





Generic Custodial Warrior

The custodial warriors are a strange lot, focused so heavily on the concept of cleaning and cleanliness that they've developed unique and varied abilities related to the task, becoming something more as these abilities developed. Acting as exorcists, undead hunters, medics, and custodians of haunted locales, the custodial warriors have a great many roles they can fill in the settings they appear in, offering much to the people.

You now count amongst their number and will experience this world of cleanliness for the next ten years… To help you along, you will need these;

+1000cp

Good luck and have fun, Jumper.

Setting

Choose any of the following.

1. *A Generic World of Your Choice*.
2. *Isekai World*. You've been taken from one world and thrust into another. If you lack memories of this world, this is the same as 1.
3. *A Portal Nexus:* This is a world that's filled with portals to various other universes that have custodial warriors in them. You can find your way back here after entering one of the portals.
4. *Supplement Mode:* You can choose to use this jump as a supplement and attach it to another jump.
5. *Crossover Mode:* Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Origins

There are no specific backgrounds here, the default is a Drop In. However, you can choose to have memories of this world applicable to the perks you've purchased.

Age and Sex

Age and gender don't make much difference in this setting so pick whatever you want.

If you choose an age under 13 or over 75, you gain +100cp due to the hardships such ages can have on you.

Perks

You get 5 Sanitation Tokens. These can be redeemed to get anything you want here for free, with a maximum of two Sanitation Tokens being able to be used for 300cp perks. You gain a single 50cp perk for Free.

Cleaning Expertise (Free): As a custodial warrior, cleaning is a major aspect of their abilities, so, you know the basics of cleaning effectively, ranging from how to dust without just spreading it around to what soaps to use for the best effects in specific scenarios to how to clear out a clogged chimney. These are all mundane skills, but they are efficient and easy to perform.

Hobbyist (50cp): Choose a sport or hobby, such as collecting, drawing, or the like, you gain five years worth of experience with the chosen hobby. This may include esoteric knowledge, such as the worth of various coins if you collect coins or knowledge of urban legends if you study or hunt cryptids. This perk may be taken multiple times, either increasing the amount of experience by 5 years or getting experience in a new hobby.

Craftsman (50cp): Choose a craft, such as metalworking, carpentry, or the like, you gain five years worth of experience with the chosen craft. This may include esoteric knowledge, such as the concepts associated with various woods as a carpenter on top of the physical properties or what different weaves represent in textiles. This perk may be taken multiple times, either increasing the amount of experience by 5 years or getting experience in a new craft.

Career Path (50cp): Choose a career, such as office worker, technician, or the like, you gain five years worth of experience with the chosen career. This may include esoteric knowledge, such as numerology if you are an accountant or color theory if you work in graphic design. This perk may be taken multiple times, either increasing the amount of experience by 5 years or getting experience in a new career.

Combat Skills (50cp): This perk gives you five years' worth of experience in various combat skills. You may distribute this experience across any number of weapons or combat-related skills, such as tactics, sapper training, scouting, or fortifying areas. This perk may be taken multiple times, increasing the amount of training you gain and can distribute by an additional five years.

Evercleansed (100cp): Your body and clothing are constantly cleaning themselves, as if by magic. This means that any dirt or grime that builds up on you will rapidly be removed, bad odors will be neutralized and scrubbed, and you will feel as clean as you would after just getting out of the shower. It will generally only take a minute, maybe two, to go from covered in dirt to completely clean. You can toggle this on or off at will.

Maintenance (100cp): You have a talent for keeping your belongings in perfect working order. You have the ability to figure out how to maintain just about anything to prevent it from breaking down, and if they are damaged, you can figure out how to fix them in some way. Additionally, equipment in your possession seems to pick up on this and will slowly regenerate from damage even if you don’t have time to or can’t figure out how to fix them normally.

Iron Stomach (100cp): You are inured to the foul smells, disturbing sounds, disgusting tastes, unsettling sights, and strange sensations that you are bound to come across when dealing with filth regularly. Your senses cannot be overwhelmed by extraneous stimuli in any form and your feelings of disgust from these sensations can be suppressed at will. This also grants you a great resistance to poison and disease.

Creature Comforts (100cp): In life, there can often be a great many stressors, both physical and mental, which can lead to a wide variety of aches and pains, not to mention the normal wear and tear of daily life. You, however, are immune to these small aches and pains, headaches, and will find that small nicks and cuts just don’t happen to you, though more serious ones still will.

Bootstrapping (100cp): You've gained the ability to have a constant awareness of everything at your disposal and insights into how it can be used in both the standard and not-so-standard ways. This includes things in your environment that are readily accessible to you. This doesn't give you the skill on how to do these things, but the awareness may be enough to get you out of a sticky situation.

Weird Wielder (100cp): You have an uncanny ability to use just about anything as an effective weapon, no matter how ridiculous such a notion seems. From brooms to buckets to feather dusters, you can turn them all into weapons, even something as absurd as using a carton of polish can act as an effective weapon in a pinch. This has the added benefit of allowing you to effectively use weaponry that is oddly balanced or unwieldy where their oddity becomes a boon rather than a hindrance.

Calm & Collected (100cp): You have the ability to keep a level head and remain calm at all times. Even when you are subject to fear, anger, or other extreme emotions, you remain able to think clearly and can keep a straight face. This also gives you greater control over your own thoughts and emotions, allowing you to recognize when they are being influenced by an outside source.

Observant (100cp): You notice little details and patterns that others may overlook, some of which may prove useful to you. This gives you an impressive degree of pattern recognition and the senses on par with the best a human is capable of having. You can also gain a great degree of skill as a detective, particularly in reading and understanding physical evidence and crime scenes.

Make It Shine (100cp): You know how to bring out the beauty in anything, be it a person, a place, an object, or the like, emphasizing its beauty in a way that keeps its core intact. This gives you skill in interior decorating, applying cosmetics, and artistic touch ups of all sorts. As an added benefit, you are naturally of above average attractiveness and your appearance is more receptive to such touch ups.

Waste Not Want Not (100cp): You get the absolute most out of nearly anything you deal with and never seem to waste any of what you have available. What little waste you do produce, however, can be put to use elsewhere with surprising ease. This is not simply for crafting. You will extract the most nutrients from food you ingest, keep full and hydrated for longer, and get the most out of your time sleeping, making all three more efficient and less necessary in general. Your ability to manage time and space as a resource is similarly astounding. This also makes you incredibly good at packing items into a particular space.

Well Maintained (100cp): With the training a custodial warrior undergoes and the rigors they go through to keep their body untainted, they tend to develop amazing physical capabilities. You are stronger, faster, and tougher than what is considered the peak of humanity into the realms of what comic books consider peak human ability. Your physical condition will not degrade from disuse or suffer from atrophy to any significant degree.

Leave No Trace (100cp): As a custodial warrior, it would be painful to mar your hard work after you were done, so, you've learned how to have less impact on the world around you. While this perk is active, you leave nothing behind as you move. No traces of DNA, no prints, no dust, no hairs, no blood, no sweat, not even a scent, as if you were a ghost moving through the area. Only if you leave something behind deliberately or turn this perk off do you leave any trace of your existence behind. Even your image remains unseen by anything other than the naked eye.

Diligence (100cp): Custodial warriors are never lazy. Laziness leads to a build up of filth, so this is trained out of them or they never become a full fledged custodial warrior. You can push through boredom, are incredibly patient, find it easy to motivate yourself, are resistant to depressive moods, and aren't discouraged from a task simply because it is difficult. This has the added benefit of making you learn twice as fast as normal.

Polite Company (100cp): You have undergone training in how to present yourself effectively to project a specific image and keep that persona up for long periods of time without it becoming your default. This has given you an understanding of public relations techniques and image training, as well as diplomatic skills of all sorts. However, the most important aspect of this perk is your ability to spin off a partition of your mind that will act in accordance with the image you wish to present and aid you in projecting that image. You can close off this partition at will.

Self Organization (100cp): An unusual technique practiced by some custodial warriors. You have established what is commonly referred to as a Mind Palace, allowing you to wander your mind and soul in a manner that makes it seem almost physical. This allows you to clean up your mind to refresh old memories, organize your thoughts, hide away elements you don't want to be known, and even find and clean away outside influences or corruption. This can be done while doing other things depending on your skill in using this ability. As an added bonus, you have a great deal of skill in meditation and auto-hypnosis.

Logistics (100cp): Resources are important for any profession, and the custodial warriors are no different as, without the right tools and supplies, they find themselves less effective. As such, you have sufficient skill in logistics and resource management to run an entire complex of buildings consisting of dozens of different businesses and keep them supplied long-term using only natural talent.

Handyman (100cp): Sometimes, maintenance isn't enough to keep something from breaking down, and with this perk, you can repair it. You have a great deal of insight into how to fix anything as well as what you may need to perform those repairs. This works on more than the material and can extend to mending a broken mind or similarly immaterial element. You also gain a talent for supernatural methods of repair and healing.

Good Rapport (100cp): You are able to easily build up goodwill with others very easily and aren’t subject to the internal biases that others may have normally, the sort of thing that would make someone decide they don’t like you on first meeting. They may still grow to not like you after getting to know you if you aren’t the kind of person they like, but it will never be an initial gut reaction based on biases, both hidden and not-so-hidden.

Stress Relief (100cp): You are gifted in the art of stress relief, able to perform various techniques often found at spas and resorts as a means to unwind those on the receiving end of them, as well as how to set up an atmosphere conducive to reducing stress as a whole. Moreover, you find that you are able to benefit from such techniques yourself and can use them on yourself easily.

Graceful (100cp): You have the balance and kinesthetic senses of a dancer and gymnast, the acrobatic and athletic prowess to match, and are incredibly surefooted even in less-than-ideal conditions. You could run across a polished and soapy floor in high heels without even a hint of slipping. Moreover, you can take advantage of such conditions to, for example, skate across the aforementioned polished and soapy floor to speed your travel up.

Lie Detector (100cp): Custodial warriors are trained to root out corruption and taint, and one of the easiest methods of uncovering such is to pierce through lies. You can easily tell when someone is lying to or trying to manipulate you in some manner. This won’t trigger from simple conversation, only when someone is deliberately lying or trying to manipulate you in some manner. This is useful for action-based manipulations as well, such as feints in a combat situation or picking apart sleight of hand tricks.

In Plain Sight (100cp): Whenever you don’t want to be noticed, you seem to just fade into the background as your presence and endeavors simply become harder to take notice of, even by those that actively go looking for them. Additionally, you can reverse this effect, making it so you can project your presence and make yourself easier to notice if you are so inclined.

Many Hands (100cp): Makes for light work. You have a talent for getting people to cooperate and work as a team, even in spite of any enmity between them, though this is proportional to the importance of what you are getting them to work towards. You couldn't have mortal enemies clean a house together, but could get them to put aside their hatred to save the world from being overrun with corruption. As a part of this, you are both an exceptional leader and can get a sense for how well certain people may work together, taking into account their actual skills and/or their personality. This is also good for matchmaking.

Wiped Clean (100cp): You have learned to suppress the signature of your supernatural abilities, and can do so passively, so long as you don't use those abilities, without any effort. Moreover, you can obscure your supernatural abilities while using them so long as you can apply your will to it. The stronger the ability, the more power needed in the use, the harder it is to suppress this signature, and if you don't have enough willpower to hold it back, it may become detectable again.

Medical Training (100cp): Given just how dangerous, not to mention messy, open wounds can be, many custodial warriors have picked up training as a medic. You know a great deal about first aid, how to mix basic medicines from various materials, how to dose someone effectively, and how to properly clean and care for various wounds. You are also exceptionally talented at identifying poisons, diseases, and infections of all sorts based on even the smallest of symptoms. Finally, this grants you a talent for all forms of healing, both mundane and supernatural.

Clean Bill of Health (100cp): The body of a custodial warrior is often far cleaner than the average person, both externally and internally, which has a marked effect on their health and recovery. You heal roughly five times faster than you normally would from any injury that doesn't instantly kill you. This also works for removing harmful substances from your body.

Softening (100cp): When one pictures the exercises a custodial warrior must go through to achieve their physical abilities, few would ever consider the yoga-like stretches they go through. These exercises can substitute for more intensive exercises and offer the same level of impact on your physical conditioning, directed by exactly which ones you utilize. Moreover, each exercise can be used in a more immediate sense, limbering up the body in moments, giving increased flexibility, or even giving an incredibly short-lived boost to your strength.

Emulsion (100cp): As a counterpoint to Softening, this almost martial art-like series of techniques allows you to put strain on your opponents, temporarily weakening them in a variety of ways. These are primarily physical in nature, putting strain on muscle and bone. However, there are a select few that you can learn or develop that can target the mind or spirit of your foes, albeit with difficulty. Most of these techniques require you to make physical contact with your opponent and are relatively short-lived in their effects.

Scents & Odors (100cp): Another, more unusual technique utilized by the custodial warriors. This technique allows you to alter your scent in a variety of ways and project that scent around you, controlling where it goes and how it flows through the air. This is commonly used as a means of silent communication. However, there is more to it, you can imbue these scents with additional, minor properties, such as making a scent repellent to certain creatures or covering up other odors that may be present. With practice, this could even be used to bolster your allies.

Polishing (100cp): A rather unusual technique, but one that serves the custodial warriors well. You have the ability to wipe away the impurities, defects, and metaphysical imperfections of something temporarily, rendering it more effective than it should be for a time. Polish a pair of glasses with this technique and you can see farther and with greater clarity, potentially even piercing through illusions while polishing a sword may have it act as if it were far sharper than it otherwise would be. This also acts to protect the object from negative influences. The more you polish, the longer this will last and the more potent the effects, though the latter suffers from diminishing returns.

Clearing the Field (200cp): Your skill in cleaning has directly translated into skill in combat, the two now inexorably linked together. Whenever your skills in cleaning improve, so too do your skills on the battlefield, and whenever your skills on the battlefield improve, so too do your cleaning skills. You can also translate your cleaning skills into the creation of weapons, armor, and other tools of war, with their skill similarly linked to your cleaning skills, especially when making weapons that double as cleaning tools.

Biofeedback (200cp): Also known as the Sage Arts or Life Return, you have complete and total control over your bodily processes and can move every inch of your body to your will. At base, this takes your reaction speed up to a higher level as your body reacts to your thoughts instantly and increases flexibility significantly, however, you can learn techniques that utilize this in a variety of ways, such as temporarily condensing your musculature, controlling your hair as if it were an extra set of limbs, kick your adrenaline production into overdrive, and similar techniques. This is an essential base for many combat techniques as well. Finally, this allows you to process and use all resources from anything you ingest without waste, resulting in you never needing to use a restroom unless you want to do so for whatever reason.

Harmony (200cp): Your abilities are shockingly easy to mix and combine, even those that should have conflicting natures, allowing you to utilize these abilities or powers in tandem even when they should be mutually exclusive or cause injury when both are used together. You also find that your abilities cannot harm you from their use. This even extends to external sources of power, though to a slightly lesser extent.

Speed Clean (200cp): Custodial warriors work efficiently and quickly in their specialty. You have the ability to accelerate what you are doing when you are in a calm and relaxed state, not primed for combat or stressful acts. At first, this will let you work twice as fast, but given time and practice, this could be improved upon significantly. Additionally, it is possible you could apply this, on a lower level, when under stress or combat conditions if you were to practice doing so, though this would take significant effort to accomplish and put strain on your mind.

Next to Godliness (200cp): Faith holds little sway for the average custodial warrior, however, a common saying is that cleanliness is next to godliness, and this does. You can add an element to any of your abilities, allowing them to have a greater effect on beings that are considered unholy, filthy, or otherwise tainted. Additionally, any abilities you have that rely on a deity to fuel are separated from that deity and fueled by another source you have control over.

Material Purification (200cp): You can draw out some of the innate properties of a material or substance and allow it to project that property in some small fashion, creating a Pure form of that material. This works best with metals, but can be quite effective with non-metallic materials. While a pure material is in contact with an individual, even through clothing, it grants a few minor abilities, such as Pure Silver having a disease-warding effect as well as a bastion against supernatural influences.

Purity (200cp): Your internal energies are exceptionally pure, free of impurity or corruption of any kind, rendering it more effective than it otherwise would be. Your internal energies are twice as potent and you have twice as much of it as another without this advantage. Additionally, nothing will ever be able to seal away, steal, corrupt, or otherwise affect your internal energies unless you allow it to happen in the first place.

Clean Energy (200cp): An incredibly odd but equally useful technique used by custodial warriors. Whenever you clean anything, you build up a form of supernatural energy within yourself, which can then be used in place of any other supernatural energy. On its own, this energy can be used to replenish your stamina, provide minor healing, stall the effects of poison or disease to allow the body to purge it naturally, or substitute for food, drink, or sleep. You can store any amount of this energy but must replenish it manually by cleaning. The dirtier something you clean is, the more energy you build up, but even simply going through the motions will provide some energy.

Elbow Grease (200cp): With the way that custodial warriors train, they have been known to be able to bolster abilities that, by all rights, should be impossible to train. You are able to refine and improve on any and all abilities you may have, even those that should be entirely static or shouldn't be trainable, though such abilities are slow to train. This can also work on abilities given to you by another entity, such as a warlock patron.

Custodial Alchemy (200cp): Every ingredient and material has some magical property to it, on their own minor and inconsequential, but when combined with other ingredients or materials in the right way, can bring out magical effects all their own. While this can work with a wide variety of methods and materials, you are most proficient in the creation of magically charged soaps and fragrances that can carry a variety of effects all their own. These can range through the effects of most potions, though with trade-offs based on the items made. Soaps generally take longer to use than a potion but will last longer as a result while fragrances are easy to use and can apply to multiple people, but are short-lived.

Curse Breaker (200cp): You know a method to break down magical effects and, effectively, render them largely inert through an application of raw willpower. You can pit your will against a supernatural effect, magical or otherwise, weakening it and loosening its hold. This is best used against persistent or anchored effects. At first, this will only keep the effect from fully taking hold on yourself or another and possibly reduce the effects temporarily. At higher levels of proficiency, however, you could break the effects, though this has a chance of damaging the anchor if you are not careful or apply the effect too liberally.

Disaster Avoidance (200cp): You have an uncanny sense of when things are about to go wrong and things are about to get dangerous in one way or another. Imminent danger will give a sharp reaction, immediate and easy to notice, heightening your awareness for a few moments to help react to such danger. However, longer-term danger, such as a storm coming that you are ill-prepared for, will give a gut feeling about what you need to do to get through the situation, which will steadily grow stronger as it gets closer. This latter version only works on weather, natural disasters, or other passive threats, not on more active ones.

Interior Decorator (200cp): An interesting talent cultivated by some custodial warriors, they are able to shape the flows of natural energies within an area based on the placement of certain objects, the presence of certain colors, the textures of specific materials, and similar such things, creating an area where the energy naturally works towards a specific end. Work towards that end within the bounds of this area are enhanced as a result, such as a workshop designed to optimize workflow would allow for faster crafting speeds while a sparring arena would enhance learning and reduce injury chances for those sparring, but do not affect an actual battle.

Exorcist (200cp): Spirits, especially those that possess people, places, or things, are a thorn in the side of any custodial warrior that encounters them, but also a potential ally in rare cases. You can interact with spiritual entities that lack a physical form as if they did possess a physical form, expel them from a person's body, channel a willing spirit yourself, or otherwise interact with spiritual beings of all sorts.

Clean Inventor (200cp): There are many devices and innovations designed to aid in cleaning one’s home, and custodial warriors have taken to these devices well, becoming great inventors as well. You have a great deal of understanding and insight involving technologies of all sorts, as well as the creativity and raw intelligence to make good use of this heightened understanding. Moreover, you have a knack for technologies that produce clean energy.

Perceive the Hidden World (200cp): Sometimes, there is more there than one can easily perceive, from something as simple as frequencies of sound or light beyond what the common man can perceive to the outright supernatural hidden behind a glamour. You have the ability to unlock your senses to allow you to train them, expanding how precise they are, how far-ranging they are, and even unlocking new “modes” for your senses to allow for a greater ability to perceive the world through certain lenses or filters.

Freedom of Movement (200cp): Nothing ever seems to hold you down, in the literal sense. Attempts to hold you in place simply fail as you are able to slip through them with the greatest of ease, such that even someone physically keeping hold of you with an iron grip could lose their grip with a simple flick of your wrist. This includes when the environment seems to be trying to keep a hold of you, such as with vines or thorny brush that will attempt to catch hold of you and prevent your passage. This will even allow you to slip through extreme or supernatural means of holding you, such as sealing or a high-tech prison designed to hold you specifically.

Mixed Traditions (200cp): Everyone has a standard of cleanliness and how to achieve it, with unique solutions that actually work being quite prevalent, and custodial warriors learn them regularly. With so many different ways to do things, you've learned to take the various methodologies and traditions you've encountered, and will encounter, and combine them to create variations that can work in a way more suited to your needs and desires. You will need to experiment to find the best combinations for any given circumstance, but have a good sense of what may work.

This perk will work for anything, be it technology, magic systems, combat styles, or any variety of other techniques, styles, and traditions.

Helping Hands (200cp): A custodial warrior on their own can only get so much done with only two hands, so they've learned to exceed this limitation. Like a certain Devil Child, you have the ability to sprout duplicates of your various limbs and body parts off of surfaces you can perceive, including your own body or the bodies of others. These duplicates are as strong as your own and move to your will as easily as your own body, though you will also feel anything that happens to these duplicates as if it were happening to you, possibly even having signs of injury carry over to your body.

At first, you will only be able to sprout a handful of duplicates at a time, however, given time and practice, you may expand on the number you can manifest and find new methods of using this ability, such as overlapping limbs or body parts to improve their efficacy.

As a final bonus, this grants you exceptional skill in multitasking and improved proprioception, which extends to the duplicates you produce with this perk.

Magical Training (200cp): While not all custodial warriors know and utilize magic, a great many do, supplementing their martial talents with magic. This perk grants you the basics on how to use a particular school of magic as well as how it can be applied as a custodial warrior, with the potential for the magic to grow in strength and scope with enough training, though still restricted to its themes.

Some schools of magic are stronger than others and will have an additional cost to them, as shown in the entries below. If an entry has a cost listed, it is in addition to the base cost of this perk.

You can purchase this perk multiple times, gaining additional training in other schools or types of magic.

- *Custom (0cp/100cp):* If you have an idea for your own school of magic, you can make your own that is of a similar level to the options presented below. If your custom magic is strong or complex enough, you may need to pay an additional 100cp.
- *Utilimancy:* A simple magic that has almost no combat applications whatsoever and is more useful for household chores than anything else. Aids in cooking, cleaning, grooming, and other bits of household magic with mild healing as an added benefit, though more in the soothing of aches and pains than actual healing. Scour away dust, dampen a rag for better use in dusting, dry clothing fresh out the laundry, produce delightful scents and eliminate foul ones, sharpen knives, oil up a squeaky hinge, and much more are accessible and major components of this magic.

- *Technomancy:* The most modern form of magic, technomancy often emerges into communities that embrace both technological advancement and magic or in worlds where those without magic have progressed far enough that technology is a fair equal to magic. Technomancers use their magic to interact with and augment technology, improving the performance, hacking into them, or otherwise making the technology work for them. This is especially effective on electronics, though it will work on mechanical devices such as cars just as readily.
- *Hydromancy:* At its basest, most simplistic application, this magic is about the manipulation, control, generation, and destruction of water or water-based liquids and solutions. While this, on its own, will provide significant benefits, it also covers the ability to breathe underwater, to see clearly through water, and similar such magics. With enough practice, you may even go beyond simple hydromancy to include the more conceptual nature of water and what it can accomplish, though this could take decades. Other forms of elemental magic fit into this tier.
- *Preservation (100cp):* A surprisingly potent form of magic given its narrow definition, preservation magic is all about keeping something from happening. Keeping a potion's effects from fading, keeping a book from decaying, keeping your body from degrading, keeping an opponent from moving, preventing a poison or disease from taking hold, isolating the influence of demonic possession, or similar such things are all in the purview of preservation magic. This is commonly used to supplement other magics to, for example, prevent a normally weak barrier from breaking or to preserve the effects of another spell. These can cause a backlash if the effect is broken, however, such as the barrier in the previous example breaking from a strong enough hit.
- *Aura Infusion (100cp):* An odd magic developed by the custodial warriors. This magic relies on the projection of an aura from the body of the caster that, at a baseline, does little more than give a heightened awareness of the user's surroundings. However, by infusing this aura with a spell, effect, material, or some other medium, they can imbue it with new and varied effects, building up and creating entire libraries of auras they can project in combination. Progression in this magic is about how many auras you possess and can maintain at once as well as how well you can manipulate those auras. This can also be used to create anchored auras, though this requires a bit more effort and materials to accomplish.

Eliminate the Negative (300cp): Custodial warriors tend to work with materials that, while beneficial in some ways, are also fairly harmful in others, leading to them being double-edged swords. You, however, have found that these negative effects are washed out, much less harmful than they would otherwise be.

You find that the harmful side effects of any drug, performance enhancer, spell, potion, or other effect you come into contact with that has beneficial effects tied to them has those downsides reduced considerably, and possibly eliminated entirely. This even affects permanent forms of augmentation such as the surgical application of cybernetics, super soldier serums, or ritual imbuement.

Any downsides that remain from permanent augmentations can be overcome given you put in the effort and will never be out of your reach. Any negative effects from temporary augmentations will not linger for long after the effects have come to an end.

This will not ensure that you survive the process, just that any downsides resulting from the process are mitigated once they are completed.

Servant Savant (300cp): It is not uncommon for a custodial warrior to enter into the service of another, acting as a butler or maid to a powerful individual while also providing protection from a variety of threats. A few, however, have a knack for connecting with their employer on a more metaphysical level, granting them a unique path to improving their capabilities compared to their brethren. You count yourself amongst those that possess this ability.

You can forge a connection with another being over time through any combination of proximity, study of their habits, working for them in some manner, and/or earning their confidence, though other methods may exist. At a basic level, this bond allows you to anticipate the needs and wants they may have before they even have them, even if the events where they need it have not yet come to pass.

However, as the bond grows, you will develop abilities that represent the one you have bonded with and the duties they have given you throughout your time working with them. This is similar in nature to a priest and their god or a warlock and their patron, with you acting as the priest or warlock and the bonded individual acting as the patron, even if they are not aware of it.

You can potentially learn what some other custodial warriors have, turning the bond into a means of influencing and, with enough effort and practice, controlling the one you have bonded to, effectively turning them into a puppet for your own ends rather than being a simple servant and bodyguard.

While difficult, it is possible to forge and maintain multiple bonds. However, these bonds are individually weakened as a result, making them less effective as a whole.

Filth Eater (300cp): Most, if not all, custodial warriors will encounter a great deal of filth on their travels, and most will simply wash it away or die trying. Those known as filth eaters, however, use another, far darker method. Instead of cleansing the filth, they take it into themselves. Disease, poison, curses, taint, corruption, all things they are trained to be resistant or immune to, are instead absorbed and stored within themselves, becoming a source of power in its own right.

You absorb diseases, poisons, curses, taint, corruption, and other persistent, harmful effects into yourself. You gain the ability to make alterations to what you have absorbed, altering their effects and what they can do with each change you make, requiring an investment of time and will as you meditate on the process. In doing so, you can turn these sources of corruption and harm into boons for yourself or a weapon you can use against your foes.

It should be noted that this does not grant you any resistance to the effects of the things you absorb on its own. You will need to work quickly if you do not have any resistances or immunity already.

Green Warden (300cp): While the natural world may be all dirt and grime compared to a polished city, there is a beauty to it that the custodial warriors can appreciate… and that beauty can still be tainted and rendered impure. You gain an innate connection to nature and its flows, granting you a talent and affinity for anything related to nature in all of its forms, the ability to cultivate those talents through interaction and meditation, and the capacity to commune with and influence nature spirits or avatars of natural forces.

More importantly, however, is your ability to use these abilities to bind, contain, and seal away any sources of corruption, taint, or pollution. This comes with knowledge on how to reinforce such bindings, detect and interact with them, bypass them, and similar such skills that make you an effective master of sealing. You also know how to weave warnings and signs into these bindings that will show when they are weakening, which you can become aware of instantly if you so wish it.

Pure Existence (300cp): The thing often considered the peak of what a custodial warrior can achieve is that of the pure existence, a state where their very essence is so pure it gains a potent, metaphysical weight to it. Your abilities, techniques, and powers seem to have just a bit more weight to them, some indescribable property that makes them in some way more. Normally, this simply makes them a bit better than they previously were, however, when clashing against another force, this quality comes to the fore.

Your abilities become much better when going against an opposing force, seeming to simply become greater against a force that would counter it, resisting the effect or power attempting to counter it. No ability is absolute where you are concerned, no defense is guaranteed to counter you, no attack is guaranteed to hit you, and no spell is guaranteed to affect you if you don't want it to. This only gives you a chance, but that's a chance even against gods and beings on their level, despite the powers they may possess.

Scouring (300cp): The most destructive ability to ever be developed and used by the custodial warriors is that of Scouring, a technique that ensures that anything slain by the custodial warrior will not stain the world again. When you manage to kill something, you can ensure it will stay dead, regardless of what sort of magic or contingency it may have to revive itself.

You can also bypass many of the common means to avoid death altogether. Someone showing up as an illusion will be injured if you strike the illusion, a lich will find their phylactery crumbling as their physical body is slain, and clones will not awaken with the memories of the original even if those memories were already implanted, while already awakened clones will keel over alongside the original, even if you killed a clone.

You can be selective with the effects of this perk, allowing instances where many would die to only allow specific individuals to die. Finally, beings that can only be injured or slain under certain conditions are able to be harmed and slain by you, regardless of the conditions, you are their ultimate weakness.

Timeless Custodian (300cp): Many custodial warriors live far longer than the norm for their kind, their training fortifying their health and their training mitigating many of the natural toxins that would accelerate their decline leading to a longevity rarely seen in men. You will not suffer from age related degradation and will live indefinitely so long as you are not brought low by injury or disease. In fact, you suffer no form of degradation, atrophy, or decay as you age, be it physical, mental, or spiritual in nature. Instead, you seem to only ever grow stronger in these regards, with your potential effectively becoming unlimited as it will improve over time to match your growth. Finally, any permanent improvements you achieve are added to this perk and become fiat backed, including beneficial forms of physical, mental, or spiritual conditioning and the learning of new skills.

Seen It All Before (300cp): Custodial warriors see a lot of humanity, their demons and saints, and their penchant for screwing things up in the moment, especially to Murphy’s Law. You’ve learned to spot, and resolve, problems before they become problems, making everything run just a bit smoother when you are around, especially as you can passively extend this ability to your nearby allies, to a degree, allowing others to resolve these problems in the same way you can. This also stretches across a fairly large area, able to encompass entire swathes of countryside, so long as you have allies there.

However, this extends farther. Luck, fate, destiny, and similar phenomena are a problem that you can resolve just as easily as any physical problem, allowing you to break down the influence of fate, destiny, and luck on an individual, at least temporarily, while you face off against them. This may take time, but this can strip your foes of their plot armor, destined victories, and similar such factors, so long as you work towards it.

You are still able to benefit from luck, fate, and destiny when it is beneficial to you.

My Domain (300cp/600cp): Not all custodial warriors wander the world seeking out corruption and taint to wipe away, some prefer to remain in a single location, and some become that location. These individuals are far more dangerous in their domain, but lack much of that power elsewhere. However, a select few custodial warriors have taken this ability and found a new way to utilize this ability, reducing the potency and costs associated with it to make it more readily usable in a combat oriented situation.

With 300cp, you gain one of the following options. With 600cp, you gain both of the following options. Once chosen, these selections cannot be changed.

- You know the modified version, allowing you to quickly and selectively infuse your surroundings with a dilute form of your essence. This variation gives you a similar level of awareness as the original but lacks the binding element as the essence will naturally return to you over time or when you will it to return to you. This has the added benefit of making it so damage to the infused area doesn't actually harm you. The greatest advantage, however, is the ability to influence the infused area in much the same way as the original, however, this lacks the full breadth of power available to the original as you can only manipulate what is already present rather than being able to completely control the space as before. There are other uses that offer a more lasting boon, but cost you in spiritual strength much like the original ability.
- You know the original form of this ability, allowing you to slowly infuse your very essence into a location, gaining a steadily increasing awareness of that location until it becomes an extension of yourself. You can exert a potent influence over such a location, changing it to your will, even changing the internal and external dimensions separately, such that you could render the inside significantly larger than the outside dimensions. However, this binds you to the location you've infused as it becomes a part of you, and leaving it leaves behind the power you used to infuse into it. While this will not stop you from leaving, unless you've tied all of your power into the location, it will weaken you outside such a location. Damage done to the location may also harm you if it is significant enough, weakening you as the power is temporarily lost until you can heal. Reclaiming this power is possible, but it is a slow process that is mentally draining to accomplish.

The extent of these abilities depend on your spiritual strength, and should your spiritual strength change, so will your capacity with this ability, for good or ill.

You cannot use a Sanitation Token to gain this perk.

Items

You gain two additional Sanitation Tokens that can be used in this section only.

The Essentials (Free): A basic array of cleaning supplies, including brooms, mops, dusters, rags, trash bags, air fresheners, and a cart or duffel bag to carry it all. It also comes with a near infinite supply of non-allergenic gloves of an undisclosed, rubber-like material. Finally, there is a replenishing supply of soaps used for cleaning various surfaces and objects.

A Place in the World (Free/100cp/200cp/300cp): Not so much an item, but not quite a perk either, this option gives you a place in the world. This gives you access to a history in this world, however sparse it may be, along with just enough memories to allow you to fit in and any paperwork necessary to prove you exist in the setting, if that's a thing. However, if you want something more, you can spend additional CP or a token to do so.

For 100cp, you gain access to a small, but comfortable, home, improved knowledge of your starting location, people that you will know and have friendly relations with, and enough of the local currency or resources to get by, along with a job to make more if you are so inclined to such things.

For 200cp, you gain a larger home that is able to house a small family, more knowledge of the world at large, rather than just your starting location, trustworthy friends and allies you can call on for help or favors, a bit more of the local currency, and a source of income that doesn't require you to invest much time, though it isn't entirely passive, needing your input every now and then.

For 300cp or a token, you gain a full-on mansion with servants (which will act as followers going forward if you wish), even greater knowledge of the world at large, including the sociopolitical state of the world, a great deal of allies and friends, as well as some measure of political influence, coffers that carry a great deal of starting wealth, and an incredibly reliable source of passive income. This may come with noble title, if you so choose.

Each jump after this one, you can choose to apply these effects to your origin, even drop in if you were to so choose, though this would be limited to more academic knowledge and people that are more contacts or hirelings than proper friends and allies. It is enough, however.

Regardless of what level this is purchased at, you can choose the specifics of your history and origin within the bounds of the tier you purchased.

Custodian's Attire (100cp): An outfit designed to be worn by custodial warriors, it can appear like virtually anything but is naturally self-cleaning and self-repairing, insulates the wearer from diseases and toxins, produces a pleasant scent on demand, and minutely boosts charisma and awareness. Common examples include a jumpsuit, a maid or butler outfit, or a plague doctor's ensemble.

Purified Teas (100cp): A tea set with a wide array of teas that can be mixed within, from simple herbal blends that promote good health to more mundane blends that simply relax the body and mind after a strenuous day. These teas are akin to minor potions and tinctures, acting as a form of natural medicine, with the strongest of them being one that gives a quick and lasting boost to your energy. Alternatively, you can have these be herbal pills and medicines with the same effects, easier to carry and use, but none of the pleasant taste of the teas.

Hygiene Supplies (100cp): A collection of soaps, shampoos, conditioners, perfumes, colognes, lotions, and other hygiene products that all work exceptionally well and can remove and ward away even the worst of filth. Regular use of these products can increase your attractiveness over time, though it shows diminishing returns, and anyone can benefit from this quality. Each item has a label describing its effects.

Mark of Authority (100cp): A simple item that acts as a badge of office or a way of showing a position of authority, such as being a knight commander of the custodial warriors or the major domo of a nobleman's estate, ensuring those that see it treat you with a fair bit of respect from the start and makes your intent more clear to those you speak to, making miscommunication and misconceptions about what you say and do less likely when it would be advantageous to you. It is possible to lose this respect, which hinders the effects of this item. The item can be nearly any simple, mundane item that can be held in one hand or worn comfortably.

Exorcist's Kit (100cp): A collection of minor magical items useful in the exorcizing of spirits and demons ranging from holy water, holy symbols, aspergillums, censers, incense, and the like, with a replenishing stock of more potent items such as angel down and tears, sanctified earth, and devil's fuge, the rarer the material, the longer it will take to replenish, with a month being the longest it will take.

There are also tools for the purification of undead and other monstrous creatures such as wooden stakes, silver bullets, and the like. These similarly replenish based on rarity and take up to a month to fully replenish.

The tools here are perfectly functional even against more mundane threats, they are just meant for fighting the undead, demons, and other tainted or corrupted beings.

Jewel of the Servant (100cp/200cp): A simple piece of jewelry or token that doesn't need to be removed to sleep, this item allows its wearer to get by on less than they otherwise would, cutting their need for food, drink, sleep, and breath by a quarter what they would normally need and regulates their temperature, warming or cooling their body to a more comfortable range.

For an additional 100cp, this piece of jewelry can also store any excesses of food, drink, sleep, and breath the wearer would need, which can then be drawn on later to allow the wearer to gain the benefits of any of what is stored. Useful when you need to work through the night every now and then.

Armored Outfit (200cp): This outfit has the unusual ability to slot in armor, either in part or in full, into an extradimensional space linked to it. In doing so, this outfit gains the properties of the armor, including protective qualities, enchantments, technological features, material properties, and similar such enhancements. However, the outfit maintains its own weight, flexibility, and any properties it natively possesses. You may change the outfit attached to this extradimensional space, however, this takes a day to accomplish and while the change is happening you lose access to the benefits of the extradimensional space until it has finished.

The Workshop (200cp): A warehouse attachment that you can choose to import into a jump when you enter it. This is a large workshop that has a unique property to it, allowing anything crafted within it to become fiat backed such that if it is destroyed or lost, it will be fully repaired and will either appear in the forge, another designated location, or in the possession of the current owner after 48 hours. Such items will also be just a bit better than they otherwise would have been if made anywhere else.

Support Staff (200cp): An array of ten simplistic homunculi that will perform custodial tasks as if they were extensions of yourself, even allowing you to see, hear, and smell through them. They are nearly useless in a fight and have no will of their own but running them takes no focus from you as they have their own streams of thought you can use while they are active. They cannot stray far from you, only to around a twenty five meters, or they fall dormant, returning to your warehouse or another property you own within 24 hours of going dormant if they are not reclaimed or reactivated before that time. You can allow others to use these homunculi if you so choose and can revoke permissions at will.

Spirit Guide (200cp): You have been haunted by a ghost, but one that has decided they want to be helpful rather than a nuisance. This spiritual entity has knowledge of many techniques and abilities used by custodial warriors and is quite knowledgeable about cleaning techniques in general, enough so that he can feed you information about creatures you encounter and how they may be countered. They can also help you advance your skills as a custodial warrior, acting as a mentor.

However, that isn't everything they have to offer. This spirit is capable of possessing you, granting you a temporary boost in your capabilities as well as strengthening your soul and spirit, even protecting your soul at a base level. If harmed

In future jumps, they will gain additional information about the local power systems and may provide much the same benefit for them as well.

Custodial Tool (200cp): Be it a vacuum that can trap ghosts as easily as dust, a duster that can transform its feathers into a rapier blade, or a container that produces a near limitless supply of impossibly pure water that can wash away minor curses, custodial warriors make use of a wide variety of useful tools and weapons. This item represents these tools and each purchase will grant you one such tool.

No matter what form the tool takes, it is surprisingly sturdy and easy to both use and maintain, making it an ideal tool for any custodial warrior. Moreover, they can easily synergize with techniques you utilize with them.

Token of Promise (300cp): This item can take many forms, be it a coin, a crystal, a wisp of mist that acts like cloth, a chain with an accessory at the end, or any number of other forms. Regardless of what form it takes, this item has the same effect; By merging this item with another item, a process facilitated by the item itself, you bind the merged item to you, allowing you to summon it to you at will and granting it the ability to grow as you do. This can take many forms, from simply allowing the item to be trained as if it were a living being to absorbing the purified essences of things cleaned with it to simply letting it scale off your own growth. Each method of such growth has its advantages and disadvantages.

The token, once merged with an item, cannot be removed until the start of your next jump. Once removed, the previously merged item loses the capacity for growth and cannot be summoned to your hand, but it will retain any and all improvements already made to it.

Finally, the token will take on some of that growth and bestow it onto the next item it is merged with immediately, though this is a very small portion of what was gained by the merged item.

You may purchase this item multiple times.

Custodian's Prison (300cp): With how the custodial warriors focus on cleanliness and purity, it may come as a surprise that they are known to capture the creatures they fight against, and this is the tool used to do so. Taking the form of a sturdy container of some kind, which can be just about anything, even a ring with a hollow space if you were to so choose, this item has a potent enchantment on it that allows it to capture and contain an entity, binding it within, requiring you to pit your will against that of the entity, augmented by its power. A particularly powerful or willful entity will be harder to contain, though weakening them may allow you to do so anyway. The prison can only have one entity contained within itself at any given time.

Once an entity is contained and bound, you can draw on its powers for yourself, though they will be weaker, or use it as a supernatural battery. These can be used in tandem. Particularly strong, intelligent, and/or willful entities may be able to limit what you can draw from them, though your own will can help to bypass those limitations.

It is possible to speak with the entity contained, and they will both be able to understand you and respond, even if they lacked the intelligence or ability to understand prior. This is not an intelligence boost, it is the enchantments on the container interpreting the desires and will of the entity and relaying it in a form you can understand and vice versa for you to it. Because of this, you can make a deal with powerful entities that you can't normally draw power from, potentially allowing you to earn some of their power in trade for something they desire.

You can release an entity from the prison at any time, at will. They cannot target you after being released for ten years, after which they are free to do as they please. You can lift this restriction if you so wish.

Golden Reparation (300cp): This seemingly simple trinket is actually a potent artifact based on the art of kintsugi taken to an extreme level by the techniques of the custodial warriors. Made from the purest of gold and augmented with a number of secret techniques, this is one of the most treasured artifacts a custodial warrior could be bestowed during their time in service. It is often worn as a piece of jewelry, such as a ring or a pendant.

While in your possession, you can have Golden Reparation produce a waxy, golden substance that can infuse into an object, filling in any imperfections, rebinding broken parts, or even wholesale replacing pieces of the object that are missing or completely destroyed. The substance then hardens to resemble gold, however, it takes over for the replaced or repaired parts perfectly, but are less prone to wear and tear than the original parts they are replacing, and share this resistance with the rest of the object, albeit to a slightly lesser extent. This substance is somewhat limited in the amount that can be produced, about a hundred gallons each day, but more can be produced with your own energies or your physical, mental, and spiritual stamina.

Additionally, Golden Reparation can use this substance to heal, performing in nearly the same method as it would with objects, replacing lost parts or sealing over parts of the body with the produced substance which will act exactly like the flesh and blood it replaced. This will leave marks of gold on the body, though they will fade as the body's natural healing replaces these golden parts with the normal flesh of the individual. The substance can also be used to allow the user to exceed their physical, mental, and spiritual limits as it imbues its enhanced resilience to wear and tear to protect the wearer from going beyond their normal limitations.

Finally, should someone have Golden Reparation on them at the moment of their death, it will completely repair their body and bring them back to life at the cost of losing its power for ten years. This will automatically refresh itself at the start of the next jump as well.

You cannot use a Sanitation Token to gain this item.

Saint's Basin (300cp): A shallow bowl made of meticulously polished silver to give it a reflective surface, it is so smooth that no dust, dirt, or grime can cling to it, no matter what it is, and nothing seems to be able to scratch it. It is filled with a pleasant smelling liquid that has an iridescent sheen across its surface, it smells different to everyone, but is comforting and pleasant to them. The basin itself is anchored to a wooden stand.

Someone that washes themselves with the liquid within the basin develops abilities similar to those described in this document, with even just washing your hands in the liquid being enough to produce this effects, though it is a perfect soap for bathing in general. If you choose to, you can cause the liquid within the basin to evaporate rapidly and spread its effects to the entire world, spreading the abilities of the custodial warriors to the various denizens of the world. If you do, you'll get a new one at the start of your next jump.

You cannot use a Sanitation Token to gain this item.

Cleansing Springs (300cp/500cp): Be it a series of naturally occurring hot springs or a bathhouse of some description, this property provides you a significant boon in several ways. Firstly, the hot springs and baths have healing and cleansing properties that can neutralize most poisons, diseases, and curses with a soak in its waters, as well as healing over wounds and causing scars to fade.

Different springs and baths may have slightly different properties where certain characteristics are emphasized over others, such as one that may be able to regrow limbs but have almost no impact on diseases or curses while another deals with more spiritual wounds and curses but lack the ability to heal the physical body as well as the standard springs. There are dozens of such springs or baths, usually small in size, ready for use.

Additionally, the water from these springs is an incredibly potent catalyst for magical rituals, alchemy, and even for scientific experimentation, with different springs have different overall properties due to the concentration of minerals and energies within them. This is especially useful for those that aren't ingested but are instead soaked in through the skin of the individual.

This property can be imported into a location or remain a warehouse attachment. If imported, it may become a great source of income for you.

For an additional 200cp, there is a single spring that is hidden on the property that only you know how to access by default. This special spring grants those that soak in its waters a potent boon; it cleanses their body, mind, and spirit of all impurities that hinder them and their growth. While this doesn't grant unlimited potential, this greatly improves the potential of the individual, unlocks latent abilities, and returns any abilities that were lost, stolen, sealed, or otherwise made unavailable. .

You cannot use a Sanitation Token to gain this item.

Companions

You may spend your Sanitation Tokens to gain +100cp per token that can be spent on this section only.

Recruit Anyone (Free): Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import (50cp): You can import a companion, and they'll get 600cp to spend. They also get the 4 Sanitation Tokens, same as you got. Each additional purchase doubles the number of companions you can import. With four purchases, you can import all of your companions.

Fellow Custodial Warrior (50cp): This option allows you to create a new companion with 800cp and 5 Sanitation Tokens to spend, which can be spent the same as yourself. Each additional purchase allows you to create another companion. You can choose the specifics of their appearance and personality, though they are guaranteed to get along well with you.

Household Spirits (100cp/200cp): Small entities akin to brownies, domovoi, or similarly helpful creatures will inhabit any property you own, hidden from sight and performing household chores with surprising speed and efficiency. They have a simple contract that pays them automatically for this service, though they will not fight or otherwise protect your properties unless you pay another 100cp.

Should you do so, these entities will set proper wards and protections over your properties that can keep them safer from direct attack or natural disasters. The spirits may even use household items to counterstrike, making it seem like the very property itself is fighting the intruders. You can direct just how they respond to such intrusions.

Drawbacks

Leave When The Story Finishes (+0cp, Toggle): You can leave when you've brought the story to a conclusion. When the "canon plot" ends or is made completely impossible, you can go. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Longer Stay (+50cp): You'll spend 5 more years here. Can be purchased multiple times. Can only provide up to +400cp for an additional 40 years in this jump.

Grime (+50cp): For one reason or another, wherever you go, the world is just a bit dirtier, you can't escape it. Dust storms, mud-slicked roads, rats and insects, horrid smells, and the like are all just more common in this world and will be a constant thorn in your side as you clean up the results.

Lowborn (+50cp): You have little in the way of resources, born and raised on the lowest rungs of society. This will make your time here harder, but it is not insurmountable. An additional purchase will ensure hardships that drain your funds will constantly plague you for your stay, making it even harder to surmount the issues you already face.

Prejudice (+50cp): You will have to deal with a measure of prejudice during your time in this jump, whether due to your gender, your race, or some other quality. This will make your time here harder, but it is not insurmountable. An additional purchase will make this prejudice more intense and lead to some extremists targeting you.

Allergies (+50cp/+100cp/+200cp/+400cp): Dust, pollen, and mold, common allergens that can leave someone miserable. And you have such an allergy, one that will leave you feeling stuffed up, lethargic, and disgusting as your body tries to purge the allergen. With a single instance of this drawback, this is uncomfortable, but manageable. With a second instance, the allergy is more severe and, on bad days, will leave you nearly incapacitated without medicine. With a third instance, your allergy is severe enough that even light allergens can leave you gasping for air, and if it's really bad, could end with you falling unconscious. With a final instance, the allergy is absolutely life threatening. Each instance of this drawback after the first doubles the points you gain.

Interesting Times (+100cp): May you live in them. This will make your time here quite a bit more exciting as you will have little time to rest and relax. One event after another will need your attention on a nearly monthly basis. An additional purchase makes this a weekly occurrence and a final purchase makes it nearly daily.

Dust Bunnies (+100cp): In this world, there are creatures that emerge from filth, necessitating custodial warriors as more than simply a group that have turned cleanliness into a martial and mystic art. With a single instance of this drawback, these creatures are weak but mischievous, spreading more of the filth they came from. A prime example are literal dust bunnies. With subsequent instances, the creatures that spawn grow in strength. A second would allow for pests that can cause legitimate damage, though are rarely lethal, and need a bit more strength to kill off. A third would be where undead start to emerge from those allowed to rot without a proper funerary rite, dangerous and hard to kill. A fourth would allow for demons to arise, strong enough to kill and savage people as well as spreading their corruption in more subtle directions. With a final instance, great demon princes could emerge from deep sources of filth, beings that could be considered walking unnatural disasters that spread corruption with their mere presence.

Neat Freak (+100cp): Cleanliness isn't just a means to an end or a way of life like it is for many custodial warriors, it is an obsession, one born of fear. You have some mental condition that makes you need to keep clean, maybe you're a hypochondriac, maybe you have OCD, or maybe it's a curse that even the techniques of the custodial warriors couldn't break, the choice is yours. Regardless, you have a need for things to be clean, neat, and tidy around you, one that will distract you if you can't indulge it.

With additional instances of this drawback, however, the effects of this drawback become more severe. With a second instance, it takes on an edge where you start to experience itching, biting sensations as you are forced to suppress the desire to clean, ignorable, but even more distracting than the desire itself. With a third instance, however, it becomes a need, where suppressing it leads to increasing levels of stress and mania until you are allowed to indulge the desire to clean. With a final instance, you this build up of mania also comes with lowered mental stability, resulting in a form of true psychosis once your ability to hold it off breaks and you clean everything you view as filth, which may expand given the psychosis, with extreme prejudice.

Item Lockout (+200cp): Your items and resources from previous jumps are locked for the duration of this jump. A second purchase of this drawback leaves your warehouse similarly inaccessible for the duration of this jump. The second purchase only grants +100cp.

Power Lockout (+200cp): Your perks and powers from previous jumps are locked for the duration of this jump and you are reduced to just your body mod. A second purchase leaves you without your body mod as well. The second purchase only grants +100cp.

Companion Lockout (+200cp): Your companions cannot enter the jump alongside you and are restricted to your warehouse until the jump ends. Companions can still be imported, they just cannot leave the warehouse.

Total Lockout (Special): This drawback can only be taken if you have the Item Lockout, Power Lockout, and Companion Lockout drawbacks. If you do, you gain an additional Sanitation Token.

Delayed Gratification (+300cp): You don’t get access to any purchases from this jump, save for Cleaning Expertise, Hobbyist, Craftsman, Career Path, Combat Skills, The Essentials, A Place in the World, and whatever freebies you gain from your Sanitation Tokens, until after the jump ends. You may work towards learning the effects of the perks you have purchased, however. With an additional purchase, you only gain the benefits of Cleaning Expertise, Hobbyist, Craftsman, Career Path, Combat Skills, The Essentials, A Place in the World, and nothing else. You can still work towards learning the effects of the perks you have purchased.

Rival Custodial Warrior (+300cp): You have an enemy that has a custom build from this doc using 1000cp as well as their own set of Sanitation Tokens. They don’t like you and want to defeat you, though they don't necessarily want to kill you. Additional purchases can either cause you to get another rival or make one of your rivals willing, and possibly more than willing, to kill you. You only gain points for the first five rivals.

Alternatively, your foes may be similarly powerful entities aligned with filth, disease, decay, vermin, and other such things that the custodial warriors are trained to fight against. Necromancers, wererats, plague-bearers, mudmen, and any number of other types of people or monsters that may oppose you, for one reason or another.

Renown (+300cp): Your abilities and skills don’t stay a secret for long, everyone knows what you are capable of and it is easy for your enemies to find out the specifics. An additional purchase gives them a complete dossier of your abilities.

A Great Filthy Mess (+400cp/+600cp/+800cp): A war is brewing on the horizon as the filth the custodial warriors fight against rise in numbers, vermin, undead, disease, and so much more... it will come, and when it does, every warrior available will be expected to contribute on the front lines if it is possible to do so. You are a prime candidate and will be brought to the front unless you can find a way to avoid it. And should you find yourself on the front, well, you’ll find the fighting doesn't care so much about your neutrality or allegiance.

For an additional 200cp, you are already on the frontlines and the war has taken hold from the very beginning. You will be entrenched and expected to provide as much support as possible against the forces of your foes, along with the other custodial warriors and common soldiers.

For an additional 200cp, separate from the option above, you are being hunted by all sides of this war for their own purposes, maybe you are considered a valuable asset, maybe they think you a war criminal or traitor, whatever the reason, you must evade them.

Choices

Now at the end of the jump you have one final choice to make… do you go **Home**, do you **Stay**, or do you **Move On** to your next jump?

Notes

As with all of My Generic Jumps, you can import items from past jumps into similar items you purchase here.

As with all of My Generic Jumps, if you have questions about specifics, just use what is narratively appropriate for your story, this is a generic jump and it is meant to be flexible and open ended for interpretation by the Benefactor for the story, and thus the writer of the story.

I use the term filth extensively in this jump. For the purposes of this jump, filth means things that are dirty, yes, but also things that are cursed, tainted, reviled, diseased, poisonous, decayed/rotten, or similar things. Vermin, demons, lycanthropes, undead, or plague spreaders would all fall into this category, as well as similar beings.