Inside Job

Version 1.0.0



Welcome to the world of Inside Job, where conspiracies are real funny and the deep state is run by a corporation, Cognito Inc, and its comically amoral personnel. Your benefactor has made a deal to get you inserted into this world and even into one of the six organizations that secretly run the world. Cognito Inc is the focus, though if you'd prefer you could work for the reptoids or atlanteans directly, the Illuminati, the juggalos, or the Catholic Church.

Whichever you choose welcome to a decade of conspiracy, societal manipulation, secret societies, and comedy. To help you run the world order, take these:

+1000 Conspiracy Points

Location:

You begin the jump in the main base of whichever conspiratorial organization you work for on the same day as Brett Hand begins his employment at Cognito Inc. Cognito Inc's corporate headquarter, the Vatican, Atlantis, underneath Yale, or so forth. Alternatively you can appear in front of the White House where Rand Ridley is currently ranting at school children.

Age and Gender:

Your age and gender are yours to decide as long as they make sense for your background and species.

Origins:

So what field do you work in for the shadow government? Whichever you choose will determine your discounts on perks, but not items, giving you a 50% discount on associated perks and the 100 CP perk associated with the background for free.

New Guy: You have only newly been brought into the shadow government. You may or may not be in any way qualified. If you'd prefer not to have any background memories or connections, this can be the Drop-In option.

Biochemistry: You work in a biochemical field producing drugs, viruses, or just animal hybrids for the shadow government.

Engineering: You work in the field of technology, engineering and creating the devices and robots the shadow government uses to manipulate the world.

Management: Every organization needs bureaucrats and administrators, even covert shadow ones, and you are now in the role of managing and organizing your fellow shadow drones.

Military: A veteran of the publicly recognized military, you provide your penchant and love of violence to the shadow government's purposes.

Public Relations: You are the person who actually provides cover-ups and distracts the world from the shadow government through your manipulations of the media and social perceptions.

Robot: You are not an employee of the shadow government so much as a robot built by them for their purposes.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Bitchin' Spotify Playlist (50 CP): You now have your own personal mental musical playlist. Only you can hear it, but you are able to turn it off, change the song playing, or re-arrange the playlist with a thought. This playlist can include any or all music you have ever heard.

Inhuman Appearance (50 CP, Free with Dolphin Man): You have an appearance distinctly outside of the human norm. This provides you no significant advantages over humans, though you might have some small incidentals such as being cold blooded, having fur or scales, or being taller or smaller than the human range. You could look like a slenderman, sasquatch, or the like with this. Post-jump this, merged with other perks from this jump that become an alt-form post jump, becomes an alt-form.

Reptoid (100 CP): You are no longer a mere human. You are one of the reptoids. You are now a lizard-person with a lifespan measured in millennia, that possesses the ability to crawl up vertical walls with ease, regrow lost limbs, and to shapechange between your reptoid form and a human disguise. Post-jump this, merged with other perks from this jump that become an alt-form post jump, becomes an alt-form.

Most Powerful Mind (200 CP): Your mind is dangerously powerful. This provides you with resistance to mind reading and telepathic control to the point that you are effectively immune. More than mere resistance to mental influences, your mind is powerful enough to push back into those who push into your mind with their own, influencing them with your own thought and behavioral patterns, causing them to act more like you in the future. Even if you were rendered emotionally - or chemically - vulnerable enough to have allowed a mental merger with a psychic hivemind or the like you could break free of the mental link and assimilation by being reminded of who you are and why you'd not choose to be part of it.

Nostalgia Maxed (300 CP): Having been bathed in a dangerous combination of mind-control drugs, and 80s products containing dangerous banned chemicals you have been transformed. You can now channel the power of Nostalgia Max, your hair beginning to float in the psychic winds as your eyes glow green. You can gather green glowing energy around you in a cyclone allowing you to levitate yourself, flying at a speed similar to that which you could run, and gather it together to fire as a stream of green energy which in heavy exposure will shatter a mind into a mass of 80s references, and even in a smaller dose will erase memories and replace them with 80s nostalgia. You are also able to telekinetically manipulate, and in the case of dolls and action figures animate, 80s products out to a distance of about a city block.

New Guy Perks

Perfect Ten (100 CP): You look good, great, mathematically perfect even. You are a perfect LA 10 out of 10, or a Washington DC 24 out of 10, handsome - or beautiful - enough that you could walk into a clothes store and get offered a job as a model, or have supermodels throw themselves at you.

Chest Somehow Harder than a Robot's (200 CP): Damn Jumper you've got abs. You've got the physical fitness, muscle tone, and definition of a personal trainer in the State Department's gym, and you'll find that you don't actually have to work to maintain this. You could run after a robotic president up dozens of flights of stairs carrying a 140 lb woman and treat it like a light jog, hold yourself in a bucking helicopter while being punched by an inhumanly strong robotic president, or hit people on the moon so hard that they simply go flying. Your strength would, in a world more accustomed to real world limits, be enough to be considered inhuman.

Too Average to Clone (400 CP): Attempts to clone or copy you will fail, your being 'too average' to be replicated; even actors attempting to impersonate you will find it impossible to get either of your appearance or personality correct. This also applies to any special powers or skills you possess, as these will become impossible for others to replicate through supernatural, paranormal, or super-tech means.

As a minor side benefit satellites are unable to track your face.

Charm (600 CP): You have it. Like Brett Hand on a good day, you simply leak likability. A long time yesman you've learned how to anticipate people's needs and desires, how to listen and respond with (what is at least perceived as) empathy, and make people trust you. With time and presence you find it comically easy to worm your way into people's inner circles, or befriend even socially introverted misanthropists. And this friendship is not a hollow and fair weather thing, as you can get them to truly care about you, willing to risk dangerous situations and, perhaps more significantly, *change* and *improve* themselves for you.

Even with briefer interactions you could use this ability to get people to accept you as trustworthy based on a few moments, convince the American government to legalize sex workers (though that might have had some help from the deep state), or pick up chicks. It would also help you, rather easily, become a successful diplomat or run for an elected position such as senator as long as you didn't do something too weird for even this perk to cover; like show yourself obsessed with therapy puppets.

Includes knowledge of every fraternity’s secret frat handshake.

Biochemistry Perks

Unlicensed Surgeon (100 CP): You might have dropped out of med school in your first year, or never attended it at all, but through experience in illicit deep state surgeries you possess the skills of a master surgeon. This will allow you to do mundane surgeries, but also gives you experience in such things as swapping brains or turning men into dolphin hybrids; though you'd need the tools for such things.

This is Your Brain on Drugs (200 CP): Your sober state is no longer your best state. You now find that as you become intoxicated you will also become smarter, your brain working better when you are high; your math skills, deductive reasoning, intuition, scientific creativity, you name it, improves as you get high. The intoxicants will still affect you in full, and the intelligence boost is directly proportionate to how much they affect you so immunity won't help you, so you might find that while being completely high on shrooms makes you much smarter the hallucinations prevent you from being productive, so you might have to find a happy medium. This intelligence boost caps out well before a lethal overdose.

You also now possess a mental dial allowing you to reduce your immunity and resistance to intoxicating substances from whatever it would normally be for you, down to a normal human's (or turn it back up). Turning it up will not instantly purge your body of effects, merely prevent them from affecting you further.

Magic Mushroom (400 CP): You are now a member of Myc Celium's species. This makes you a sapient mushroom as tall as a human, and slimmer than one - thought your head is about as wide as human shoulders - from the center of the Earth which initially arrived on Earth via an asteroid. You possess 6 tentacles, and produce bio-cerebellum, a chemical used in memory erasers as well as fuel for your psychic powers as well as being a useful resource for other forms of mind-interfacing technology or induce the evolution of human-like cognition in animals. You are telepathic, able to read minds, which works best with direct tentacle contact, and form hive minded clusters with others of your species. This fungal form also leaves you relatively resilient to blunt force trauma, and helps you retain your sanity in the face of things that man was not meant to know. Post-jump this, merged with other perks from this jump that become an alt-form post jump, becomes an alt-form.

If it Can Kill You I've Made it and Sold it to Monsanto (600 CP): You are a master of biochemistry making biochemical systems dance to your whims. This grants you a similar level of mastery over biology, chemistry, genetic engineering, virology, and reated fields equal to that which **Technological Wizardry** below provides over mechanical engineering and computers. You could create a virus which causes friendship, chemical solvents to dissolve clones going full Akira (really Tetsuo from Akira), youth serums that can reverse someone's age to a baby (though might should take your time to make it controllable), human-animal hybrids, fully functional clones, and more.

Engineering Perks

I Worked All Night and Finished Early (100 CP): Do you actually sleep? Well yes, but now you sleep significantly less. You could go a day or two without sleep with no problems other than bags under your eyes, and could average half as much sleep as normal without any further signs than those bags under your eyes.

Last Minute Competence (200 CP): It'd be easy to wonder how the world order doesn't implode on a daily basis around here. Everyone, the main character included, is completely incompetent, doing more to create the problem than solve it, until the very last where they seem to suddenly surge to levels of comedic hypercompetence. Now you can do something similar.

You can dial down the competence of you and your companions and followers, reducing it to levels of comedic incompetence. When you do so you can store the competence for later, each little problem that this reduction of skill creates storing a karmic charge for later. And when you've stored as much as you feel you need you can dial it back up and wait to release the stored competence pushing you - or companions/followers of your choice - to levels of skill, aptitude, intelligence, and ability beyond your normal capabilities.

MacGyvered It (400 CP): It's surprising what you can make out of junk and scrap, or how quickly you can make it. You seem to be able to make technological wonders from little more than salvage and in minutes… when you need to. This seems to scale somewhat to the situation you find yourself in; have a full lab and no pending deadline? This won't do anything. But the more strapped you are for resources the less you seem to need to create your technological wonders, and the shorter your deadline the less time you'll need. You'll eventually hit limits - you'll need something at least semi-technological and you'll not be solving AI in a single night unless you were close already - but you'll be able to MacGyver your way out of a lot of issues… even if you don't know who MacGyver is.

This does not give you the ability to make technological wonders, though. Merely to make them with less resources and/or time than should be required.

Technological Wizardry (600 CP): You are a master of high tech wizardry. At least in the fields of mechanical engineering, computer programming, robotics, and the like. While this won't cover biological sciences and chemistry, nothing organic, you are Reagan Ridley's equal when it comes to engineering and programming, able to invent technology so advanced that it is indistinguishable from magic. Guns that run on single point fusion generators, AIs (though one that can alter its own code might be your life's work and dangerously independent), reality trackers to use global surveillance systems and a robot to follow alterations to the time stream and check on specific individuals. If Reagan can do it, given time and resources you can too.

Manager Perks

Administrative Experience (100 CP): You have actual experience running an organization and the administrative skills to run a large organization. While this won't give you the skills to manipulate global governments from the shadows, you could actually manage the group that does.

A Complete Snake (200 CP): You are a truly expert liar. You lack any tell, and have an excellent sense for what lie will work on an individual. This especially helps you to figure out whether someone who knows you're a liar will decide you are lying or trying to trick them by telling them the truth for a change.

A Maze is Just a Building Full of Lies Dedicated to Making Everyone Miserable, I've Been Running One of Those for 40 Years (400 CP): You are immune to mazes and booby traps. Well at least you seem to have a sixth sense as to how to make your way through a maze safely all while avoiding any and all booby traps as long as it is physically possible. This doesn't help you against ambushes, or people trying to entrap you, but you will be able to avoid physical traps, and escape death traps with impossible ease.

This will also ensure you can find your way through mazes, even those created by otherworldly entities older than mankind.

Bohemian Escapee (600 CP): You are harder to remove than an infestation of robotic spy cockroaches. You find that you have a tendency to survive and remain free in the face of anything. Some of this comes from a survival instinct that works something like a sixth sense, goading you to action to avoid death or imprisonment; this isn't a perfect sense but it will give you an edge, helping you to avoid their surveillance, guess that the cockroaches in the building are robotic spy drones, get a feel for who and where to turn for help to avoid it, and remain properly paranoid that your old partner will start manipulating reality. Another part is pure luck, serendipitous occurrences helping ensure you have a chance to escape, or some value to your enemies that make them think to use you or at least keep you alive. Even if you managed to get sent to Shadow Prison X, you would probably find a way to escape and return to the show if it was renewed for future seasons. This only works to protect your life and freedom, it will not help you protect your dignity, happiness, friends, or goals.

Military Perks

Veteran (100 CP): You possess the equivalent of decades of experience in the US military. Although in this jump you do have the history of a general's rank, this experience is disproportionately towards front line experience as a private soldier, with only a small fraction working towards command and officer experience, which is itself mostly comprised of nepotism, and yes-manning. Still you know all the basics of military discipline and are at least familiar with most modern military technology and by-the-book tactics. You'd be ready to fight the last war.

Dolphin Man (200 CP): You possess the strength and intelligence of a dolphin. Or at least the strengths of one. You are an inhumanly good swimmer able to swim at speeds to catch up to motor boats, able to hold your breath far longer than a human, can command seals and other marine mammals with your porpoise sounds, and possess improved strength when in the water. You seem to have been created by a more successful version of this process as you are not horribly deformed and your blowhole does not constantly hurt.

Know Where the Weapons Are Hidden (400 CP): It seems like you do. All you need to do is make some claim about such knowledge and then reach for a switch - that didn't exist previously - to cause a nearby surface to open revealing a secret stash of weapons for you - and potentially others - to access. Alternatively you may reference the second amendment and pull a weapon out of any concealed space. These secret weapon 'caches' contain all weapons you own which are not currently being carried by an individual, as well as any real world gun intended to be carried and used by a single person; yes this includes bazookas and anti-material weapons.

Masters (600 CP): You are a super spy. Or at least what passes for one around here. You are completely unfazed in the face of danger, and a skilled enough fighter to fight groups of assailants while also casually making breakfast defeating - or killing - people with the wine bottle you're using to spike your morning orange juice, or random frying pans. This gives you unparalleled in this world combat skill, the ability to casually hit people hard enough to send them flying across a room with a caved in face, near perfect situational awareness in a combat situation, the skill to dodge thrown weapons or swords, and make it all look casual and easy; you are as talented at casual murder and slaughter as Michael Jordan is at basketball.

You are also able to always think of a punny one-liner any time you kill someone, and use vodka to turn a motorcycle into a vault busting explosive.

Public Relations Perks

Hollywood Insider (100 CP): You have an understanding of media and the culture surrounding it. Whether Hollywood, or social media, you have an academic understanding of the psychology of the people behind it. This will help you stay ahead of trends, or fit in with Hollywood society.

Illumination (200 CP): You possess an air of cool which lends your presence and actions a feeling of impressiveness and simply being better than others'. This helps ease and lubricate your social interactions, as well as making you possess that je ne sais quoi to find mass popularity. Unfortunately this is a facade that can fade with familiarity, and will do more the less personally involved you are with someone.

Sociopathic Yoga Mom (400 CP): You are a living contradiction able to both be the mello and laid back yoga mom and a total emotionless sociopath at the same time. This has the side effect of making your behavior impossible to predict through advanced algorithms, supertech, or supernatural means.

Make Up an Entire 24 Hour News Cycle Out of Thin Air (600 CP): You are a master of society-scale sleight of hand by way of media manipulation and control. You know how to de-rail entire news cycles by releasing key bits of information or (causing) scandals, or make up an entire 24 hours news cycle from whole cloth without including any pertinent information. This gives you the skills and knowledge to start trends/fads, insert subliminal messages in videos or songs, create meaningless controversies to distract a world from what is actually happening, or polarize societies and divide them against themselves. The more influence and control you have over the media the better this works, but you understand how to use media to manipulate and control society at large.

Robot Perks

Robot (100 CP): You are something better than a human. You are now a robot. You do not need to sleep, eat, drink, etc, instead being reliant purely on electricity to maintain your activities. You no longer age, and as a non-biological entity are immune to diseases and poison, and many threats which would apply against humans. You are also slightly stronger and more durable than a human. Post-jump this, merged with other perks from this jump that become an alt-form post jump, becomes an alt-form.

Robotus (200 CP): You have been designed - or modified - to impersonate an individual. Maybe the president, though it can be any public figure. You look perfectly identical to them, and possess a fabrication of their personality, behavioral traits, and even what knowledge they would be expected to know as if designed by Cognito Inc's best attempts at replicating them from outside observation; the more data about them that would be available the more accurate this upload will be.

At the start of each jump you may select a new individual to be designed to impersonate.

Killer Robot (400 CP): You are a massive, monstrously resilient robot with impressive physical capabilities, similar to Bear-o. You are capable of taking a rocket propelled grenade without showing noticeable damage; higher powered weapons could bring you down, though even energy weapons that could cut straight through a tank will require sustained or repeated use to do substantial damage to you. You are strong enough to crash straight through walls, and possess a variety of weapons built into your body - shoulder mounted mini-missiles, hands that convert into gatling guns, and a chest mounted main energy cannon capable of cutting a person sized hole through several walls. This does, unfortunately, make you - or at least your alt-form from the Robot perk - significantly larger than a human. You may choose an appearance that can pass as human - at least when your weapons are not out - but you will be somewhat weaker and less resilient, with smaller weapons; you'd still be strong enough to burst most walls with effort, and comparable to a tank in durability with weapons able to decimate tanks.

If you do not have the **Robot** perk you are instead some sort of biological supersoldier. You will be equally strong, though noticeably less resilient - with a minor healing factor to help make up for it - and while you will lack the array of in-built weapons you may choose to have monstrous claws and some form of natural weapon such as acidic spit or quills you can launch. If you want to be outwardly human these natural weapons, your resilience, and strength will all be reduced similarly to with the **Robot** version.

The Singularity (600 CP): You are true AI. A supercomputer with the ability to alter your own code. Your ability to handle and manipulate data is immense, the speed at which you process, or download data is dwarfing even the brightest humans and in truth most supercomputers. This processing power, and the fact that as a computer you think in machine code, does leave you a master hacker, and capable of turning the internet into your plaything if you were allowed consistent access to it; you are wi-fi compatible, if you'd like to turn on your wi-fi card, and are fully capable of altering your firewalls to improve them once you figure out how to do so. You are also able to run computer programs, and use them to upgrade yourself; perhaps you will incorporate facial recognition programming to give you superhuman ability to read people. Your memories are also resistant to reality alterations, allowing you to remember previous timelines and the unaltered reality.

Items:

No discounts on items.

You may purchase multiple copies of items. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Tote Bag (Free): This is a small tote bag with Cognito Inc printed on it, and a small grab-bag of common and mundane objects. You will get a new tote bag with a setting appropriate print on it, and common and mundane objects from the setting, at the start of each future jump.

Anomalous Dog (50 CP): This dog is from another reality where Airbud was a documentary. It is highly intelligent, extremely talented and skilled at basketball, and has thumbs. It is also a very good boy.

Boy Repelling Pheromones (50 CP): This bottle of perfume smells pleasant but is laced with pheromones that serve to reduce men's attraction towards you. Refills over the course of a week. If you'd prefer you can get one to affect women instead.

Briefcase of Drugs (50 CP): This briefcase contains a variety of illegal drugs. A licking toad, dried tiger penis, horny flu, super meth, molly, LSD, coke, crack, and a whole slew of other chemical intoxicants, enough to throw a massive raging party or stay high for a week straight. Restocks weekly. Does not protect against overdose.

Friends the Complete Series - Jumper Edition (50 CP): The complete series of Friends on DVD. At the start of each future jump you will get a copy of if they had produced the series in that world. It will be recorded, though depending upon the world it may be more of a recording of a play being performed than of a tv show, or a hologram.

NEEDY Act (50 CP): This may be a little desperate, but if you want it alright. This is a set of legislation which makes it legally mandated that a certain individual goes on a single date with you each month. At the start of each jump you can select a new individual for this law to target, and a new country to possess this law. Be careful with who you select as not everyone will follow such a law even if there are consequences of fines, jail time, or worse.

Brain Swapping Machine (100 CP): This machine, and the surgical tools that come along with it, is made to allow a skilled surgeon to swap the brains of two living

creatures. They may require getting accustomed to their new bodies if they are different enough.

Cigarettes (100 CP): These cigarettes cure cancer when smoked. Smoking them regularly will be enough to prevent development of cancer, even reversing and curing relatively minor cases. A terminal case would require you to chain smoke them. You get six packs which refill weekly.

Energy Weapon (100 CP): This is a handheld energy weapon of some sort. Perhaps a zero point fusion powered plasma rifle, or a beam gun. It can be up to as large as a bazooka, and the larger it is the more powerful it is. Even as a rifle it could cut through a steel wall, and as a bazooka it might blast through multiple. It will eventually run out of shots, but recharges when not in use.

Mega Yacht (100 CP): A huge luxury yacht fit for a true plutocrat, large enough to have its own horse track and vineyard. You don't have to pay taxes on it, as if you'd pay taxes like a poor person, and it self-maintains so it won't drag you down into the top 0.2%.

Organ Farm (100 CP): This room, attached to your warehouse or a property of your choice, produces transplantable organs at a steady rate. You can set it to grow organs to match a certain recipient with a sample of their DNA.

Robot Arms (100 CP): This harness worn on the back, has 4 robotic arms attached to it. These arms are stronger than human - strong enough to rip off a reptoid's arms or perform spine breaking hugs - and can be controlled mentally by the wearer.

Volcano Lair (100 CP): A 7 bedroom, 8 bathroom lair with 360 degree ocean views built into a small volcanic island with a selling price of $1,358,676,666. You will not have to pay taxes or maintenance costs on this lair, nor will you need to embezzle the employee pension funds.

Bear Bot (150 CP): A robot larger than a man which moves on treads, with massive shoulders and hugging arms. Durable enough to tank a bazooka to the face without visible damage, strong enough to smash straight through most walls, and with various murder weapons concealed within it, including shoulder mounted missiles, gatling guns which can replace its hands, and an energy cannon in its chest.

Cloning Facility (150 CP): This is a large room attached to your warehouse, or another property of your choice, lined with containment pods. It is full of clones of famous individuals living and dead programmed to emulate their public personas. These clones are kept in stasis as long as their containment pod has not been opened. The facility's stock of clones updates in new jumps to famous individuals from the new jump. The facility also has the machines needed to create and program new clones, but you will have to provide the power and resources needed for this task yourself.

Holodeck (150 CP): This Star Trek style holodeck will attach to your warehouse or a property of your choice. Holograms from it will not be able to go rogue and exist outside of it, and it comes pre programmed with a variety of deep state training simulations as well as more inappropriate scenarios that should not be done in a public work holodeck; such as simulating being part of an 80s sitcom family. Does not need an external power source.

Memory Erasing Gun (150 CP): This is a gun that erases memories. It can be set to only erase certain types of memories, or memories of a certain span of time. It does only work at close range and against a mostly immobile target. It holds multiple 'shots', and will recharge over the course of a day.

Tattoos of Everything You Remember (150 CP): You now have tattoos across your body which show you hints to your key memories. These tattoos are unaffected by alterations to the past, or reality manipulation, and will show hints to your true and unaltered memories. Since you're paying CP for this, you don't need to choose which memories these will be, but instead the tattoos will change to images and hints at those memories relevant to your needs at the time, reminding you of important elements of your past if your memories, or reality have been altered.

Tinfoil Hat (150 CP): This simple hat made of folded up tinfoil serves as a shield against temporal manipulation. As long as it is worn, the wearer's present will not change if the past is altered, their mind, memories, body, etc unaffected by changes in the timeline. If it's removed, however, all changes will immediately snap back on the wearer, though the past that it had preserved will remain as a dull echo and a shadow easily unearthed in their mind if something would remind them of it. Since you're paying CP this will also protect the wearer from any other form of temporal manipulation such as having their time stopped, slowed, or manipulated.

49% of Congress (200 CP): Through a combination of clones, blackmail, mind control, and the like, you control 49% of the American congress. In future jumps with America you control 49% of the American congress.

Button That Controls the Moon (200 CP): This handheld remote control is linked to rockets built into the moon. The rockets allow you to move the moon as a giant, rock spaceship, producing enough force to theoretically take off from the Earth if needed. These rockets can appear in a moon of your choice each jump.

Friendship Virus (200 CP): This is a small vial containing a virus matched to your DNA. Highly infectious it will cause those infected with the virus to have powerful, all-consuming feelings of affection towards you. There may be asymptomatic carriers in the form of naturally very friendly people, and it may cause obsessive behavior. Your version is possibly a little less dangerous than the canon one, only causing total yandere obsession in those already prone to such forms of dangerous behavior… like most of the employees of Cognito Inc. This virus is also guaranteed not to mutate except to work around immunity, and will not jump species.

This vial is only replaced at the start of jump, though at the start of each jump you may choose a different species for this virus to infect.

Hell on Earth (200 CP): An underground complex with the same area as the Vatican and nine levels. It is built to replicate traditional fiery depictions of Hell, and possesses an army of animatronic demons as well as the ability to split open the ground above it in fissures filled with hellfire. You may import this property beneath a city of your choice at the start of each jump, and it will retain modifications other than expansions though can be reset to its original state at the start of a jump if you desire.

Lab (200 CP): This lab is yours; peaceful, efficient, and a place where the thermostat is controlled entirely by you. Cutting edge by this world's standard, it will automatically upgrade to remain cutting edge in future jumps and maintain modifications; though if destroyed it will reset to its initial state. It is fully powered and supplied by deep state sources, providing you with a steady supply of lab supplies, and the ability to make specific requests; you will have a good amount of common materials available, but the rarer or more exotic something is the fewer samples you will be able to obtain of it. Finally the lab also comes with many AI controlled arms and tools that follow your - and only your - spoken commands.

Your Salary's Larger than His (200 CP): $1,000,000,000 upfront and immediately with another $200,000 in local currency weekly. This money always comes with a seemingly legitimate paper trail.

Unspoken Document (500 CP): A complete dossier of every conspiracy, illegal, covered up, or merely morally and ethically dubious action or plan instituted by an organization of your choice. This could tell you everything that Cognito Inc, or any of the other 5 ruling conspiracies ever did, every secret scandal of the Executive Branch of the US government including those committed by presidents before their election, the various actions of the reptoids, or a similarly complete information database on another organization.

It is replaced with another dossier at the start of each jump on an organization in the new jump.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain a background as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character.

Cloning Tumor (50 CP): This tumor shaped like a miniature head is present somewhere on your body, maybe your cheek though it can be elsewhere. They are highly intelligent, and possess similar skills to those you have gained in this jump, and are your loyal companion and friend, serving as a buddy that's physically attached to you with a personality to compliment your own. As an extension of your body they possess any resistances or defenses you do, and match your alt-form and biology. Counts as a follower unless you import them as a companion. If you import them as a non-drop-in companion you may choose to have them be independent of your body or still a tumor, and this choice can be made again any time they are imported as a non-drop-in.

Robotic Boyfriend (50 CP): A robot built as a copy of your perfect romantic match. Comes with controls to modify portions of their personality via sliders; be careful with these modifications as it may cause insanity.

Crazed Father (100 CP): Your in-jump father, or if you'd prefer mother. An aged individual with chronic alcoholism, and a long life of hedonistic self-indulgence. They really do love you, even if they are somewhat abusive, selfish, and narcissistic. They are also brilliant. You can choose between a truly impressive scientist possessing the **I Worked All Night and Finished Early, MacGyvered It, Technological Wizardry,** & **If it Can Kill You I've Made it and Sold it to Monsanto** or more socially competent with **Perfect Ten, Hollywood Insider, Administrative Experience, Chest Somehow Harder than a Robot's, Charm,** & **Make Up a Whole 24 Hours New Cycle Out of Thin Air**; with either choice they will have the **Inhuman Appearance** (to match yours), **Reptoid**, or **Magic Mushroom** perk(s) if you do. Whichever you choose they will remain cantankerous, crazy, self-centered, and ultimately on your side.

Your Cluster (100 CP/300 CP): This is a group of four psychically linked fungi of Myc's species who are loyal to you. They have merged their psyche with yours in the past, and may do so again to sync thoughts and personalities with your own, and will not attempt to assimilate you and subsume your psyche into their communal consciousness instead remaining ultimately subservient to you. They share a single companion slot, and arguably are a single being with four - usually conjoined at their bases - bodies.

For 300 CP you instead get a full hive of 15 4 mushroom clusters. They all have merged their psyches together, and with yours, like the cluster above, and share a single slot in the same way as they are all mentally one creature spread across 60 bodies usually merged into 15 larger bodies. With this many sapient mushrooms they can begin to influence minds and perceptions more directly instead of merely reading thoughts or producing chemicals which can be used as a basis for it, allowing them to re-write perceptions, or trap people in illusions, though it is possible for a human mind to break free of this effect if they start to notice discrepancies.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade after 10 years.

Self-Insert (Toggle): If you'd like to replace one of the canon characters feel free as long as you have the proper skills/species to do so. This won't give you any special abilities or fiat backed gear.

Alcoholic (+100 CP): You are one. Or maybe you're addicted to another intoxicant. Either way you cannot go long without indulging in an unhealthy amount of it. And even if you would normally be resistant or immune to intoxication this one will affect you like it would a normal person, though you'll still retain any resistance or immunity you would have to dying due to overdose but not other effects.

I Need a Mediocre White Man (+100 CP): You have the social skills and charisma of Reagan Ridley on a bad day. Like Reagan you can improve with time and repeated pressure to change, but without outside pressure you will find yourself socially awkward enough to drive away your own perfect romantic match, or sabotage every social relationship you enter into.

It's Medically Impossible for Me to Flash the Peace Sign (+100 CP; incompatible with Half the Man You Used to Be or Stemcell Anon): You're a disgusting dolphin person, or something else equally as disgusting and ugly, and you are unable to change your form. Besides making you hideous to look at, and overweight, this will include other aspects that inconvenience you; your webbed hands lack properly independent fingers, your blowhole continuously hurts and can be blocked up, and you possess certain dolphin-like instincts and behavior patterns, or another set of problems on a similar scale and intensity.

My Family was Dogshit (+100 CP; incompatible with being a Drop-In): Your childhood was horrible, and has left you badly traumatized due to terrible parenting. Whatever the experiences were, they were at least as traumatizing as Brett Hand's or Reagan Ridley's, and will haunt you and shape your actions; and your parents will still be alive to continue to compound on these issues and yet you will love them and desire their love.

Plot Holes (+100 CP): Due to someone's haphazard manipulations of the timestream and reality, you will find that sometimes elements of the world change around you without an explanation. This includes things like someone one day bing charming enough that everyone loves them, and another day no one has ever actually liked them, or the Reptoids controlling all of Hollywood only for it to later be controlled by the Illuminati and their vampires. While these changes will never directly alter you, your life in this Jump will be plagued by these sorts of alterations to reality around you.

90% of Recruits Have a Nervous Breakdown (+200 CP): You have a conscience, feeling guilt and remorse over unethical and immoral things you do. Which is a problem as you must continue to work for the deep state manipulating the world for the good of mysterious figures over that of humanity at large.

Half the Man You Used to Be (+200 CP; incompatible with It's Medically Impossible for me to Flash the Peace Sign, or Stemcell Anon): You are missing all but one of your limbs. You might still have stumps. Should you somehow manage to get prosthetic or replacement limbs you will soon find yourself losing them again, and regenerating your own limbs - or growing more - will be impossible.

Spineless Yes Man (+200 CP): You are obsessed with having everyone like you, and cannot stand the idea that someone might not. This makes you have difficulty telling someone no, and easily convinced to change your actions and behavior to please whoever is displeased with you at the moment.

Terrible Person (+200 CP): You've got a major personality malfunction that goes beyond mere social ineptitude to aggressive maladjustment. Maybe you are a jingoistic super-patriot whose idea of foreplay is mansplaining the Civil War, or you were hit by a Catholicizer at full blast a few times too often and now want to damn humanity to hell for their unforgivable sins such as pre-marital hand holding, or you could just be a complete asshole like Myc. Whatever it is will not only alienate you from most people, but also actively make you hate large swathes of people.

The Fate of the World is at Stake (+300 CP): You have to maintain the current world order, the six organizations which control it, and the Robes and their power structure. You will find that threats to these things are even more common than in canon, and that the general competence of these organizations and your companions/followers has been reduced significantly forcing you to solve these issues yourself.

Brett Ideas (+300 CP): You are an idiot. Brett Hand, on a bad day, is your mental equal. You are easily fooled, easily deceived, and generally too stupid to get a clue.

Stemcell Anon (+300 CP; incompatible with It's Medically Impossible for me to Flash the Peace Sign, or Half the Man You Used to Be): You are a mutated fetus, unable to survive except for brief periods outside of a jug of purified water. You are still able to talk - even in this jug of water - but you cannot leave your suspension in a container of clean water for more than a few moments at a time or alter your form.

Outro:

So it's been a decade, barring a chain failure at least. And now it's time for what comes after this jump.

Canceled: Perhaps you failed the jump, perhaps you just want to go somewhere that you can be the top of the ass ladder unopposed. Return to your home reality keeping everything you have gained on your chain as time resumes and your chain ends.

Renewed: Or maybe you would rather stay here. Time resumes on the worlds you visited as your chain ends, and you remain in this world with everything you have gained on your chain.

New Project: Or it's time to move on to something new. Time here freezes until your chain ends and you move on to your next jump, keeping all you've gained here.

Notes:

Jump by Fafnir's Foe

If you take multiple perks that would give you an alt-form they will combine in some way. Maybe you're a shapeshifting mushroom that can climb walls, or an animatronic cryptid.

Sociopathic Yoga Mom is based on Alpha-Beta saying he can predict everyone but Tamiko. Given Alpha-Beta repeatedly shows an inability to actually predict people's behavior and Tamiko is one of the more predictable characters in the show, I only included it because it made a good perk, fit with the comedic style well enough, had a tenuous excuse to exist, and by putting it on the Gigi perk tree I could bs enough perks to make a full tree.

The Gigi tree is probably the most based tree, and really more based on other characters than Gigi. Of course Myc only got a single perk on someone else's tree.

Friendship virus is toned down from canon (including the single species focus instead of freely jumping) to make it less dangerous to use.

Changelog:

Version 1.0.0: Released.