THE MANOR AND THE SEA

PART ZERO-POINT-FIVE: METANORMAL AWAKENING



Good tidings to you, Hero. I can tell that you have just had a rather unfortunate encounter with your jumpdoc, as you call it. In a short moment, the creator of that document will reconstitute your existence, so that you may continue your adventures. For the moment, I have frozen the space-time-narrative continuum so that I may have this conversation.

What you choose to do afterwards is ultimately not my concern. However, I do believe you have been unintentionally entangled in some strange plot. I know the inevitable conclusion of this plot, but telling you is ultimately pointless, yes? You'll forget it along with this encounter.

Nonetheless, this encounter presents a small opportunity. For your benefit, I can offer you a number of perks that influence your chain. If that is acceptable to you.

<<<DENY>>>

Very well, I shall return you to the document. I wish you good fortunes.

<<<ACCEPT>>>

*I am glad that you accepted. Take these **+1000 Normalcy Points (NP)***

THE MANOR AND THE SEA

PART ZERO-POINT-FIVE: METANORMAL AWAKENING

META PERK SHOP

It Was Already Like This [Free]

Drawbacks by their very design are meant to make your experience more painful, but a consequence of this is that they'll sometimes negatively impact the world. For Jumpers who have a strong sense of morality, this is something that cannot be done. With this perk, any world-modifying Drawbacks taken will simply send you to one of the infinite universes where those problems already existed.

None of This is Real [Free]

Another challenge that Jumpers may face is jumps that are fun to think about, but are so morally bankrupt that actually doing them is reprehensible. With this perk, you don't need to worry about the problem of ethics. You may declare any Jump you go to as a mere simulation, with everything within being just very good AI, like you're in a video game. Actions taken in these simulations will not influence your morality outside of it in ways that you would dislike. Additionally, anything or anyone you take with you along your chain will become real, and should your personality be drastically different in reality, they will intrinsically understand the difference.

Who Are You? [50 CP]

Despite being able to define your Origin, Jumpers by default do not have the ability to control how their lives are in a Jump. With this, you can control how your entire life was before a Jump officially starts. The only thing you can't do is give yourself access to things that you didn't previously have access to. Similarly, it must at least tangentially match your Origin, unless the Origin has little to do with your life.

Recontextualization [50 CP]

Jumpers usually have something going on with them that makes them stick out like a sore thumb, and it's usually one of their abilities or pieces of equipment. If you don't want that, then you may now have everything that you bring with you into a Jump altered to fit with the aesthetics of the chosen setting. In a sci-fi setting, maybe your magic is some flavor of nanomachine, or maybe psionics. Whatever it is, nobody in the setting will consider it out-of-place, and you will find it appealing.

Unified Metaphysics [100 CP]

The Backrooms is no stranger to things not working on specific levels due to minute differences in natural laws. This becomes even more egregious due to many things from the Frontrooms being rendered useless. I can't imagine that this is any different from your travels through different worlds, so have this to help. From now on, anything

non-Fiatbacked in your possession, be it powers, inventions, or skills, will work as intended.

The Balance Between Jump and Jumper [100 CP]
While plenty of Jumpers love being godlike compared to anything else, many others prefer being at roughly the same level as the Jump. This is for them: your powers are now "nerfed" to fit the same thematic level as a given Jump. For example, should you go to a cosmic-tier setting first, and then to a weaker setting, you will be at the same level as the top tiers of said setting, albeit stronger. You'll never need to worry about being too overpowered for a setting, nor will you ever need to feel like you are weaker than you should be.

This will not make you any stronger if you go to a setting stronger than where you came from.

For As Long As I Want [100 CP]
Having to stay in a Jump for ten years, depending on the Jump, is usually either way too long for the plot or not long enough to experience everything. After you have resolved the plot, or the other plot has been too mangled to realistically continue, you may leave at any time. You are also able to extend how long you stay in a Jump for however long you want.

If you choose a time extension Drawback, you will have to stay for that amount of time before you can leave. The time you choose to stay will also not count towards any Drawback, either.

Drawback Intensity Toggle [200 CP]
Drawbacks are a fascinating thing. Taking on a penalty for the price of greater power is a straightforward idea, but the idea of taking one on for the fun of it is quite fascinating. Still, many perks are so intense that they are just not worth it for either reason. This perk adds a somewhat limited "toggle" feature to all drawbacks, letting you make it worse for more CP, lighter for less CP, and just having it be a quirk of the world for no CP.

Here are some examples for the sake of clarification:

- **Standard [+400 CP]**: A standard scaling enemy that is your equal. May or may not be recruitable by the end of your Jump.
- **Intensified [+800 CP]**: A scaling enemy designed to be twice as powerful as you. Cannot be recruited at all.
- **Softened [+200 CP]**: A scaling enemy designed to be half as powerful as you. You are able to recruit them near the end of your Jump.

- **No Drawback [+0 CP]**: This isn't really an enemy of yours, although they aren't really your friend. They have some degree of scaling to you, although they can directly train to get stronger. You may recruit them at any time.

Jump Fusion [200 CP]
Does a setting have multiple good jumpdocs? Do you have a cool idea for a crossover of two Jump settings? This perk works in two ways. The first is that it allows you to fuse Jumpdocs that revolve around a single setting into one. The second is that you can fuse jumps of entirely different settings. The CP of these Jumps are kept separate, but if you take a Drawback in one doc that is the same in another, then you still receive that CP.

Counter Guidance [400 CP]
Amnesia is a problem to have in general, and having amnesia in a Jump is especially troubling. How can you help people in a jump if you don't know who they are? How can you use your abilities if you don't know you have them? This perk does not lift amnesia (Because a Jumper having it is almost certainly because they took a Drawback), but it instead grants you a "guiding light" to assist you. It won't tell you about the Jumpchain or the story, but it will give you a "feeling" that someone is important, or that performing an action will be beneficial or detrimental. Additionally, so long as you haven't picked up a "Power Loss" Drawback, your guiding light will push you to access your abilities.

I Can Finally Afford This! [400 CP]
Unless you have some supplements helping you out, it is usually infeasible to get everything in a Jump that you would want. But now, rather than accept losing the opportunity, you just need to wait. If you couldn't purchase something during a Jump, you will still be able to purchase it in future Jumps, so long as you have the CP to purchase it.

This is Who I Am [600 CP]
If you can buy any perk or item that you want, doesn't that imply you can have ones that actively contradict your personality? Take this perk to fix that. You are able to modify any perk or item you have to properly fit your identity. Turn your aura of bloodlust and terror into one of love and hope. Change your mind control perk into something that you would define as ethical. Have your weapon that grows stronger through slaying enemies to just become stronger after defeating them, though only once per fighter. This will not make your perks stronger or weaker, but it can make them fit you.

New Game Plus [600 CP]
Have you ever wanted to go through a Jump again, either to correct your mistakes or go through it without Drawbacks? Once you complete a Jump, you have the option of being

sent back to the start of it, with your memories intact, and any Drawbacks that you previously took being purged.

Living Another Life [1000 CP]
Origins are important, as they determine what discounts you are able to get. With this, you are given an extra Origin for every Jump that you go to. You may only choose this once.

…

…

…

…

…

…And that, I believe, concludes our conversation and business. I suppose you should know that Complex Points and Normalcy Points have a 1:1 conversion rate. If you acquire CP in the main jumpdoc, I can subconsciously link you back here, and you may purchase anything you couldn't previously afford.

Is there anything more that you wish to know?

<<<NO, FAREWELL>>>
Farewell to you as well, intrepid Jumper.

<<<TELL ME HOW THIS STORY ENDS>>>
You truly wish to know? Very well, I shall. But I must warn you that, while I will erase your memory of this encounter, simply uttering it to you shall lock it into place. If you don't want this to happen, simply leave now. It will not upset me.

…

…

…

…

THE MANOR AND THE SEA

PART ZERO-POINT-FIVE: METANORMAL AWAKENING

…You become entangled in the goings-on of the Beholder's Eye that has changed this world, and binds all to her dire plot. Ultimately, however, you defeat her, and you receive a happy ending. I believe that should suffice.

Spoilers! [Free; Exclusive & Mandatory if Knowledge is Acquired]
You have an innate understanding that you will defeat [QUERY:DENIED] in **Part Two** of this Jump setting (**Skywell Catalog**). This now means that **you are guaranteed to resolve all Main Scenarios and Extra Scenarios** in both **Adrift in the Complex** and **Skywell Catalog**, regardless of the Drawbacks you take.

HOWEVER, this now means that **you have taken [QUERY:DENIED]'s offer**, and must therefore go through the narrative of this adventure. Naturally, you will also forget you know of this inevitable outcome.

…Farewell, Jumper. I hope you enjoy this adventure you are entangled in.