
inFAMOUS

INTRODUCTION

You receive 1000 Conduit Points (CP) to prepare yourself.

2010:

It all started so simply. Cole MacGrath, a courier working in Empire City, was hired to deliver a package. When he arrived, he was instructed by his client to open it. The next thing Cole knew, he was lying in the center of a crater, surrounded by destruction as far as he could see. If that weren't bad enough, he suddenly possessed superhuman abilities and the power to absorb and control electricity.

The parts of the city that were spared the brunt of the explosion didn't fare much better. The whole city was quarantined from the rest of the world as some kind of incurable plague spread throughout the population. It won't be long before other superpowered individuals or "Conduits" begin appearing, almost exclusively working for the numerous criminal factions such as the Reapers or Dustmen. Said factions seem to have a vested interest in terrorizing the already dying city. With Cole blamed as the cause of this disaster, he must decide whether to become the villain this city already believes him to be, or the hero it so desperately needs.

In time, it will be revealed that all this chaos was due to the machinations of an ancient secret society known as the First Sons, led by a mysterious man known as Kessler who seems to bear a targeted obsession with Cole that predates him acquiring his powers. Should events proceed as expected, Cole will defeat Kessler in battle, but not before Kessler can reveal that he is Cole from an alternate future. All the incalculable suffering he inflicted on the world was all to groom Cole into the ruthless warrior that he could not be. All this, in the hopes of him defeating a mysterious creature. A living apocalypse known only as "The Beast".

2011

Kessler's prophecy came true. However, Cole's power was nowhere near enough to defeat the Beast. Empire City was annihilated. With few other options, Cole joined with the NSA agent Lucy Kuo to meet with Dr. Sebastian Wolfe in New Marais. Dr. Wolfe has created a device called the Ray Field Inhibitor that he believes will be able to destroy the Beast and cure the plague that has long since spread to the rest of the United States. However, New Marais is now under the control of an anti-Conduit militia group led by the charismatic Joseph Bertrand III (who just happens to be a former member of the First Sons and a Conduit himself).

Once Cole has acquired the strength to finally activate the RFI, it is revealed that the RFI would kill not only the Beast, but every Conduit and even regular humans with the dormant potential to become one. In this timeline, Cole willingly makes that sacrifice. Killing himself and millions of others, in order to save the lives of trillions more.

2018:

Cole's sacrifice was nowhere near as permanent as anyone expected. True, the plague was cured, but some Conduits survived the RFI for unknown reasons and many who had the dormant Conduit Gene began awakening to their power in response to emotional extremes, without any kind of external catalyst like the Ray Sphere. Some have theorized that the plague wasn't so much "destroyed" as "evolved" in order to not only make the Conduit Gene far more common, but much easier to activate.

The public perception of Conduits has only worsened over the years, to the point that the official term used to describe them is "Bio-terrorist".. Over the last six years, the Department of Unified Protection was established by the U.S. government to detain all known Conduits and imprison them indefinitely in their high-security detention facility: Curdon Cay. However, as the Government was attempting to phase out the functions of the D.U.P. to the military, three Conduits managed to escape.

One sought shelter in the longhouse of the Native American Akomish tribe. In the conflict, one such Akomish by the name of Delsin Rowe discovered that they were not only a Conduit, but a special Conduit that could copy the abilities of others. When Augustine came to detain the escaped Conduit, she suspected that the Akomish may have been harboring Conduits themselves. She then proceeded to use her power over concrete to torture countless members of the tribe, leaving them in a state that would eventually kill them. Thankfully, Delsin realizes that with his copy power, if he can get his hands on Augustine's power, he can remove the concrete shards from their body.

Delsin travels with his brother Reggie to the nearby city of Seattle where the D.U.P. now rules with an iron fist in search of the remaining escaped Conduits.

A New Timeline:

Perhaps your presence will change the course of events in an unprecedented direction. Maybe not. You start this Jump in the year 2010, at the same time Cole unknowingly detonates the Ray Sphere. You may choose to start anywhere in the United States, but Empire City, New Marais, and Seattle are where everything important will be going down. You must stay in this Jump for at least 10 years but can choose to stick around for longer if you really want to.

BACKGROUNDS

You may only choose one. Any background can be Drop-In. Choose age and gender freely. You may pay 50 CP to choose two backgrounds. You receive the same amount of perk discounts but can freely distribute them between the two perklines.

Drifter – FREE:
You've never really felt like you had any place in this world. Meandering through life, getting swept up in everyone else's bullshit. Maybe this is because you lack direction. Maybe this is due to external circumstances, like a criminal record. Bums, wanderers, deadbeats, dreamers, artists, etc. all fall under this category.

Fighter – FREE:
If life's taught you anything, it's that nothing ever gets better if you're too scared to get your hands dirty. Leave all the politicking to the weaklings. Maybe you fight for a higher cause, maybe you fight for survival, maybe you fight just because you like it. Soldiers, thugs, rebels, delinquents, officers, etc. all fall under this category.

Thinker – FREE:
With all the superpowered freaks running around, it's easy to forget that behind most monsters is a Herbert West or a Dr. Frankenstein that brought them into this world. Wherever your body may fail, your mind more than compensates. Nerds, scientists, hackers, government agents, and amateur inventors all fall under this category.

Speaker – FREE:
The pen really is mightier than the ~~sword~~ lightning rod. Even in this new age of freaks and mutants, your connections and silver tongue leave you more than capable of shaping the new world in your image. Politicians, government officials, gang leaders, preachers, businessmen, etc. all fall under this category.

GENETICS

You may only choose one. The only exception to this is Vampire, which can and must be taken alongside a second option from this section.

Normal – +400 CP:
A completely regular human. No special powers, no superhuman abilities, nothing (at least not from this world). Not only do you not have any powers, you fundamentally lack the potential to develop them. Even if you got your hands on something like the Ray Sphere, it either wouldn't do anything, or worse, kill you in order to awaken somebody nearby who happens to possess the Conduit Gene.

Taking this bars you from any purchase marked with [CG]. If an option has multiple tiers, only some of which require the Conduit Gene, the prices of those specific tiers will be marked accordingly.

Forced – +200 CP:
You naturally possess the Conduit Gene, but it was awakened through forceful means. This usually includes a Prime Conduit somehow transferring a lesser version of their power onto you. Your Conduit abilities are inferior in every category. Your physical abilities are barely any better than a regular human, and your Conduit power has nowhere near the starting power or long-term potential of a Prime Conduit.

Prime – FREE:
Your Conduit Gene has been fully awakened, either naturally or through something like the Ray Sphere. In addition to your own unique ability, your strength, speed, balance, durability, stamina, and regeneration are nothing short of superhuman. You can flip cars, keep up with motorcycles, run for hours without tiring, balance on a tightrope, leap off of high-rise buildings without injury, shrug off anything less than sustained gunfire, and regenerate from almost any non-fatal injuries in minutes or even seconds. You are resistant to drugs, poison, disease, or infection, but not outright immune. Conduits are inherently immune to the plague, but this has more to do with said plague being caused by the same radiation that gives them their powers.

The bodies and powers of Conduits are known to rapidly develop as they continue to use their powers, absorb substantial quantities of their element, or simply the more they subject themselves to conflict. It's unknown what, if any, the limit is for how powerful a Prime Conduit can become if given enough time.

Corrupted – +200 CP / +100 CP / FREE / 100 CP / 200 CP
You were once a human, but either through a Conduit's power or some unethical experiment, you have been deformed into something that could never pass as such. Against all odds, you have retained your sanity. You can think of yourself as a kind of body-focused Conduit. So you do not receive a conventional externalized Power.

Swamp Monster – +200 CP – Slightly larger than a normal human with physical abilities slightly above most Prime Conduits. But that's all you have.

Ravager – +100 CP – Similar in size to a city bus. Your physical stats dwarfs almost all Prime Conduits, and you also possess various biological abilities like impossibly fast burrowing or acid projectiles.

Swarm Lord – FREE – Very similar to the prior tier, but slightly stronger and with even stranger abilities like creating spores that burst into loyal drones.

Devourer – 100 CP – You are a colossal monstrosity that towers over small houses. It should go without saying that your raw stats and organic abilities would allow you to effortlessly reduce city blocks to rubble.

Behemoth – 200 CP – Similar to Joseph Bertrand III, you are a unique form of Prime Conduit. Your normal form is normally no different from any other Prime Conduit. However, your power allows you to transform humans, even those without the Conduit Gene, into loyal monstrosities akin to the above tiers of this option. The more energy you pump into someone, the more powerful monsters they become.

You can also transform your own body into an enormous insectoid monster that towers over all but the tallest buildings. For all intents and purposes, you're a kaiju. Your carapace is almost impenetrable to Conduit powers and modern weaponry alike, barring a few glowing weak spots that appear when you severely exert yourself. You can spew a cloud of acid or organic projectiles that spawn lashing tentacles and even some of your weaker (though still much stronger than any normal human) minions wherever they land. However, like how most Conduits struggle to control their power, losing your temper will force you to transform and leave you in a berserk state until you've managed to tire yourself out. With mastery, you may learn to control this transformation. Who knows, perhaps you'll learn how to contort the flesh of yourself or others in ways that don't involve becoming mindless grotesque monsters.

Vampire [FoB] – Free / 50 CP / 100 CP / 200 CP
You didn't misread that. You are a full-on vampire. You can drain the blood of mortals with a bite to instantly heal yourself and fuel various supernatural abilities like flying through the sky as a swarm of bats. The superhuman blood of Conduits is abnormally potent, enough to resurrect a vampire that was burnt to a crisp centuries ago. You can use vampire sight to see through illusions and differentiate mortals from undead.

You are extremely weak to sunlight, silver, holy weapons, fire, or getting staked through the heart. However, as long as you can avoid these weaknesses, you are immortal and almost impossible to put down for good. Blood is the only nourishment you can consume. You find it delicious and your instincts will make seizing it by force feel completely natural, if not outright addicting.

Higher level vampires can turn the living into vampires themselves. Most mortals will be enthralled instantly, but those with inhuman wills or constitutions can resist for a time. If you are killed, then anyone you turned that night will be returned to normal. However, upon the next sunrise, the change becomes permanent and even those who could formerly resist will be enslaved to your will. Even should you die, your surviving minions will think only of finding a way to revive you and further your goals.

Slasher – Free – The most common vampire. You resemble an ugly humanoid with batlike features. You possess inhuman strength, speed, durability, stamina, agility, etc. but not quite on the level of a Prime Conduit. You are far too weak to turn others.

Harpies – 50 CP – Similar to Slashers, but their Agility blows even Prime Conduits out of the water. On top of this, they possess the ability to instantly teleport short distances with very little cooldown. Still too weak to turn others.

Firstborn – 100 CP – You have completely mutated into a demonic bat monster. Your physical capabilities are monstrous, even by Conduit standards. You are capable of flight, can fire blood projectiles, and can turn mortals with a bite. You can shapeshift into a form that is outwardly indistinguishable from a regular human. However, you won't be able to demonstrate anywhere near your full power while disguised. Those with vampire sight can see through this with relative ease.

Ancient – 200 CP – Other than Bloody Mary herself, it's unlikely that any other vampire can come close to the power you wield. In addition to greatly enhanced versions of all the previously mentioned abilities, you have many stranger powers like sonic screams, telepathy, seeing through the eyes of your minions, levitation, and likely more. Unlike lesser vampires, you retain the appearance of a beautiful human unless reduced to a feral state by extreme pain or hunger.

Experiment – 300 CP

Similar to the unfortunate case of David Warner, you are the result of a First Sons experiment to determine the effects of repeatedly subjecting the same Conduit to the Ray Sphere's radiation. The results changed you into a multi-limbed monstrosity, albeit an obscenely powerful one. Your physical abilities dwarf those of Prime Conduits. On top of your main Conduit power, which is far stronger than that of a regular Prime Conduit, you have numerous additional powers that admittedly aren't as strong in their own right but collectively make you a force to be reckoned with.

David Warner was able to drain and weaponize bioelectricity from other living beings, see in infrared, "smell" someone on a genetic level, shapeshift, some form of clairvoyance, and who knows what else. Perhaps your powerset is something completely different. However, like David, your body relies on you draining your element to live. You must drain a substantial amount of your element at least once every couple weeks or you risk essentially starving to death.

The Beast – 1000 CP

Your existence shouldn't even be possible yet, but here you are. You are the Beast, or at least the same kind of entity. In simple terms, you are a Conduit for the element of "radiation", which happens to include Ray Field Radiation. You can act as a living Ray Sphere, sacrificing numerous regular humans in order to awaken the lucky few bearing the dormant Conduit Gene. To help with this, you possess the ability to peer into the bodies of others to identify the presence of this gene.

You possess numerous abilities such as telepathy, clairvoyance, teleportation, levitation, along with the ability to manipulate radiation, weather, gravity, matter, energy, and who knows what else. You can weaken or strengthen nearby Conduits or share some of your own powers with them. Even if you are completely disintegrated, your consciousness will remain, allowing you to slowly pull your very atoms back together. The only reliable way to kill you is to either nullify the Ray Field energy that fuels you or convince you to willingly transfer all your power to another Conduit.

You are able to assume the form of an enormous titan with skin akin to volcanic rock. This is a berserk state where you are unable to control your powers or utalize any particularly complex powers like teleportation. You are a walking catastrophe, destroying entire cities simply by walking through them. Not to mention you are tough enough for a point-blank nuclear explosion to be a minor inconvenience, not to mention actively feeding you, considering your element.

GENERAL PERKS

No background discounts. As stated before, purchases marked with [CG] cannot be taken by those with Normal genetics.

Power [CG] - FREE / 150 CP

All Conduits possess some special ability. For the most part this revolves around being able to generate, sense, manipulate, transform into, and absorb a specific form of energy or matter. We'll refer to these as "elements" for simplicity's sake, but Conduit abilities can be just about anything. Whether it's electricity, ice, neon, smoke, concrete, paper, glass, shadows, napalm, video, plants, wire, etc. Even if Conduits are limited to a single focus, their power can manifest in countless different ways and often in forms that make you question how that's in any way relevant to said focus.

Minor uses of your power like basic projectiles can be used pretty much infinitely, but more potent techniques will draw significantly on your reserves. You can either wait for this energy to slowly recharge or instantly refill it by absorbing an instance of your element. This also nourishes you and heals any damage to your body.

Conduit powers can gradually grow in power and versatility through prolonged use, exposure to substantial quantities of their element, or exposure to concentrated Ray Field Energy. The latter two methods are instantaneous, suddenly and permanently increasing their power and unlocking new techniques.

While you can choose pretty much anything as your element, that doesn't mean you'll be able to tap into the full extent of that power right away. The more inherently potent the element you choose, the more time and effort it will take to grow it to the point that it can do anything remotely impressive. So if you chose the element of "time", you'd likely only be able to repair simple objects at first, and it'll probably be decades before you can do things like traveling through time.

If you took Corrupted or The Beast in the Genetics section, then you don't get to pick, as you are already locked into the elements of "flesh" or "radiation" respectively.

For a plus-charge, you may choose a form of matter or energy native to a previous Jump that you have some supply of. Just recognize that you'll have to rely almost entirely on this supply and your own passive regeneration to fuel this power.

Karmic Alignments – FREE

At all times, you are subconsciously aware of any actions or decisions you make that would conventionally be considered "good" or "evil". You can always sense your ratio of "good" to "evil" karma. Committing to one extreme will affect the appearance of you and your powers, as well as making it significantly easier to learn or devise techniques appropriate to your alignment. Good-leaning techniques often focus more on precision and non-lethally disabling opponents, while evil-leaning techniques often focus on raw power and causing as much damage as possible. People may start to sense a kind of "aura of goodness/evil" emanating from you. This effect does extend to your other abilities, but this can be toggled if you wish.

Mutations [CG] – FREE, Optional

Some Conduits develop aesthetic mutations that out them as inherently abnormal. An electric Conduit might acquire glowing eyes and Lichtenberg-esque markings. An ice Conduit might have pale blue eyes, skin, and hair. In extreme cases, this can make you outright monstrous, with scale-covered legs and tentacles replacing your tongue. You may choose the extent of these mutations and whether they appear immediately or only manifest as you grow in power and/or wickedness.

Subdue – FREE [CG] / 50 CP

You can use your power to instantly non-lethally subdue any opponent that is unable or unwilling to resist. This is completely ineffective against exceptionally powerful enemies. For 50 CP, you are instinctively aware of how any supernatural ability you possess can be used in the same fashion.

Synergy – FREE [CG] / 100 CP

Conduit abilities have an odd ability to synergize with one another. Whether it's two Conduits performing a strong combo attack or one Conduit somehow acquiring a second ability that accentuates the other. Even supernatural traits like being a vampire have some kind of effect on Conduit ability, at least aesthetically. For a plus-charge this extends to all your supernatural abilities, allowing you to easily find ways to effectively combo multiple abilities together.

Heads-Up Display – 50 CP

At any time, you can toggle on a video game-esque HUD that informs you of various points of data such as your current health, energy reserves, and even your karma. If paired with the upgraded version of Cellphone, your HUD includes a minimap based on your phone's map function, even if it's just in your pocket.

Revolution Through Art – 50 CP
You consider yourself a bit of an artist. You are exceptionally skilled in a type of art, whether it be music, spray painting, calligraphy, sketching, sculpting, etc. You have a knack for finding ways to express your art through your supernatural powers.

Wear and Tear – 50 CP
Even if their bodies can regenerate, why does a Conduit's clothing always seem to be in perfect condition? By taking this, any clothing you wear are treated as extensions of your body for the purposes of any supernatural powers or traits. They regenerate when you do, they aren't damaged by your powers or transformations (at least no more than your body would be), they shapeshift alongside you and are subject to whatever other passive effects would apply to your body at any given time.

Heal – 50 CP [CG] / 150 CP
It's possible that you'll develop this ability naturally, but by purchasing this your Conduit power starts out with the ability to instantly heal someone of any non-fatal wounds. The process is easy and quick to perform, and the energy cost is negligible. For a plus-charge, you can extend this to any other supernatural powers, meaning you can use just about any power as a method of healing, even if it makes absolutely no sense, like healing someone by lighting them on fire.

Setting the Table [CG] – 100 CP
A technique discovered by the neon Conduit Abigail Walker. First, you must find a substantial source of your element, but instead of absorbing it, you overcharge it, causing dozens of nodes to scatter over a massive area and linger for several weeks. Most of these nodes provide a temporary boost to your Conduit abilities when touched, such as increasing your speed. A rare few nodes will be far denser and will provide a small but permanent boost to your Conduit abilities.

Enchantment [FoB] – 100 CP, Exclusive Vampires
You are able to use magic to cast self-sustaining illusions on inanimate structures that can deceive the senses of mortals. Whether you disguise a door as a flat wall, write messages that only other vampires can see, render structures invisible, etc. You can even plant audio recordings within special magic runes.

Person of Mass Destruction [CG] – 200 CP
You have a level of mastery over your Conduit power equal to 7 years of training. This won't impact how quickly your power develops going forward.

DRIFTER PERKS

Discounted to Drifters. Discounted 100 CP perks are free.

Urban Exploration – 100 CP

What is a city but one big jungle gym? You have an almost inhuman skill for parkour and freerunning. Whether it's using your ridiculous finger strength to scale the side of a building or jumping from roof to roof without ever breaking your momentum. You seem to have an instinctive sixth sense for navigating any urban environment, whether it's the sewer of your hometown or a city you just entered for the first time.

Golden Opportunity – 100 CP

You put the "artist" in "escape artist". There are few locks you can't pick, and even fewer prisons you can't find some way out of. This requires patience, as you wait for the perfect moment to spring your escape, but you never miss this opportunity when it finally appears. Depending on how thorough the security is, this "golden opportunity" could take months or years to appear, or maybe it might never come.

Vision – 200 CP

How enlightening… and disturbing. Somehow, you have acquired the ability to see the world as the Beast does. You can consciously toggle a kind of x-ray vision that lets you see into the bodies of living beings. You can instantly identify any abnormalities in their condition, whether they're infected with a disease or if they possess the Conduit Gene. Post-Jump you can also identify the presence of any genetic traits associated with abnormal powers or esoteric forces, even those that lie dormant.

Double Dip [CG] – 200 CP

Through some exceptional circumstances, you have received the power to control a second element with your powers. This shares the same energy pool and is refueled by the same source as your main power. The strength and potential of this secondary power is only on the level of a Forced Conduit, even if you're a Prime Conduit.
However, this still expands your arsenal and can likely cover for weaknesses in your primary power or be combined with it in creative ways.

Sure, Why Not? – 400 CP

Conduit powers are absurdly versatile, but sometimes you have to question if what they're doing has anything to do with their element. You have a similar ability to extend the applications of any supernatural power well past what makes any logical sense. Seeing visions of the past with electrokinesis? Healing people with smoke? Teleporting with cryokinesis? Go crazy! It will take time to discover all these applications, but the fact that potential even exists is plenty absurd.

Versatile Receptacle – 400 CP

The ability to absorb Ray Field Energy isn't actually a standard Conduit power. You can detect and absorb any nearby sources of Ray Field Energy or really any esoteric energy source. Absorbing enough of this will not only refuel your energy reserves for any psychic/genetic powers but cause them to permanently increase in power and mastery. The less potent the energy, the more you need to absorb for any significant gains. You may choose how you distribute this boost between your various powers.

First Spark – 600 CP

Cole is not a normal Conduit, and neither are you. In terms of any psychic or genetic abilities you possess, your powers start off far stronger, grow far faster, and have infinitely more potential than almost anyone else with similar powers. At first, your body may struggle to control all this power, so you may want to avoid getting too close to other people until you have that under control. In an alternate timeline, Cole's power was mighty enough to defeat a godlike entity such as the Beast and even send himself back in time. Who knows what you can pull off if given room to grow.

FIGHTER PERKS

Discounted to Fighters. Discounted 100 CP perks are free.

Improvised Arsenal - 100 CP

Most Conduits specialize in ranged attacks, but sometimes that isn't what you need. You now have the ability to focus the energy of any externalized superpower you possess into any melee weapon, whether it's a sword, baton, or just a metal chain you found lying around. This is only as powerful as the regular power but allows it to be used effectively at a closed range. You can only focus one power at a time like this.

Swamp Witch - 100 CP

Nix was a major threat to the Militia, even before Cole was around to lend a hand. Like her, you have a mastery of guerrilla warfare and terror tactics. You can always figure out how to give yourself an advantage over much stronger groups, and tactics that can strike fear into any who oppose you. Said tactics aren't always the most ethical, and are often downright psychotic, but you can't say they don't work.

Conductive Properties [CG] - 200 CP

Conduit abilities are versatile, but some abilities come far more naturally to some Conduits than others. You may choose one specific technique/attribute to specialize in. Not only are you guaranteed to possess at least one ability of this nature, relevant techniques will be far more potent and cost far less energy. Take Eugine's mastery over constructs, or Nix/Kuo's effortless ability to teleport by transforming into their element, or Abigail's numerous mobility-enhancing techniques, etc.

District Cleared - 200 CP

A little kindness goes a lot farther than you'd expect. Doing good deeds around an area will rapidly improve your standing in a given area and decrease that of your antagonists, even if the task itself is nowhere near significant enough to have that much of an effect. People will come to fear/love you, enemy factions will struggle to exert the same control in their territory, and you can even clear your name after a powerful government organization does everything in their power to frame you.

Baby Sitter – 400 CP

When others see a mindless beast, you see a valuable resource. You have somehow mastered the art of taming mindless monsters into loyal soldiers. Even if they are genetically hard-wired to be hostile to you and loyal to your enemies, you can effortlessly reprogram them to turn against their former masters. You can even train them in bulk. You could turn a small army of mutant zombies into your loyal pets in just a couple months or even weeks.

Redemption or Corruption – 400 CP

Who needs a conscience when they have you? When you have an enemy completely at your mercy and decide to spare them, at that very moment you can shift their morality in a direction of your choosing. In a single sentence you can convince a serial killer to switch to nonlethal methods, or a spineless nerd to brutalize anyone who gets in their way in the name of "justice". This has no effect on those who are unshakably set in their convictions or had little-to-no moral compass to begin with.

Power Sponge [CG] – 600 CP

Like Delsin Rowe, you are a unique Conduit that can mimic the powers of other Conduits. By grabbing onto the target's hand, you receive flashes of their significant memories and come away with a weaker copy of their powers. You can also absorb Ray Field energy or similar esoteric energies to allow your copied abilities to make instant leaps in power and mastery.

You can have as many powers copied as you want, however copying a new ability will place a substantial amount of strain on you. This will knock you unconscious and leave you unable to use any other copied abilities (or sometimes any copied abilities period) until your body manages to slowly adapt to the new power, or you can absorb Ray Field Energy to complete this process instantly. The more you use and master your copying ability, the less strain copying a new power places on you.

All copied powers draw on a separate energy pool, and you can only utilize the last Conduit ability you most recently absorbed the element of (you can switch between powers at-will post-Jump). Post-Jump you can copy any psychic or genetic supernatural abilities as you would Conduit powers. You may still choose a specific element from Power to represent the first power you ever copied.

THINKER PERKS

Discounted to Thinkers. Discounted 100 CP perks are free.

Concerned Citizen – 100 CP

When things are this dire, every helping hand is welcome. People show little resistance to you involving yourself in situations where you really have no business. Whether you're a bum that wants to help the police guard a high-priority prisoner or a Conduit that wants to join with a rebellion that hates Conduits slightly less than the regime they're rebelling against. This is only effective if you genuinely just want to help and those you're helping don't have good reason to mistrust you specifically.

What's Past is Past – 100 CP

There's something about you that people just can't stay mad at for long. Even if you are technically responsible for thousands of deaths and betrayed your best friend out of a selfish desire for power. You can eventually be forgiven for just about anything, as long as you are persistent in proving through your actions that you are sincerely remorseful and ready to do whatever it takes to make amends.

Open Sesame – 200 CP

Even with Conduits and monsters around, this era is called the information age for a reason. When it comes to hacking, there are few who can compete with you. Whether it's hacking police cameras or intercepting military orders. This extends to your ability to detect others trying to track or eavesdrop on you. If you want to disappear, even world powers would struggle to track you down through digital methods. If they can trick you to coming out on your own, however….

Redneck Engineering – 200 CP

Zeke's a bit clumsy and more than a bit crass, but he's no fool. Using nothing but literal garbage, he's been able to manufacture batteries, electric fences, spotlights that can destroy Corrupted, weapons that can channel Conduit powers, and more. You similarly have the ability to make ridiculously effective inventions with barely any tools or materials. Your creations can sometimes rival equivalents produced by the military or corporations (even if yours are much more likely to explode).

Seen it all Before – 400 CP

In any Jump you enter, you will possess detailed memories of an alternate timeline several decades in the future. You are a master of leveraging your "prophecies" to your advantage, whether it's seizing control of a secret society or setting up elaborate decades-spanning schemes. You may alter your history in future Jumps so you are some kind of time traveler, meaning you can potentially cross paths with your past self. You are unable to repeat whatever method you used to travel to the past.

Power Leveling [CG] – 400 CP

Whether due to training or natural talent, you have mastered your power to a level equal to multiple decades of constant battle. You're as close to total mastery of your power as any Conduit will ever reach. This technically isn't anything you couldn't eventually achieve with enough time, but you'll start this Jump already at this level. This does stack with Person of Mass Destruction, which will put your raw power at the same level as Kessler, though perhaps not his ridiculous versatility.

Firstborn Son – 600 CP

Though the Conduit Gene already lay dormant within humanity, it was technology that activated it, technology you are a preeminent expert in. Your mastery of Ray Field Energy and anything relevant to psychic/genetic abilities like those of Conduits, is equal to that of Kessler or Sebastian Wolfe. With enough resources, you could produce devices on the level of the Ray Sphere, RFI, Power Transfer device, and more. Dr. Wolfe even believed it was possible to create a Ray Sphere that didn't require sacrifices to use. Perhaps you'll be able to prove his theory one day.

SPEAKER PERKS

Discounted to Speakers. Discounted 100 CP perks are free.

Born and Raised in Texas – 100 CP

Your tongue isn't just silver, it's solid gold (metaphorically speaking). You are an absurdly good sweet-talker. Even if you're clearly an utter creep or sociopath, people can't help but want to believe that you totally aren't going to betray them the moment they're no longer useful. If you show a clear pattern of backstabbing anyone who trusts you, don't be surprised if people stop giving you the benefit of the doubt.

Forewarned is Forarmed – 100 CP

Only an idiot rushes into battle against an unknown enemy. You have a strong sense for when someone is hiding something, and how to make them reveal what that is. Whether it's trapping them in a situation where they need to reveal their secret or just torturing them until they tell you what you want. One way or another, you always get your answer. Whether you believe the answer you get is another matter.

Power Toggle – 200 CP

Conduits leading anti-Conduit factions is a weirdly common trend in this world. This requires the ability to either hide or fully control their condition. By taking this, you gain the ability to individually weaken or completely disable any supernatural abilities, along with any associated side-effects. This won't prevent them from being detected through an in-depth scan, but at least you won't have to worry about killing anyone who gets too close to you before you're confident in your control of your power.

Shady Dealings – 200 CP

When it comes to political corruption, some of it is due to systemic issues, but a lot of it is the fault of individual bad actors. In any organization you work for, you are given an absurd level of freedom and support to act. Feel free to strike deals with terrorists, commit unethical human experiments, and personally murder government officials who get in your way. As long as you produce good enough results to justify the expense, your superiors will actively help you cover it all up.

Attribute [CG] - 400 CP

Every now and then, a Conduit's power will display odd characteristics that render any instance of their element touched by this power into something far more potent. Perhaps you produce a tar that also serves as a potent psychoactive drudge, or maybe you can somehow seal away the powers of other Conduits by encasing them in your element. You may apply either of these or any similarly potent effect to any instance of your element that is produced or influenced by your power.

True For Thee - 400 CP

You have such absurd charisma that it borders on brainwashing. With some basic propaganda, you could convince an entire town to blame all their problems on a specific group with basically zero evidence, or to believe that you're the good guy when your people publicly rob and execute regular civilians daily. Even as you are actively mass-producing Conduits and monsters in your mission to eliminate all Conduits, the vast majority of your underlings won't question you for an instant.

Pyramid Scheme - 600 CP

Forced Conduits are nothing new, but Bertrand is unique in his ability to transform others into monsters like him, regardless of whether they possess the Conduit Gene. You similarly possess the ability to infuse others with a much weaker version of any powers or altforms you possess. You can devote more energy into a person to make them more powerful, but they'll never be anywhere close to your full power. Unless you take the time to slowly perform the transformation over several days, the process will drive them mad or even reduce their intelligence to that of a feral beast.

ITEMS & ALLIES

Floating discounts. Choose two 50 CP, 100 CP, 200 CP, 400 CP, and one 600 CP purchase to discount. Discounted 50 CP and 100 CP purchases are free. You may trade two discounts of a lower tier for one of a higher tier or vice versa.

Camera - FREE

Nothing much to say here. It's a decent digital camera that never seems to run out of memory or battery. It also doesn't seem to be affected by any Conduit powers.

Heaven's Hellfire - FREE

A popular RPG that revolves around summoning angels to help the weak or demons to punish the wicked. You receive a copy of the game and a console to play it on.

Refuel [CG] - FREE

As long as the presence of your element is even remotely probable in a given location, you'll be able to find a bizarrely high amount of it to refuel your powers. The more common your element is by default, the less noticeable this is.

Cellphone - FREE / 200 CP

A seemingly normal cellphone. It never runs out of batter and appears to be immune to Conduit powers. For a plus-charge, the map on this phone has been enhanced to track things that frankly make no sense, like nearby enemies, the influence of various factions in an area or even local "quests" or "collectables", whatever that means in the current context. Requires a network connection to function.

Faction - 200 CP / 400 CP / 800 CP

Your own personal faction. Whether it's a gang, cult, secret society, government agency, etc. Comes with countless suicidally loyal human minions that seem to repopulate when you aren't looking. For 200 CP you are comparable in size to the Reapers or Dustmen, able to seize control of half a major city with some resistance. For 400 CP you are closer to the D.U.P. or Militia, able to rule major cities with an iron fist and dare the government to do anything about it. For 800 CP you lead an enormous secret society like the First Sons. Your numbers are inexhaustible, your funds are practically limitless, and you have enough political power to bend first world nations to your will and cover up your blatantly illegal or unethical activities.

Companion Import - 50 CP, Can take multiple times

With one purchase you may import or create a companion with 600 CP to spend. They can gain more points from drawbacks. Each additional purchase doubles the total number of companions you can import/create through this option.

Companion Export - 50 CP, Can take multiple times

With one purchase you receive a slot that may be used to recruit any one native of this world as a companion, with their consent. Each additional purchase doubles the total number of slots you receive through this option.

Dead Drops - 50 CP

Hidden throughout this and future worlds are "dead drops" containing intel relative to the setting or your current situation. These can take the form of radio signals, USBs, carrier pigeons, magic runes, etc. You'll always have the means to track and decipher them. The intel is often informative, but rarely immediately useful.

Stencil Kit - 50 CP

You have the inexplicable ability to summon paper stencils and spray paint from seemingly nowhere and banish them just as easily. You can summon any color of paint or stencils in any shape you can imagine, allowing you to quickly create elaborate graffiti without any prior preparation.

Banner Man - 50 CP

A personalized outfit that perfectly suits your style. Part of this outfit has the inexplicable ability to slightly alter its design to suit your moral alignment. Becoming more aggressive the more people fear you, and more majestic the more they depend on you. Nobody seems to find this transformation odd, even if they watch it happen.

Amplifier- 50 CP [CG] / 100 CP

A custom weapon that can be used to focus your power for melee combat. This is especially handy for Conduits that normally rely on ranged attacks. This can be a conventional weapon, a specially made tool that's useless without your power, or a piece of garbage that just happens to be abnormally receptive of your power. For a plus-charge this can be used to focus any externalized supernatural abilities.

Generator – 100 CP
A portable generator that seems to generate electricity perpetually with no input. However, it isn't indestructible and the rate that it can output electricity is no greater than a regular generator, so don't expect to power entire cities with this.

Voice of Survival – 100 CP
Cameras, recording booths, and all the hijacking equipment needed to run your own TV hijacking operation akin to Voice of Survival. Whatever mechanism you use to jack the airways is untraceable, but only really effective over the range of a large city.

Apocalypse Prep – 100 CP
Food, medicine, batteries, clothes, pretty much everything you'd want to have on-hand when the world is collapsing around you. This could take care of three people for weeks, or dozens of people for days. Used supplies are replenished monthly.

Popup Clinic – 100 CP
In various spots throughout the city, you'll find numerous makeshift clinics. Whenever you are severely injured near one of these clinics (but not killed or captured) somebody will come along to drag your unconscious body to the nearest clinic.

Blast Shards – 100 CP / 200 CP
In future Jumps, you will frequently come across shards of minerals containing Ray Field Energy. This energy can be focused with technology to track, suppress, or enhance psychic/genetic abilities. If you have the ability to absorb such energies, you can directly enhance your own abilities. For a plus-charge you'll rarely come across much larger "Blast Cores" that are substantially more potent than the shards.

Dominion – 100 CP / 200 CP [CG]
A very small base like a rooftop or an abandoned shop that has all the bare essentials for long-term habitation or just somewhere to kick back at the end of a long day. If you're a Conduit, then this base is abnormally rich in your element, which seems to replenish overnight. For a plus-charge, this base supercharges your Conduit abilities within. For instance, if your power manipulated video this base would be full of TVs that allow you to temporarily trap intruders into a small virtual world of your design.

Ooparts [CG] - 200 CP
A peculiar device resembling a mechanical gauntlet. Wearing this substantially boosts your efficiency and control over your Conduit power. You'll find side-effects of your power greatly reduced, and it'll be easier to use more advanced techniques or even those that normally wouldn't be possible, while expending relatively little energy.

Bug Zappers - 200 CP
A device similar to Zeke's "Dunbar Beam" and the blueprints to produce more. These spotlights are (relatively) harmless to humans and Conduits, but effective against severely mutated, mindless monstrosities like the Corrupted. Weaker creatures will pop almost instantly, while stronger monsters just find it extremely painful.

Barbed Cross [FoB] - 200 CP
This is as holy as holy gets. Formed from a chunk of the cross used to crucify Jesus and silver from Solomon's temple, before being submerged in holy water and blessed by the big guy himself. There is no greater weapon against unholy creatures, even those of ancient power. Against anyone else, however, it's just a fancy cross.

Serial Bomber - 200 CP
An endless supply of time bombs. These are strong enough to kill any human and even greatly injure Prime Conduits. These have the same power as bombs made from Blast Shards, but they don't seem to actually contain any Ray Field Energy, so don't go trying to absorb them, if you happen to be a Conduit with the means to do so.

Lots of Guns - 200 CP
Firearms are dubiously effective against Conduits, but they work well enough against regular people. You have enough guns and ammo to personally arm a large street gang or militia. Pistols, sniper rifles, shotguns, assault rifles, RPGs, miniguns, the works. This doesn't include any mounted artillery like turrets or mortars.

Guy on the Inside - 200 CP
Wherever you go, you always seem to have a steady flow of insider information on the most powerful local faction. You'll be warned about major missions, disguised agents, hidden cameras, secret meetings, and other assets that might benefit you. Your informant is fairly low-level, so there's limits in what kind of intel they can get you.

Eyes and Ears - 400 CP
Everything you'd need to control the flow of information. Jamming towers, cameras, monitoring devices, drones, mobile bases to organize your resources, even devices that allow you to identify or track those with supernatural potential. You are somehow able to distribute these over the entirety of a massive city in only two weeks.

Black Tar - 400 CP
A replenishing tank full of the strange psychoactive substance produced by the Conduit Sasha. Those who are exposed to this liquid become highly suggestible and with the right conditioning, they can be quickly groomed into mindless slaves that will obey your will without question. Not even Conduits are wholly immune.

Forced Conduits - 400 CP
A small army of Forced Conduits or Corrupted. They share the same 1-2 elements, but individual power or mastery can vary. Lost members are gradually replenished through unknown means. If taken alongside Faction, then instead of a single batch companion, about 10% of your army will be made up of these Conduits.

Siege Engines - 400 CP
What exactly are you planning with this? Attached to your Warehouse or a property of your choosing is a hanger containing a practically inexhaustible supply of armored trucks, helicopters, mounted turrets, and mortars. As long as you have the numbers to pilot them all, you have everything you need to turn a city into a warzone.

Lurking Horror [FoB] - 400 CP
A sprawling catacomb located beneath a city of your choosing. Hidden within is an obscene quantity of white phosphorus. If used in conjunction with the various exits into the world above, you could engulf a massive city the size of New Marais in flames in a single night. Of course, anyone within the catacombs will be perfectly safe.

The Pit - 400 CP
Your own enormous prison designed to contain and research people with supernatural powers. Escape is impossible for all but the most obscenely powerful beings. This is likely related to the fact you also receive an infinite supply of restraints designed to weaken or completely suppress any supernatural powers when worn.

Stomping Ground - 600 CP
Your own city of similar size to Empire City. Even if you don't technically "own" this in any legal capacity, everyone within looks to you to determine how this city is run and no external government body is willing to intervene or even acknowledge whatever the current state of the city may be. Any unintentional collateral damage or casualties seem to somehow reverse themselves as soon as you leave an area.

The Big One - 600 CP
Whatever you're planning with this, I can't imagine it's anything good. You are somehow in possession of a nuclear ICMB and the infrastructure to launch it at a target of your choosing. You only receive a single missile, which is replenished at the start of the next Jump if used. Still, if you're in a situation where you need more than one nuke at your disposal, you likely have much bigger problems.

Ray Sphere - 600 CP
This small spherical device seems to constantly emit Ray Sphere Radiation. When activated, it awakens any potential Conduits caught in the blast by siphoning the bioelectricity of anyone unlucky enough to lack the Conduit Gene, who are naturally annihilated in the process. This can be used to further enhance the powers of any Conduits, but reckless use can cause severe mutations and mental degradation.

Power Transfer Device - 600 CP / 800 CP
When strapped up to a Prime Conduit, this device confers a lesser copy of their powers to others with the Conduit Gene, whether or not that gene has already been activated or not. This can be safely performed between two individuals or over several individuals through a prolonged multi-day process. This procedure can theoretically be used to transfer a Conduit's abilities to dozens of individuals simultaneously, but this will result in gradually increasing mental instability in the recipients.

For a plus-charge, this is no longer limited to Conduit abilities. This is now able to transfer a weakened version of any psychic or genetic power, regardless of its source. However, the recipient must still possess the Conduit Gene.

Ray Field Inhibitor – 800 CP

The RFI can be thought of as the polar opposite of the Ray Sphere. As the name implies, it nullifies Ray Field Energy, powers gained from them, and any ailments caused by it. However, the dark truth is that activating the RFI will kill almost anyone who possesses the Conduit Gene worldwide, regardless of whether that gene has been activated. By purchasing this, you receive a version of the RFI that can be attuned to similar esoteric energies in future Jumps. The more potent the energy you're trying to nullify, the more energy needed to activate the RFI.

Activating the RFI nullifies any malignant effects of this energy worldwide but also kills anyone whose physiology is naturally adapted to this energy. However, of those who should be killed by this, a small percentage (less than .1%) will be inexplicably immune. The exact criteria for this immunity is unknown. Not only that, almost as if nature is trying to restore balance, following the use of the RFI, random mutations will cause genetic attributes tied to the esoteric energy in question to not only appear with absurd frequency, but make them much easier to tap into.

This should go without saying, but there is no guarantee that you or your allies will be among this small percentage if you'd otherwise be killed by activating the RFI. You'll either have to figure out how to somehow shield yourself from its effects, or simply never use it to nullify any energies you personally need.

DRAWBACKS

Take as many or as few as you can handle.

Festival of Blood – +0 CP

In all likelihood, the Festival of Blood DLC was completely non-canon. But what if it wasn't? There are now overtly mystical elements hiding in this world, namely the ancient battle between demonic forces like vampires and the servants of the lord who oppose them. This drawback is required for any purchases marked with [FoB].

Wrong Turn – +0 CP / +100 CP

You find yourself in the timeline that Kessler originates from. On one hand, Kessler's machinations are a major contributing factor to the main timeline becoming such a shitshow. On the other, this world is woefully unprepared for the arrival of The Beast. For a plus-charge, you are unable to leave this Jump until The Beast is defeated.

Unsociable – +100 CP

You've got some major personality issues. Maybe you're an antisocial shut-in, a total hard-ass, or maybe just an all-around creep. However this manifests, it makes it hard for people to get along with you without taking the time to see past your quirks.

Haunted – +100 CP

You've lived a hard life. Whether it's losing everything you love, enduring unspeakable torture, or being betrayed by everyone you trusted. You find it immensely difficult to trust others and are generally emotionally unstable when reminded of your past.

Encourageable – +100 CP

You've never been one to look before you leap. You easily get carried away whenever things seem to be going your way and end up taking unnecessary risks without sparing a thought for how they might negatively impact you or your loved ones.

Hooked – +100 CP

You are hooked on some kind of vice to a dangerous extent. Whether it's sex, drugs, violence, gambling, etc. This will be a constant tax on your health and finances. Going clean is technically possible, but the withdrawal will be absolute torture.

Everybody Lies – +200 CP
No matter who you turn to, you'll find yourself getting manipulated, deceived, and betrayed time and again, even by those you trust most. Sometimes this deception is premeditated, other times it is simply a spontaneous moment of weakness. In either case, you'll have to make the difficult decision to either learn to forgive some of those who once wronged you or close yourself off and never trust anyone again.

We Protect Our Own – +200 CP
One or several of your loved ones is in great danger. Perhaps they are being held hostage, or maybe they are mutilated in such a way that you currently lack the means to heal. You are aware of a path to save them, but it will be exceptionally dangerous and will likely force you to make many difficult decisions. Whether that be doing their captor's bidding or diving into enemy territory in search of a cure.

Black and White – +200 CP
When faced with any given dilemma, you can only perceive two possible solutions: good or evil. Good actions involve helping or protecting others at your own expense. Evil actions are cold or outright cruel but more practical in the short-term. You are unable to even conceive of any options that are kind without being difficult or practical without being selfish. As far as you're concerned, everything is black and white.

Instability – +200 CP [CG] / +300 CP
Like many newly awakened Conduits, you struggle to control your powers. Take Cole as an example for what you'll likely have to deal with. Most vehicles, electronics, or weapons explode when he touches them, and if a regular person so much as steps in the same puddle as him, they'll be electrocuted to death. Most Conduits work past this after a few weeks or even days, but you'll be struggling with this for months or even years. This disables any perks that might allow you to disable your Conduit powers entirely. For a plus-charge, this instability somehow extends to all your supernatural powers from other Jumps, even those you've long since mastered.

Counterbalance [CG] – +300 CP / +0 CP [Mandatory Experiment]
Some Conduit abilities come with unique, debilitating weaknesses that pose a very real threat to the Conduit's life under fairly common conditions. Perhaps being submerged in water will cause your own power to turn against you and kill you. Maybe your body depends on you to drain your element to survive, causing you to rapidly degrade physically and mentally if you go more than two weeks without draining a significant amount of your element. Just to give two examples.

Trolley Problem – +300 CP [Incompatible w/ Wrong Turn]
You have been forced into a cruel ultimatum. If you are a Conduit and the RFI is activated, you are guaranteed to be killed. If you are a human, then you are infected with the plague and will die if the RFI is not used. It is impossible to cure the plague without dooming all Conduits and impossible to spare the Conduits without leaving all regular humans to die. If you do not interfere with the conflict around the RFI, Cole is guaranteed to make whatever decision leads to your death.

Criminal Record – +300 CP [CG] / +400 CP
You really messed up, and now your face and powers are common knowledge, making you a target for numerous anti-Conduit factions like the D.U.P. or the Militia. For whatever reason, your death or capture is a high priority for them, even over most other Conduits. For a plus-charge, your nature as an otherworldly being and all your tools and powers from past Jump have also been spread around. Depending on how much of a threat you pose, your existence could be treated as a threat to the entire world and treated with the appropriate level of severity.

Corrupted Data – +400 CP / +600 CP
Something has gone horribly wrong with your arrival in this world. Somehow, you've lost access to all your powers from other worlds. Luckily, you've gained the ability to absorb energy from blast shards or other sources of Ray Field energy. You will slowly but surely reclaim all your past abilities the more of this energy you absorb. You do not receive the ability to absorb this energy for other uses if you did not purchase Absorb. For a plus-charge, then you're sool. All your abilities from past worlds are sealed away until the end of this Jump and there's nothing you can do about it.

Dark Timeline – +600 CP / +1000 CP

Somehow, a version of you from an alternate future has traveled back in time solely to make your life a living Hell. They will target your loved ones, send legions of soldiers after you, and reduce the world to a nearly apocalyptic state, simply to make you suffer. Against all odds, they do have an understandable reason for doing all this (or at least a reason that you can comprehend) but you have no clue what it is at this stage. Eventually, you will have no choice but to defeat them in a duel.

They have all your abilities and have mastered them to a far higher level. However, whether due to age, damage from past battles, or a side-effect of time travel, their body and stamina have deteriorated greatly. They will kill you if given the opportunity, but deep down they are possessed by suffocating guilt and self-loathing, which will cause them to hold back, at least subconsciously. Should you defeat them, then in their dying breath they will show you a vision that explains exactly what they were trying to prepare you for. However, should you fail, they will take your place in your Chain in the hopes of dealing with whatever disaster awaits personally.

For a substantial plus-charge, their pursuit of you extends past this world. Even if you defeat them, they will manage to escape before you can finish them off. They will continue to randomly appear to torture you in future Jumps to the same severity they did here. The first few times this happens, they will manage to escape just as they did in this Jump. However, this "plot armor" weakens every time they are defeated, and after a dozen or so clashes you'll theoretically be able to finish them off for good. However, this raises even more troubling questions. If they're willing to travel outside of this Jump to prepare you for some dark future, then whatever threat they're grooming you for must be something that threatens your entire Chain.

Or maybe they really are just bat-shit insane and ultimately did all this for absolutely no reason. I'm not going to tell you how to write your Chain.

SCENARIOS

You find yourself at a turning point in history, one you must play an active role in. There are two paths ahead of you. How you go about achieving your goal is entirely up to you. All that matters is the end result. You may only choose one path.

Good Karma:

Your task is to bring peace and genuine trust between regular humans and Conduits. This is much easier said than done. Non-Conduits have every reason to fear the power of Conduits, and the vast majority of Conduits are inclined to abuse that power in such a way that more than justifies this prejudice. You must smooth over human-Conduit relations to the point that you can confidently assume that this peace will last even once you are no longer around to maintain it.

As a reward, going forward you will find it trivially easy to form peaceful relationships between species or factions that have every reason to be at each other's throats. Whether that mistrust is due to a long history of conflict or tangible logistic issues that make coexistence a logistic pipe dream.

Evil Karma

Your task is to create a world where only your kind can thrive at the expense of any others. If you're a human, this means eliminating or subjugating all Conduits. If you're a Conduit, this means creating a new world order where humans are either extinct or incapable of mounting any meaningful resistance to your rule. Like with the above path, you must ensure that this system is able to maintain itself long after you leave.

As a reward, going forward, you will find it trivially easy to mold the public's perception of any given "out-group". They'll be able to justify almost any level of cruelty, prejudice, or outright hatred against these groups, as long as they don't have a personal reason to empathize with them, like having a loved one in that group. How exactly your faction justifies this believed superiority can vary. Perhaps it is some kind of utilitarian ideal of allowing the few to suffer for the many to thrive. Maybe you are a powerful minority that subscribes to a "might makes right" philosophy. Maybe you don't need much justification and you're just a naturally spiteful lot.

ENDING OPTIONS

What kind of legacy will you be leaving behind?

The Lesser Evil – Go Home
That's it? You're just gonna pack your bags and run away from it all? You've decided to bring an end to your Chain and return to your original world.

The Greater Good – Stay Here
I guess you're really committed to shaping this world into something you can be proud of. You've decided to bring an end to your Chain and remain in this world indefinitely.

The Shifting Scale – Move On
"Good" and "evil" aren't something that can be measured in 10 short years. You've decided to continue your Chain into a new world.

CLOSING NOTES

Jump by Gene.

Regarding Conduit Gene:
If you choose to be a Conduit and Cole goes through with activating the RFI, you are guaranteed to be one of the lucky few Conduits that are inexplicably unaffected, like those that appear in Second Son.

In future Jumps, you will come across those with a dormant Conduit Gene. However, there is no way for them to naturally awaken without some kind of external catalyst like a Ray Sphere or the Beast's power.

Regarding Items & Allies:
The ability to "exchange" floating discounts can be chained. Like trading two 400 CP discounts for a second 600 CP discount and then trading your two 600 CP discounts for one 800 CP discount.

All items can be imported freely, as long as you're importing the same type of item.

Regarding Genetics:
Your powers and physical abilities as a Conduit will be treated as a perk post-Jump, not tied to any specific altform. Forms that drastically change your outward appearance will be treated as alt-forms after this Jump.

Lower level Corrupted are basically Forced Conduits and that form is their power, so they won't be able to manifest any special abilities outside of that form. As stated, Behemoth allows you to retain the physical abilities of a Prime Conduit and the ability to transform others even while not in your monstrous form.

Similarly, the bulk of your power as an Experiment is tied to your monstrous form. However, even while not in this form, you retain your primary Conduit ability and the physical abilities of a regular Prime Conduit.

Vampirism is treated as an altform, albeit one you can apply "on top" of any other form. In case you want to be a vampiric Conduit, dragon, alien, etc.

Regarding Seen it all Before:
If you do meet your "past self" this is the past of your origin in this world, not the past self of you, the Jumper, with all your OOC abilities. This is a completely separate timeline from the one you originate from, so whatever happens to your past self will not directly affect you in any way.

Regarding Power Sponge:
There is a lot that is never explained about Delsin's power. A healthy dose of fanwank is required to figure out what this power is capable of in the long-term.

When he copies a power, it's clearly at a weaker level than the Conduit he copied it from, but it's unclear whether that is due solely to how much longer the original users had to train their power or if copied powers are fundamentally weaker than the originals and always will be. It's possible that he can eventually master his base copy power to the point that he can utilize multiple copied powers simultaneously, but it's also possible that limit is locked in stone and no amount of mastery can overcome it.

We can surmise from the evil ending that eventually he'll be able to copy abilities without passing out, even if he's copying one power after another.