are excavated or discovered underwater in crude form and are then chiseled, carved, and polished before they are sent to jewelers. Gemstones are classified as precious and semi-precious stones. However, this classification is only based on commercial context and does not provide any evidence of the value of these natural products.

According to this context, there are four precious gemstones: diamond, ruby, sapphire, and emerald. In contrast, semi-precious stones include quartz, topaz, tourmaline, amethyst, and moonstone. Others use the characterization criteria based on clarity, hardness, and rarity. Moreover, a gemstone can be a crystal; for example, amethyst is a semi-precious gem and a beautiful crystal that comes in various purplish hues ranging from light lilac to deep violet.

What are Crystals?
Crystals are pure substances and are three-dimensional lattices composed of atoms, molecules, or ions. These gems exist naturally and are also synthesized in laboratories via crystallization. Moreover, there are seven types of crystal lattices in which atoms or ions are arranged orderly. However, some crystals do not have an ordered arrangement and are referred to as polycrystals; ice is an example.

Difference Between Crystals and Gems:

Definition in Gemology
Gemstones are rare Earth elements in the form of minerals, rock, or organic matter. These are found as crude but are cut and polished to perfection to employ in ornaments. In contrast, crystals are composed of purified substances in which atoms or ions are arranged in three spatial dimensions in the form of a lattice.

Examples
Gemstones include diamond, emerald, ruby, sapphire, tourmaline, rose quartz, amethyst, moonstone, pearl, opal, and garnet. In comparison, crystals are carbon crystals (diamonds), sodium chloride crystals (salt and sugar), and sodium dioxide crystals (quartz).

Composition

Different types of gemstones give unique compositions. For example, diamonds are carbon atoms, and some gems comprise minerals like corundum in rubies. In contrast, crystals are 3-D lattices of peculiar atoms, molecules, and ions unique to the type of crystal. For example, the carbon atoms form the crystal lattice in diamonds, whereas amethyst comprises silicon dioxide arranged trigonally.

Abundance
Gems are less abundant and are found only in certain geographical regions of the World, which is why gemstones are substances. In contrast, crystals occur abundantly in nature and are also easy to synthesize chemically via crystallization. Nevertheless, one can also create gemstones in labs, but they are less worthy.

Classification
Gemstones are classified on many bases. Some gemologists classify them based on their composition, whereas jewelers categorize them based on clarity, hardness, and precision. In contrast, crystals have seven crystal systems: cubic, tetragonal, trigonal, triclinic, hexagonal, monoclinic, or orthorhombic.

Peculiar Characteristics
Gems have a refractive index, luster, specific gravity hardness, clarity, dispersion, and fracture. In comparison, crystals have numerous physical, electric, and magnetic properties.

Value
Gemstones are costly compared to crystals due to their rarity in nature and unique brilliance. Nevertheless, some semi-precious gemstones also crystals are too expensive than precious gems. The pricing and value of gems and crystals vary widely and have no particular value chart.

Applications
Gemstones are frequently employed in jewelry production, including rings, earrings, necklaces, crowns, and other ornaments like embellished swords of Royals. In comparison, crystals are primarily used in adorning jewelry articles, particularly lab-grown crystals used in making artificial jewelry. Moreover, these are employed in various decorative pieces.

Taking It All In:
To sum up, a gemstone can be a crystal, but a crystal cannot be a gem. These sparkling substances are used in making jewelry and embellishing decorative articles; however, crystals and gems are widely in composition, characteristics, and worth. Gems are also known as gemstones that can be precious and semi-precious, whereas crystals can be gems like diamonds and amethyst and polycrystals like ice, metals, and ceramics."

For Treasure Tokens – I admit, I mostly added these for fallback options. I had recently started a zero points chain before I was writing this and ANY Jump or Supplement that offered me alternative means to pay for purchases was very appreciated. They also serve as nice alternative means of lowering costs, since there are no origins in this Supplement and therefore no discounts.

For Jumpchain Insurance and Indestructible Insurance – what fiat-backed means for items can vary wildly by document. About the only thing that I have seen remain consistent is that it follows you from Jump to Jump. Some items are nothing more than what they are if they were bought normally in setting from a store, they just stay with you forever. Some items do not need maintenance, but do need fuel and can be destroyed. Some items will return if lost or stolen, but some do not. This varies by author, by cost, by setting – it's a pain to keep track of individually. By default, you can assume the fiat-backing

you purchase here will give your items the same benefits listed at the beginning of the Items section. If you want it to match whatever definition of fiat you have going on in your Jumpchain, that's fine. You do you.

For Melding – Yes, this does include the items you buy from Jumpchain documents. You can combine anything that counts as an item.

Removed 'Indestructible Insurance' as a Perk option since, on reflection, it was a bit too broken even for me.