Universal Perks+ Supplement

v0.1 TheWalrus

TLDR, this is a list of Perks (and Items and Companion options) you can always purchase if you have CP available.

Somewhere you want to jump to, but no jump doc to take you there? This might help. This supplement can be taken as a standalone jump, see **Standalone Mode** below.

Wish one of these perks existed in a different jump doc? Lucky you, this supplement can be taken in addition as a supplement to any jump or gauntlet, see **Supplement Mode** below.

Perks

Perks marked with an asterisk* can be taken multiple times. Perks in this supplement cannot be taken at a discount.

Physical Perks

Health (50 / 100 / 200 CP) The Jumper has a naturally strong immune system and is not predisposed for any significant health challenges (including mental health). Even on a poor diet, the Jumper will be able to develop fully and remain physically fit. Their eyesight is good enough that they do not need glasses. The Jumper's teeth are straight and will not naturally develop any issues such as cavities with minimal maintenance. For an additional 50 CP (100 CP total), the Jumper will have a physical condition roughly equivalent to an amateur athlete of the setting. For an additional 100 CP (200 CP total) the Jumper will gain peak physical fitness.

Sleep (100 CP) The Jumper can achieve a full night's rest in half the time, though they may still sleep for eight hours if they wish. On its own, this does not resolve issues with the Jumper's ability to fall asleep in the first place (ex. insomnia), should the Jumper have any.

Mental Perks

Combat Nerves (50 CP) The Jumper can remain calm (to a reasonable extent) in combat situations typical to the setting and remain calmer than they otherwise would have been in atypical combat situations.

Local Language (50 CP*) The Jumper gains fluency in a common, living language of the setting they are jumping into or a dialect of a language they already know.

Martial Training (50 CP*) The jumper gains basic proficiency in a commonly practiced armed or unarmed combat style of the setting. Additional purchases grants proficiency in a commonly or uncommonly practiced (but not secret), armed or unarmed combat style.

Vehicle Operation (50 CP*) The Jumper gains basic proficiency in a common class of land-vehicle (or riding animal). Additional purchases grant full proficiency in a specific class of

vehicle operation (ex. cars, trucks, helicopters, airplanes, boats, trains, starfighters, warships, etc).

Circumstantial Perks

Affiliation (50 /100 CP) You begin the jump recognized as a low-ranking member of the protagonist's faction or group or soon will be given the opportunity to join; this does not grant other's past memories of you, just the understanding of belonging. For an additional 50 CP (100 CP total), this may apply to an antagonist's faction or group instead.

Basic Needs (50 CP) Each day, the Jumper will encounter enough food and water to avoid starvation and severe dehydration (though not necessarily without obstacles and it will not necessarily be pleasant in form). Each night, the Jumper will encounter a shelter that is relatively safe for the setting they find themselves in.

Minor Luck (100 CP) Unless they are a direct consequence of the Jumper's actions, they are rarely affected by significantly negative, unexpected events. They're not going to be randomly hit by a car or arbitrarily targeted by a bad actor.

Supernatural Perks

Connected (100 CP*) The jumper gains an affinity to the particular flavor of supernatural energy available in this jump (ex. a connection to the Force in Star Wars or the ability to harness Ki in Dragonball). This perk can be taken once per jump.

Meta Perks

Serving a Purpose (100 CP) The jumper can be inconvenienced and injured by the mundane and the random, but not in ways that prevent them from engaging with the world in interesting ways, unless they fail to involve themselves in the setting. They are granted comparable immunity to illness and disease as an average character would have within the setting they currently inhabit. Any death the jumper suffers will be an interesting one.

Outsider (600 CP) Jumpers are not of these worlds. The Jumper's actions are not bound by fate, destiny or divine mandate. They are free to shape the world, should they wish to. Being outside the tapestry of fate, jumpers will escape the notice of the weavers unless they begin pulling threads or working their own patterns. If the Jumper gives them the opportunity to see it, others will notice that the Jumper is inexplicably different - that the Jumper is capable of things they should not be. If they subvert the forces of fate often enough, others might begin to imagine the jumper to be a hero or a monster.

Protagonist Powers (800 CP*) The Jumper gains abilities equivalent to the protagonist of the setting this perk was taken in (not including training, experience, or memories). This perk can be taken once per jump.

Antagonist Powers (1,200 CP*) The Jumper gains abilities equivalent to the antagonist of the setting this perk was taken in (not including training, experience, or memories). This perk can be taken once per jump.

Items

Basic Items (50 CP) You receive a form of identification and an identity that can be found in any appropriate databases or registries. You receive two common sets of clothing, one pair of shoes, and a bag appropriate to the setting.

Companions

Below are options to bring existing companions to a new world, create new companions, and take canon characters as companions.

Companion Import / Create (50 / 100 / 200 CP)

- **(50 CP)** 1 companion
- **(100 CP)** up to 4 companions
- **(200 CP)** up to 8 companions

All of your imported / created companions each gain a background and +600 CP to spend on perks and / or items. They can't choose scenarios but can take appropriate drawbacks at your discretion. You may choose to upgrade a Follower or Pet to Companion status by importing them using this option.

Follower / Pet Import (0 CP)
The jumper may import followers and pets as Drop Ins at no cost. Optionally, minor details about them may be adjusted for them to better fit the setting. Followers / Pets imported using this option gain no CP and may not take scenarios or drawbacks.

Recruit Anyone (0 CP)
Anyone the Jumper invites to join them on their chain that agrees to do so (without coercion) can be imported as a companion in future jumps. "Recruit Anyone" is a perk that can be used in future jumps.

Game Modes

Standalone Mode

Choice Points: +1,000 CP
Duration: 10 Years
Background:

- **Drop In**: Jumper arrives as they were prior to the jump with no existing identity, relationships, or lived experience within the setting
- **Character Replacement**: Jumper takes the role of the protagonist or a supporting cast member, living their life, assuming their identity, relationships, and memories

Species: for Drop In, no change; for Character Replacement, whatever is appropriate

Age: for Drop In, no change; for Character Replacement, player's choice, whatever is appropriate
Sex: for Drop In, no change; for Character Replacement, player's choice
Appearance: for Drop In, no change; for Character Replacement, player's choice, whatever is appropriate
Location: in close proximity to the protagonist at the start of the story or wherever would be more appropriate
Perks: as detailed above
Items: as detailed above
Companions: as detailed above
Drawbacks: use one of the Universal Drawbacks supplements
Ending:

- Stay: stay in this jump
- Continue: go to another jump
- Go Home: the jumper returns to where they were at the start of their chain

Supplement Mode

Choice Points: +0 CP
Perks: any detailed above may be chosen from in addition to whatever is available in the jump doc
Items: any detailed above may be chosen from in addition to whatever is available in the jump doc
Companions: if no companion options are available in the Jump Doc, as above; if options in the Jump Doc are available, the options within this supplement may not be taken