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Generic Artifact Warrior

While many a warrior can claim great fame for their strength of arm or their fleetness of foot, a great many are known more for the powerful artifacts they carry and wield to such great effect. From the mighty Mjolnir to the simplest of flametongues, artifacts have heightened the potency of any warrior greatly. And yet, some take it farther. Artifact Warriors are those that have honed their skills to take advantage of artifacts of power and bolster them just as the artifacts bolster their wielder.

While some call artifact warriors unskilled, overly reliant on their chosen artifacts, few can claim greater mastery of an artifact than the artifact warriors… and some, some don't even use artifacts, but simple, mundane equipment that they simply use with supernatural skill. Even the likes of Thor and his mastery of Mjolnir pales before the mastery of an artifact warrior with their preferred artifacts.

+1000cp

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 artifacts of power 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, within reason.

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

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.

Unified Look (50cp): A purely aesthetic perk, this allows you to alter the cosmetic appearance of any items in your possession to match one or more of the items, unifying their overall look and style. A flaming, black sword with a demonic and intimidating appearance would spread this look to armor that is normally a gleaming silver, darkening it to be just as black, shedding aesthetic flames, and having the harsh, intimidating lines of the sword. This changes no function of the items affected, just their appearance and physical shape.

Fitness (100cp): You have the physique of a trained athlete, a well rounded one at that. Though not particularly specialized in any one area of physical prowess, you have a physique easily adapted to any physical pursuit you may desire over time. Alternatively, you may focus the physical conditioning in specific ways, such as emphasizing physical strength over agility.

Academic (100cp): You are a skilled researcher, able to read quickly, organize information you've gained, and extrapolate from that data more readily, with fewer mistakes and false leads, as well as having a greatly improved memory. You also learn better when someone chooses to teach you, giving you the benefit of some of their own skill and talent as you learn to ease the process.

Good Rapport (100cp): You are able to easily build up good will 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.

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.

Everyday Luck (100cp): You are simply a bit luckier than the average person in some small ways. While not to the level where you can rely on it to pull you through in a fight, it can keep you safe from everyday dangers. You find that random odds will tend to tilt in your favor and you will never be killed by random chance, accidents, or simple bad luck. Your luck is simple, but persistent in this manner.

Fast Learner (100cp): Your ability to retain and process information is greatly improved, allowing you to learn at five times the normal rate you would have, as well as allowing you to focus on bad habits and remove them with only a little effort put into doing so.

Common Sense (100cp): You have common sense. You don't get caught up in your head and can come up with simpler solutions to things than always needing to rely on magic. You are also able to recognize bad ideas or when you're getting caught up in something would lead to a bad idea. If you could think about it and come up with a better idea when calm, you will think of it even when stressed.

Grounded (100cp): You always seem to remain a very down to earth and well adjusted individual. No matter how much power you obtain, no matter how inhuman you become, you will be able to retain your sense of self and sense. You will never go mad with power or lose sight of your roots.

Extension Of Your Arm (100cp): You have developed an unusual ability to extend your kinesthetic senses through any piece of equipment on your person, giving you a complete awareness of everything on your person. You can also maintain this for a time after a piece of equipment leaves your possessions such that you could locate a dropped or stolen piece of kit based on this extended kinesthetic sense.

Opportunist (100cp): You are quick to spot opportunities in nearly any situation, as well as opportunities to open up more opportunities, which seem much more clear to you than they have any right to be. And when you want to take an opportunity, you are decisive enough to seize it without hesitation. You effectively weigh the pros and cons in the background of your mind, instantly, giving no conscious effort that may lead to you missing your chance.

Curious (100cp): Where did these artifacts come from? A common question, but one that is often ignored by the vast majority of their users. You, however, have the investigative skills and inference abilities necessary to actually discover the origins of these artifacts, given just a few clues. These are also useful for sussing out more mundane information if you are so inclined.

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 pick out when people are hiding something from you.

Munchkin (100cp): You are a consummate power gamer and know how to identify the strengths, weaknesses, and quirks of any ability, how to combine abilities to cover weaknesses or augment strengths, and figure out alternative uses for abilities that otherwise might be limited in how they can be used. These need not be your own abilities, though it may take longer to identify these qualities if you aren't the one using the abilities directly.

Adaptable (100cp): The appearance of artifacts often comes with complications, fast paced changes to individual circumstances, and a feeling of things being out of control. You, however, are able to adapt to such rapidly changes in your own circumstances and roll with the punches, so to speak, reducing the stress of such situations, helping you keep your cool under pressure, and making trauma easier to overcome. This also makes you a bit harder to predict through most mundane means.

Priceless Artifacts (100cp): Like how some artifacts can corrupt their wielder, some exact a price for their use, a toll that the wielder must pay in order for them to use the object. You can bypass such costs with relative ease, either reducing the costs to the point they are near nothing, using a less painful resource, or simply having enough attunement to the artifact to keep it from costing you anything at all. This also makes it so that any non-corruptive curse on an artifact has a greatly lessened effect on you, possibly negated entirely.

Deny the Devil (100cp): Some artifacts were made with the intent to corrupt the user for reasons only known to the creator, some are made from something that is naturally corruptive, and some have their own agenda and try to take control of their wielder. You find that, while the benefits of such corruption, if any, still accrue, you will never suffer the negative consequences of such corruption nor will you qualify as corrupted in any manner. This also gives you a great resistance to addiction in all of its forms.

Strange Devices (100cp): Artifacts are not always designed for practicality, often having a more aesthetic appearance that sacrifices function in favor of form. While this may not always be the case, you have learned to use these odd designs to your advantage, especially with artifacts that act as weapons. You are able to adapt to using even unusually shaped weapons with surprising ease, with the designs and unusual forms actually making them harder to predict by your foes, potentially giving you an advantage in battle.

Reinforcement (100cp): You have acquired the ability to reinforce your equipment, whether something innate to yourself, a learned skill, or something you developed by studying artifacts. With an act of will, you are able to invest power into an artifact to fortify against harm, making it tougher in the process, though investing too much power may instead be damaging in its own right. With enough skill and refinement, you may learn to fortify other qualities such that you could empower a mundane sword to act like a minor artifact in its own right, or potentially apply this ability to your own body, if you are careful.

It's Mine! (100cp): Normally, artifacts offer their power to whoever may hold them unless they naturally form a bond with their wielder. You, however, have found a way to forge such a bond yourself, allowing you to keep control over an artifact and denying others from using it unless the bond can be broken in some fashion. This also means that you may be able to access some of the functions of the artifact through this bond alone.

Meeting Prerequisites (100cp): Some artifacts have requirements to their use, such as being hopeful, full of rage, or having a specific rare gene. While that last one might be an issue for you, you are able to train yourself to meet any prerequisite no matter how strange. Does a clarketech ring respond to your feelings of love and compassion to empower you? You can train yourself to be more loving and compassionate. Does a sword require a pure heart to wield? You can work towards becoming pure of heart. So long as it is not something you directly lack, such as a specific organ only another species would possess, you can grow to meet the prerequisites, given time.

Implementation (100cp): Your own power, regardless what form it takes, is more receptive to mechanical aid, such that using a focus for your abilities, such as using a wand or staff with your magic, would provide a noticeable boost to your castings beyond what the focus should be capable of. Even the benefits of a mundane weapon would allow you to leverage your physical abilities just a bit more than it would for a normal person, just a bit more reach, hitting just a little bit harder, being able to parry just a bit faster, etc. Artifacts that offer their own power give an even greater boost as their own power feeds into yours.

It Has History (100cp): There is something about artifacts that interests you, their history. You have an almost uncanny ability to learn details about the history of nearly any item that comes into your possession, partially guided by a subtle instinct. With time and practice, this may allow you to learn the styles and recreate abilities of past users through this instinct alone as you develop it from simple instinct into full blown psychometry.

Masquerade (100cp): You have the uncanny ability to hide your appearance with very little effort, a simple domino mask could render you unrecognizable even to close friends and family. Even just removing some glasses and changing your posture could fool most individuals, though it might be noticeable by those that know you well. This also allows you to play up the mystery of who you really are.

Salvager (100cp): Just because something is broken doesn't mean it is useless. You've learned this lesson well. You can easily find usable materials from simple trash and can discover uses for broken equipment with just as much ease. Surprisingly, these materials are of a higher quality and easier to use than you might expect, easily repurposed.

Warrior's Bond (100cp): You find that you become better at using a piece of equipment the longer you use it, to the point that, after a few years of regular use, the piece of equipment will work better in your hands than a higher quality tool would. This is slow, but if you pick up a similar enough item, some of this progress may transfer over, with a loss in progress equivalent to the differences between the two pieces of equipment being swapped out.

Obfuscation (100cp/200cp): Having an artifact can very easily paint a target on your back and lead to you being hunted down for it, you've found it best to hide the fact you even have one. You are able to hide or disguise any display or energy signature produced by an artifact, making it seem like you don't actually possess one at all, though someone may be able to pick it out still if they are particularly observant.

For an additional 100cp, you can apply a SEP like effect around equipment you are attempting to hide, putting them beneath the notice of those searching for such things. This makes it so that even those observant enough to figure out what item on your person is actually an artifact would not be able to do so, so long as you keep the effect in place. You could wear a well known artifact openly in front of someone actively looking for it, and they wouldn't even be able to register you as doing so unless you directly point it out to them.

Intuitive Understanding (200cp): For some reason, a great many people seem to just be able to use artifacts right from the start with no need for training, and you can do so as well. You seem to be able to figure out how to use any piece of equipment near instantly and adapt to it with surprising speed, such that gaining super-strength from an artifact won't lead to you breaking things or hurting anyone without needing to practice. This does not give you any ability for more advanced uses of the equipment, just a bit beyond the basic level of access so you don't have to go through the "how do I shoot web" phase of the process.

Protective Shell (200cp): You have a unique interaction with your equipment, finding that your body is reinforced to become a close match to the durability and defensive properties of your equipment. A piece of armor will make you nearly as tough as the armor itself, a bangle that resists acid would make you nearly as resistant, and a gemstone ring that is enchanted to resist fire would grant you similar protections if it didn't do so already. Even esoteric defenses, such as a material so stable it resists reality warping, would provide similar protections to you as long as they are on your person.

Call to Arms (200cp): You are able to place a mark or imprint onto a piece of equipment or artifact to bind it to yourself and allow you to summon it to you at will. You can choose whether it is instantly summoned to you or comes racing to you physically.

At first, you will only be able to mark a handful of pieces of equipment and the equipment will be called to your hand specifically, however, you can expand on the number of marks you can place at once and may develop your summoning to have the equipment auto-equip itself when summoned.

Given time, you may even be able to form a subspace to store your equipment when it isn't needed rather than needing to mark each piece of equipment.

Empowerment (200cp): You develop a reserve of additional power that you can feed into a piece of equipment to cause it to change and become greater, taking aspects of its history, craftsmanship, and potential and improving upon them. This will change its material composition and craftsmanship to be of a higher quality, turns events or circumstances from the equipment's history into moments of empowerment to impart artifact qualities onto the object, and realizes some potential for future improvement on the item, as if it was reforged, enchanted, or otherwise made better than it once was, resulting in a mundane piece of equipment potentially becoming an artifact in its own right, at least temporarily.

Boosted Gear (200cp): Similar to reinforcement but more passive and complete. Any equipment you use has its basic parameters boosted so long as it is equipped and/or in use by you. This is the equivalent of elevating the equipment to a basic level of artifact, which can stack and compound with other abilities that augment your equipment and artifacts. This occurs automatically and needs no thought or action on your part to accomplish. This scales with your level of skill in fields relevant to the equipment being improved.

Helping Hand (200cp): Artifacts are often used as a means to shore up for a lack of skill or power, but for an artifact warrior, you can turn this from a crutch into a way of elevating yourself. By using an artifact, you can get a feel for what it does and how it does it, allowing you to replicate certain aspects of it. A gun that autocorrects your aim would allow you to better your own aim, a staff that casts a particular spell when power is flowed through it would allow you to learn the spell within through simple use, and a piece of tech that allows access to an underlying force of reality might give you insights and a basic ability to interact with such forces. This is not perfect and will not always grant the exact ability, but you can use any such artifact as an aid for your learning.

Universal Aptitude (200cp): Some artifacts require you to have a certain quality, such as holy blades that need someone with a one in a million quality to wield. You now count as having any such quality for any such artifact. Even pieces of equipment or artifacts with a DNA restriction can be used by you as if you had the required DNA markers even when you don't.

Modification (200cp): With how your travels go and the things you learn, you may find that you have certain options for making something better than what you already have, but still want to keep an artifact or piece of equipment. This perk mitigates those worries considerably. You can make adjustments to an artifact or piece of equipment in order to apply the effects of any perks that work based on you making something to the artifact or piece of equipment you made the adjustments to.

Collector (200cp): You have a knack for finding artifacts of power, whether through knowing where to look or simple luck or a combination of the two is up to you. This is particularly potent when you find an artifact that is part of a set of artifacts as you are able to use the artifact you possess as a focus for locating the other artifacts in the set. The more of a particular set of artifacts you have, the more accurate and responsive this ability becomes. If you have a full set of artifacts, then you may find that using them all in tandem may provide you with an additional benefit even if they normally would not do so.

Limit Burst (200cp): You are able to cause an artifact that you are familiar with and have formed a strong bond or connection with to transform into a more potent artifact with new expressions of its existing abilities, as well as expanding to be a set of artifacts that work together and are intrinsically linked to each other. Usually this takes the form of armor, but it does not need to be. This transformation uses your own stamina or magical power to maintain and may have specific physical or mental requirements to initiate in the first place. If you have another form of power that you can access, such as a method of powering technological devices, you can use those to supplement these costs, though they are power intensive.

Technician (200cp): You are a skilled engineer and technician, particularly for more advanced forms of technology, allowing you to make a variety of useful gadgets, weapons, and tools that are quite advanced, akin to being a comic book genius. You are capable of reverse engineering technological devices and derive advancements from them with surprising ease, with the potential to reach the levels of clarketech given enough time and study. This perk also has the effect of boosting your intelligence significantly.

Enchanter (200cp): You are a skilled enchanter ad artificer, particularly for more potent forms of magical artifice, allowing you to make a variety of useful trinkets, baubles, and armaments that are very potent, akin to the creations of high fantasy. You are capable of reverse engineering enchantments used for magical artifice and learn the many techniques, with potential to reach the level of divine artifice given enough time and study. This perk also has the effect of boosting your intelligence significantly.

Jury-Rigging (200cp): Not every artifact is found intact, but that doesn't mean these broken artifacts lack power, they can often still carry much of their old power, even if in a lessened state. With this perk, you can figure out how to safely access the power within broken artifacts and potentially work multiple into sequence to combine their effects, though such methods leave the resulting combined artifact fragile. With practice, you may learn to be able to make these more resilient and permanent, creating entirely new artifacts from the broken pieces of artifact.

This also works for working makeshift equipment out of scraps, and if you are skilled enough, make some truly powerful equipment with those same scraps.

Harmonic Balance (200cp): Sometimes, artifacts will clash with each other. A weapon that functions off of demonic energy while another has angelic qualities or two devices that induce specific emotional states will often clash and weaken each other, possibly with complications for the wielder/wearer, ie: you. Now, you have the ability to harmonize such clashes to prevent them from being an issue in the first place. This would allow you to keep access to artifacts, powers, or abilities despite conflict between them, requiring no actions on your part to do so. They will get along with you as well, ensuring your abilities, possessions, or powers will remain in harmony and never lead to you being harmed or altered against your will.

Power Distribution (200cp): Artifacts will sometimes have multiple abilities or features to them, all based on the same source of power in many cases. With this perk, you can pull power away from one or more features or abilities and distribute them to the remaining features/abilities of the artifact, proportional to the decrease. Basically, by weakening one or more aspects of the item, you can empower the remaining ones as you see fit.

Safeties Off (200cp): A dangerous technique, this allows you to temporarily turn off all restrictions and limitations placed on your equipment or artifacts and greatly enhances their function, at the cost of causing them to become increasingly strained, which can lead to the equipment or artifact breaking down as the strain builds. The stronger the artifact is before this, the faster it will break down, but the more durable and well built the artifact, the slower it will break down. Even artifacts that would normally be indestructible will start to break down under this perk's effects, though they will certainly be more resistant.

Artifacts that enhance you directly, such as a ring that grants increased physical strength, will place this strain on your physical body as well, potentially leading to injury if you are not careful. Corrupting influences will similarly be more potent as will curses and other negative effects the artifact may possess.

Grant Me Your Strength (200cp): You have gained the ability to temporarily transform a willing creature into an artifact of power, manifesting powers based on the creature in question. An archmage may transform into a staff of power that acts as a perfect channel for magic and may manifest some of their most well known spells while a demonic warrior may manifest as armor that produces an oppressive aura of dominance.

The being that has been transformed can hold back their power if they will it, preventing you or someone else from using their power, and may transform back to their normal form at will. They can also, instead, choose to aid you, wielding their artifact form's power alongside you to greatly improve power and control, so long as you are in sync with each other. This may even allow you to temporarily resonate with each other to greatly empower both of you.

You are explicitly capable of using this perk on yourself, which will allow you to grant any of your perks to your wielder, at your discretion. You can customize your artifact form as you see fit and even import the form of one of your items to become, adding that item's power to your artifact form.

In time, you may be able to make it so you can use this on unwilling creatures, make it permanent, allow someone affected to be able to transform on their own, or other such developments, though it may take considerable practice to accomplish these.

Living Artifacts (200cp): The reverse of the *Grant Me Your Strength* perk, you have the ability to transform an artifact into a living creature with features of the artifact present on their new form. Most artifacts will take the form of animals when this is done and will be little more than automatons that follow your instructions, however, intelligent items are not subject to your command when transformed and have a form based on their own self image, resulting in most having a more humanoid form as their minds are usually modeled off of humanoids themselves.

The living artifact will maintain its abilities as an artifact, but may also possess other abilities similar to those of their artifact form, but suited to their new living form. Intelligent artifacts in their living form may even train to learn new applications for their artifact abilities that may even carry over to their artifact form.

An artifact killed in their living form will revert to their artifact form with their powers (and mind in the case of intelligent items) suppressed for the next twenty four hours, give or take a few hours. An artifact that has its living form completely destroyed will revert to artifact form and break.

You maintain this transformation with your will and can return the artifacts to being simple artifacts again at will, but given time and practice, you can grant an intelligent artifact, and only an intelligent artifact, the ability to transform in this way at their own will.

Synergistic Empowerment (300cp): There are many artifacts in this world, with some harboring many of them at once, and yet, you can rarely find those powers truly working together, merging into new strengths. You find that you can combine your own abilities and those of your equipment in such a way that they actually become something greater than the sum of their parts. Combining what would normally be separate sources of power, such as the power of an artifact, a transformation that augments your power, and the effects of a temporary spell could create a level of effect many times more effective than simply using them at the same time.

Artifact Spirit (300cp): You have the capacity to awaken the spirit of a piece of equipment or an artifact, bringing forward what was once dormant and give it awareness. This allows you to awaken a piece of equipment or artifact to give it intelligence and awareness. Its personality is based on the piece of equipment itself with some measure of input from your own desires as well.

An intelligent artifact is able to assist your use of its power, though it can just as easily hinder the use of its power if it so chooses. It can even give information on how its powers were used in the past to help you develop skills you didn't know were possible.

Equipment you've used for a long time will have a degree of loyalty to you as if they were a long time friend.

Catalyzed Transformation (300cp): You have an unusually close bond with your equipment such that when you power up and transform, so does your equipment, sharing in the boost in potency that you gain from such a skill or ability. Similarly, your artifacts capable of taking on a stronger form themselves would be able to catalyze a change in you, allowing you to transform and power up when the item does. Such transformations catalyzed to your form from an artifact would normally clash, but can be tuned with practice and affinity for the artifacts in question to allow for multiple transformations these items would grant you.

Fitted Wielder (300cp): Some equipment is designed for people with a particular level of physical or magical ability, a sword that is most suited to people with acrobatic skill and an understanding of leverage, for example. This perk makes it so that wielding such equipment emphasizes your existing characteristics to match what would best be used with the equipment such that wielding the sword mentioned above would give you the physical ability and coordination of a skilled acrobat so you can better utilize the blade. Similarly, a shield that favors strong bracing forces and physical strength would grant you heightened greater strength and stable footing.

My Will is My Blade (300cp): Will is a potent force, and when an artifact responds to your will and desires or intent, that opens a channel for your will to apply to it. By pushing your will into your equipment, especially artifacts, you can push the limits of what an artifact can do, expanding on its features and abilities such that a simple enchanted zippo lighter could be turned into an artifact capable of conjuring great conflagrations, given enough pushing. This effectively allows you to cause any artifact or piece of equipment in your possession to grow and develop their abilities over time, as if the abilities they possess were being trained and pushed like a muscle.

You can imbue this quality into an item directly, something that takes considerable resources, allowing others to perform similar training for an item, applying their will to push the limits of the items you've imbued. This is particularly useful for intelligent artifacts as they become able to apply their own will to their abilities, allowing them to grow and train on their own.

Phantom Blades (300cp): You've developed a unique technique that allows you to form a bond with an artifact or piece of equipment, which you can then wield telekinetically. However, this isn't the only benefit as you can manifest phantom copies of any artifact you have bonded with, which have a fully effective physical presence despite their ethereal appearance. These duplicates are able to be telekinetically controlled in the same way as the bonded artifact. You start out only being able to create a small number of such duplicates, however, with practice and training, you can increase the number you can create.

Merging (300cp): A simple sounding technique, but one that offers surprising power. You are able to take two pieces of equipment or artifacts and merge them, temporarily, into a more potent artifact with traits and abilities of both, plus a set of abilities based on the merging of the two artifact's powers and forms. The new artifact has power greater than the sum of its parts, though the form may prove unorthodox depending on the artifacts that have been fused. Merging a shield and a sword into a single artifact may make for an unwieldy weapon, while merging two swords will generally be easier to use.

You may be able to develop this ability such that you can merge more than two artifacts at a time and may even be able to make such mergings permanent, however, this would take considerable time and practice.

Warform Equip (300cp): A variation on the Merging technique, the warform equip allows you to temporarily merge with an artifact to take on a new, more potent form. This results in a considerable boost to your own abilities as well as those of the artifact, with new abilities forming in much the same way as those developed by the Merging technique described above.

Additionally, the warform acts as a form of ablative armor, protecting you from harm by shunting the damage to the artifact rather than allowing it to affect your physical body, unless you choose to let the damage affect you directly, if you don't want the artifact to be damaged. Once an artifact receives enough damage, however, the warform will break and end its effects.

An intelligent artifact used in this process would share your headspace and be able to take over certain abilities if you allow them to, being able to hold the focus and concentration of abilities in your place, for example.

It is possible to develop this technique to the point where you can use multiple artifacts to make a composite warform equip, however, this would take considerable practice.

Kill the Imperfections (300cp): A truly unusual technique, you are able to form a gate into an artifact or piece of equipment, which opens into a world of sorts within the artifact. By entering this world and working your way through it, often requiring you to slay a variety of creatures, solve various puzzles, or otherwise perform a variety of tasks to advance, you slowly smooth out and erase the imperfections of the item you have entered into. This will slowly increase the power and control of the artifact as you continue to progress

The more potent the artifact and the farther into the artifact's world you progress, the stronger the creatures you will encounter, the more difficult the puzzles will be to solve, and overall the harder it becomes to progress. Being killed in this gate world will simply expel you from the artifact, unharmed, but will render the artifact's inner world inaccessible for several days.

Fragmentation (300cp): You are able to spawn artifacts of power from yourself, transforming your abilities into individual artifacts that you can then wield or give to your allies. This does mean that the abilities are no longer inherent to you but a part of the spawned artifact. For example, you could shed your super strength into a pair of gauntlets that you can then give to an ally to give them your super strength. You can choose to only give part of an ability out in this manner, such as the gauntlets described above only giving a portion of your super strength rather than all of it, or isolating specific spells to form an item rather than access to an entire magic system.

At any time, you can despawn the artifact you created with this perk, regaining the power for yourself. If you also have the My Will is My Blade perk, then any improvements made to the artifact may reflect on the power when you reclaim it in this way.

You cannot use an Artifact Token to gain this perk.

My Own Power (300cp): The ultimate expression of an artifact warrior. You are able to condense the essence of who you are into a unique artifact that is only wieldable by you or those you allow to wield it. However, this artifact is a simple one, holding little power beyond granting a boost to all of your attributes and skills. The true strength of this artifact is that it can absorb other artifacts to add their powers to itself.

The exact appearance and form of the artifact created by this perk is up to you. You can also express characteristics of absorbed artifacts onto your artifact if you so choose. You are able to summon this artifact to your hand at will and can dismiss it once more, residing within your soul when not manifested.

Even while not manifested, you can apply some or all of the artifact's powers to your physical body, so long as they don't rely on the form of the artifact to function.

You cannot use an Artifact Token to gain this perk.

Items

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

Basic Equipment (Free): All the tools and pieces of equipment necessary for whatever you chose for the Hobbyist, Craftsman, Career Path, or Combat Skills perk. If you chose the hobby of drawing, you'll get paper, various pencils and pens, erasers, and the like while if you chose to have skill in sword and board combat, you'd get basic armor, a sword, and a shield.

These are all high quality pieces of equipment, but are otherwise entirely mundane.

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.

Best Friend (100cp): A simple pet. Be it a cat, a dog, a bird, or any number of other animals. Regardless of what form it takes, it is eternally youthful, is very affectionate, and is immune to most forms of disease. They are overall very healthy. This animal is also easily trained and already has training as a therapy animal, having an almost supernatural capacity for easing stress and burdens on those they spend time with. Finally, it is receptive to the use of artifacts and may be able to benefit from such things far more easily than most due to being more intelligent than its animal appearance would suggest, though its thoughts are still those of an animal, just a smart one.

Safe House (100cp): An actual house, apartment, or other living space in the form of your choice. It is decently sized from outside dimensions, but could potentially hold several families worth of people within as the dimensions inside are significantly larger than the outside would suggest. It is fully furnished for comfortable, family life. This house is warded in such a way that those trying to find it with ill intent will have a hard time finding it, possibly finding it impossible to locate entirely, even with the aid of someone without ill intent to guide them.

Moreover, the safehouse is defensible, easy to protect and fortify. You could very well defend this safehouse on your own against an assault from twenty people simply because of how innately defensible its position is compared to other potential locations.

Consumables (100cp): This is an array of medicines, potions, psionic crystals, and one time use gadgets that can be used to aid in a wide variety of situations held in a very simple satchel or medic's bag. None of these consumables are particularly potent on their own, being mostly basic examples. These items will replenish weekly and will include the sort of one time use items that you think you might need in the future or a simple array of staples if you don't expect to need specific items. You can set certain consumables as staples at will.

World Primer (100cp): A simple book with basic information about the world that ranges from the common slang to the political landscape to even the magic systems; enough to get some understanding of the world and blend in even if you were to simply drop in, at least if you read the book first. More than that, however, it offers introductory information on how to use certain power systems in the setting such that you could learn the most basic of the basics from the information in here. Enough to open up the option and experiment, but little else.

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 appear in the forge after 48 hours. Such items will also be just a bit better than they otherwise would have been if made anywhere else.

The Training Center (200cp): A warehouse attachment that you can choose to import into a jump when you enter it. This facility is a perfect location to train any and all powers or in the use of various artifacts, be they magical, psionic, technological, or any other descriptor. The facility acts in a similar manner to a holodeck from Star Trek, though with no chance of malfunctioning, allowing you to train virtually anything within its bounds without having to worry about collateral damage.

Map of Ancient Wonders (200cp): This simple map case will produce maps of any area on the world you are on whenever you need them, showing the current state of the area that will update each time you pull out the map.

However, this case has an additional function, every now and then, it will provide a Treasure Map that leads to a specific location, one that may not have even existed prior to you pulling out the map. If you follow one of these maps, you will find danger and challenge, but also reward. You can choose how much danger you will face when you pull one of these maps, and if you successfully navigate to where the map leads, you will find a suitable reward for the danger you faced. Afterwards, the location you were led to may well vanish, as if it never existed but for the rewards you were able to claim.

Once you pull a Treasure Map, you will not be able to do so again for one year.

Analytical Device (200cp): This large cube is able to unfold into a room sized array of sensors of all sorts, designed to analyze just about anything smaller than a car. This will translate into a comprehensive document being printed that will explain what the device is, how it works, why it works, what it's made from, and pretty much anything else about the scanned object you could want to know. You can preset this to give you only specific information so that you don't get a material composition list when all you want to know is what it does.

The topmost panel of this device can be removed to act as a high end laptop or tablet that automatically updates to have the highest level of technology or magic used to make computers the device has scanned up to this point. Even before that it is equivalent to a high end modern laptop that would be available on the open market.

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 artifact warriors and is quite knowledgeable about artifacts in general, enough so that he can feed you information about artifacts you encounter and the techniques your foes may be using. They can also help you advance your skills as an artifact warrior, acting as a mentor.

However, that isn't everything they have to offer. This spirit is capable of possessing you, which has the unusual effect of making your own body count as an artifact, benefiting from many artifact warrior techniques as if your body were a piece of equipment rather than your body.

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

Bonding Mark (300cp): Not really an item, but rather a way to keep your equipment from failing as you continue on your chain with little consequence, a way to ensure you don't need to leave anything behind. You gain a personal mark that you can place on any item you acquire to tie it into your chain.

Items bearing this mark will keep working in future jumps as if you had purchased them with CP even if the local physics, or metaphysics, would not be able to support them normally. They will also be repaired once a month if damaged, destroyed, or lost.

If you have the Consumables item, you can incorporate new consumables into it using this item. Otherwise they will not be replenished through this item alone.

Dimensional Armory (300cp): An extradimensional space that is connected to you, starting about the size of a small house or apartment, that you can access at will, either through a portal or through a mental connection that allows you to manipulate what lies within. Combining these two features can allow you to launch equipment from around you at will, though this is more a side effect than an intended feature.

Besides the storage element and the unintended ability to launch equipment from the armory, the armory has one feature useful for an artifact warrior; you can impart the physical characteristics of anything stored in the armory into a piece of equipment you are touching. For example, if you had a pair of cars in the armory, one with an incredible miles per gallon and another heavily armored and you were to start driving a high speed sports car, you can impart the durability and gas efficiency from the other two cars into it. This only works for physical properties and will not allow the use of supernatural or clarketech functions through your equipment.

It is possible to expand the dimensional armory through a number of methods, including; infusing it with energy, consuming artifacts or materials, investing time and focus into expanding it directly, or entering the space directly and expanding it through physical effort.

The Crucible (300cp): Very much more a location than an item, this massive bowl-like structure could match the Colosseum of Earth. This structure houses a great deal of power that can be used to break down an artifact or piece of equipment to distill it down into its functions and traits, which can then be broken apart into their individual components and imparted into other items to grant them the functions and traits so imbued.

As an added bonus, the Crucible has an internal manufactorum that can mass produce high quality, but mundane, equipment that is receptive to enchantments of all forms. Including the imbuement of functions and traits the Crucible has managed to collect. It can recreate any object it has broken down in the past, sans any magical or supernatural qualities it may have had.

You cannot use an Artifact Token to gain this item.

Strange Presence (300cp): Less an item and more a presence that follows you. Those exposed to this presence's directed attention will develop powers akin to those above in their own right, becoming artifact warriors themselves. However, you can also choose to disperse this presence, allowing it to suffuse the world itself and spread this effect across the setting, leading to people randomly developing these abilities. At the start of your next jump, the presence will return to you just as if it had never left.

You cannot use an Artifact Token to gain this item.

Artifact (Special): The quintessential power of this setting; the artifact. An artifact is anything that grants power to its wielder in some fashion, usually through supernatural means, though extremely advanced technology can also do so in a way that counts. By purchasing this item, you gain one of these artifacts that will grant you a powerset of your choice, within reason.

Alternatively, you can choose to get an artifact that is part of a set. While this will make the singular artifact weaker, you can collect the other artifacts in the set and take them with you at the end of the jump, even if you didn't collect a particular piece during the duration of the jump.

As a second alternative, you can choose an artifact that has some limitations or curse tied to it to increase the overall power of the artifact in turn. The greater the curse or limitation on the artifact, the greater the boost in power the artifact will receive from this effect.

As a final alternative, you can choose to have an artifact that starts much weaker than even the one that is part of a set, but has the capacity to grow in power in some manner. Whether it drinks blood or simply needs to be used and sync with the wielder, the artifact can keep on growing in power over time.

See the Notes section for examples on all the possible types of artifacts.

You must use an Artifact Token to gain this item.

Companions

You may spend your Artifact 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 Artifact Tokens and 1 Artifact Token that can only be used for items. Each additional purchase doubles the number of companions you can import. With four purchases, you can import all of your companions.

Fellow Wielder (50cp): This option allows you to create a new companion with 800cp, 5 Artifact Tokens, and 2 item specific Artifact 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.

Backer (300cp): You have gained the backing of an organization, wealthy patron, or some other influential entity or organization that will aid you across your chain. Whatever the backer is, they grant access to an array of useful allies that are effectively NPC followers you can have help you with particular tasks. They will not normally fight for you, but are more than willing to provide information, aid in research, help you train, or otherwise offer a service to you.

If you pay, you can hire on some of these NPC followers to act as mercenaries, though they are not the kind to betray you for a higher paying target, they will keep loyal to you as their employer. These mercenary followers are willing to fight for you so long as they are paid, and they are competent, but are not particularly powerful on their own. They maintain training and are able to be upgraded, but they cannot be imported as full companions.

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.

Ill Fitted (+50cp): Unless you go for getting something custom made, you will find that any piece of equipment you pick up is just a bit uncomfortable for you. Armor will pinch, swords will have handles just a bit too short, even clothing will be a bit too big or small. This won't affect casual wear, thankfully. With an additional purchase, this gets a bit worse, making it so that extended periods wearing anything you haven't gotten custom made will actually start to leave minor injuries that will be slightly painful and inconvenient. This, again, does not affect casual wear. For another purchase, this will affect casual wear and the power granted by artifacts themselves will be slightly uncomfortable. For a final purchase, artifacts actively hurt to use.

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.

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.

Weak Affinity (+100cp): You are slow to synchronize with artifacts and are incapable of forming truly deep connections with truly potent artifacts. Artifacts in your possession will be slightly weaker than they should be and those capable of growth will grow more slowly. With a second purchase, this fully halves the power of the artifact when you use it and makes it so you cannot access all but the basic functions of an artifact. A final purchase cuts you off from the power of artifacts entirely, needing you to rely on mundane equipment and your own abilities rather than gaining power from an artifact directly.

Curse of Fragility (+100cp): Nothing you put your hands on seems to hold up very well and require some level of maintenance regularly to keep functional, at least for things that normally need some level of maintenance. You will need to put effort into such things twice as often as previously. An additional purchase actually makes anything in your possession easier to break or damage, even artifacts become a bit more fragile in your hands. A final purchase of this drawback makes this even worse on your artifacts as they seem to actively degrade when they are in your possession, possibly to the point of being destroyed after only a few months of regular use. This can be mitigated somewhat with maintenance and repair work, regardless of what tier.

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 Artifact Token.

Delayed Gratification (+300cp): You don't get access to any purchases from this jump, save for Hobbyist, Craftsman, Career Path, Combat Skills, A Place in the World, whatever freebies you gain from your Artifact Tokens, and your free artifact, until after the jump ends. You may work towards learning the effects of the perks you have purchased, however. With an additional purchase, you do not gain anything except for Hobbyist, Craftsman, Career Path, Combat Skills, A Place in the World, your free artifact, and nothing else. You can still work towards learning the effects of the perks you have purchased. Alternatively, you may make it so you can't work towards gaining the perks you purchased for the duration of this jump. For a final purchase, you only gain the free artifact *and* cannot train to gain the abilities you've purchased.

Rival Wielder (+300cp): You have an enemy that has a custom build from this doc using 1000cp as well as their own set of Artifact 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.

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.

Artifact Wars (+400cp/+600cp/+800cp): With artifacts of such power present, it only makes sense that some would seek to exploit them for their own ends, and eventually this leads to the government taking note and starting to crack down. Such tensions are on the rise, dear jumper, talks of artifacts being put under lock and key and artifact warriors being regulated by governmental parties. No one is truly safe with such tensions, a little spark is all it would take to push this into war. And as an artifact warrior yourself, you'll be a prime target regardless of what faction you align with, if any.

For an additional +200cp, you will find that the war is already here, and you are dropping right in the middle of it. There is a chance of getting away, but you will face many trials and dangers in the process as you will be targeted for recruitment or elimination, possibly seen as a vital asset or threat depending on your purchases above. If you join the war efforts directly, you will become integral to the faction you are part of and they will not let you go easily, while your enemies will see you as a prime target.

With a final +200cp, this is even worse as you have been forcibly conscripted and have had some measure of leverage exerted over you. Your artifacts are now bound to the faction you are part of, and if you betray them in any fashion, you will lose them. And should your faction fail, the artifacts will be destroyed. As a benefit, however, you gain a single Artifact for free by taking this option, though it is lost if it is destroyed or removed from your possession before the end of the jump.

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.

On the definition of Artifact: An artifact can be anything, be it technological, magical, psionic, eldritch, or any number of other origins, that offers some measure of power to its wielder. Magical items that impart some quality to the wielder, clarketech devices that respond to the will of the wielder, psionic crystals that awaken innate abilities, etc. All are artifacts.

The perks Hobbyist, Craftsman, Career Path, and Combat Skill do not give years of continuous work, instead, it gives the standard level of skill someone would build up during the time period specified by the perks while still having a decent balance in living and studying/working.

Limit Boost is based on Sacred Gears and their Balance Breakers.

If you have both Technician and Enchanter, you are a comic book genius for both technology and magic. This also allows you to reverse engineer any supernatural power or piece of technology, opens up magitech, and allows you to create artifacts of power by default.

Artifact Examples

These examples will be classed either as a Base artifact, the first category listed under the Artifact item, a Set artifact, the second category under the Artifact item, a Cursed artifact, the third category under the Artifact item, or a Growth artifact, the final category under the Artifact item. The first one of each category listed is on the low end of the power spectrum while the second is the high end.

Heroes' Shield (Base): A simple enchanted shield that bolsters the strength and speed of the wielder while being incredibly durable, to the point it can withstand a building collapsing on top of it. It has features to help its wielder brace it so that, even with the building falling example, they would not be crushed under their own shield. On top of these features, it has access to a sort of psychic memoir of its first wielder embedded into it, allowing the future wielders to access some of the skill and talents of that first wielder.

Symbiotic Nanocloak (Base): A colony of organic nanomachine fibers that naturally take on the form of a cloak and binds psionically with its wearer through an organ in the clasp. The cloak has adaptive camouflage, impeller fields that grant flight and a form of telekinesis to the wearer, can close wounds with its own fibers, and is able to interface with technology to gain control over it so long as the connection is maintained. It also possesses several life support systems including temperature regulation, a life bubble effect that provides breathable atmosphere, and protection from radiation even in the vacuum of space. Finally, it is able to weave itself into its wearer to provide them a considerable boost in physical ability and accelerate their healing, though this does come with the downside of heat buildup and losing access to the tech interfacing ability.

Talismans of Shendu (Set): Yea… the talismans from the Jackie Chan Adventures series. They are a good example of a set of artifacts on the, relatively, low end of the power spectrum. The Dog Talisman is an exception given the physical durability it provides as well as the immortality, but as a whole, they are on the lower end. An individual talisman is generally weaker than the base artifacts on offer, but together provide many powers.

The Sword of Tokens (Set): From my Ravenwood jump. The Adventure Supplement specifically. This would be on the high end for the power offered by an artifact simply because it will eventually elevate you to godhood. Not to mention the individual powers of the tokens themselves. This is actually a little lower as the tokens themselves don't offer their power without being incorporated into another artifact first, but that is easy in this jump.

Mjolnir (Cursed): A hammer that grants atmokinesis and great physical strength and durability, so long as you are worthy to carry it. Should you ever lose the qualities that Mjolnir uses to judge you as worthy, whatever it may be, you will lose access to the powers it offers entirely, not even being able to lift it. Should another prove worthy, they may take up Mjolnir in your stead, and even use it against you, if you are not careful.

Soulcairn Armor (Cursed): A suit of high tech power armor that interfaces with the body and, through it, connects to the soul which it immediately begins to burn in order to power itself. This is an incredibly painful experience, requiring intense will to push through it, and push back the death that would come from the burning of one's soul. However, the power offered is immense, with several weapons ranging from hellfire beams, flight, missiles spawned ex nihilo, life support systems that can keep someone alive so long as a single drop of blood remains, and the ability to grasp the souls of others to power the suit for a time. All of this doesn't even take into account the physical capabilities of the suit. Altogether, this suit could level a city in minutes. Most people would die in that same amount of time, however, only a strong will and repeated soul capture keeping them from dying so soon.

Blueblood Ring (Growth): A clarketech ring that absorbs blood and uses the information in the DNA to create templates that can be applied to the wearer. This is similar to and mix of the Omnitrix and creating chimeric morphs in the Animorphs jump without the downsides of morphing tech. It will also optimize the body of the wearer with the DNA of people from their own species. It comes with the necessary instincts to use the changed forms.

Legendary Weapons (Growth): From Rising of the Shield Hero. The quintessential growth item in isekai settings. Absorbing materials to unlock new forms then mastering them to add the power of each form to the base shield permanently, along with a couple other upgrade methods depending on the weapon. These weapons are on the high end because of their growth method, how quickly they scale, and the fact they act as an uncapper for their wielder.