

COLLAR 6 JUMPCHAIN 1.0

By blacksoulofdespair/Blacksoul, with quite a lot of help from the friendly folks of QQ.

You are coming to an Earth that at first glance looks more peaceful, more prosperous and much more perverted than the world of your origin, but at least the peaceful part is something of a lie. The major superstates across the world are being manipulated into an arms race meant to turn into a genocidal world war and, in preparation for this coming conflict, there is a lot of unpleasantness already happening in the dark corners of the world, where intelligence operatives fight and kill each other (and unfortunate witnesses now and then) for control over the ancient secrets that might make a difference.

The point of divergence between this world and your own goes back many centuries, to the days in which a small Mediterranean island known as Atlantis was the thriving heartland of the most powerful and advanced culture of its time. Atlanteans discovered that by embracing their sexuality to the fullest they were able to tap into the latent energy of their souls to obtain superhuman powers. And while Atlantis eventually destroyed itself, leaving only some pockets of survivors scattered across Eurasia, enough of its remarkable discoveries survived for later civilizations to discover and take for themselves.

So this is where you are going to be for the next ten years. In one hand, a happy, shiny world of sexually liberated people in which many fetishes are about as mainstream as hugging was in yours. In the other, a battlefield in which secret agents and supersoldiers with a license to kill run around always looking for new or unknown powers that might

provide an advantage for the warfare that might erupt any year now, hurried along by the whispers of a vengeful Atlantean ghost who has been preparing the downfall of civilization for centuries.

Here, take these 1000 CP. They should help you survive for the coming decade.

WHEN ARE YOU?

You seem to have arrived about eight years before the start of the comic. Nora O'Carroll became a Phantom of the GDA a couple years ago, leaving her position as Mistress Sixx to her daughter, but it will be still a couple more years before Mikail Alexsandrov has his fateful meeting with a wounded young man in the hinterlands of Zvenvok and five before Laura shows up in Venus City, freshly escaped from her homeland of Sybion.

WHERE ARE YOU?

The global society is for the most part open and welcoming, with an uniformly high level of development more or less everywhere, except for the "Puritan Territories" (a collection of podunk microstates scattered across the globe that tend to have limited contact with the outside world), but there are still some places you might not want to visit. Roll 1d8 to determine your starting location and if you find yourself somewhere you don't much like, you may choose somewhere else from the list in exchange for 50 CP.

1- *Venus City* (Global Dominance Association)

The GDA, more commonly known as the Association, is the democratic superstate that dominates North America and Venus City is one of the major urban centers in its western coast, as well as the comic's primary setting.

2- *Deep River Zone* (Mesoamerican Union)

The Union is the GDA's counterpart in South America, but rather than starting in one of its major urban centers, your roll has brought you into a remote district in the Amazon rainforest. Aside from some primitive natives, your closest neighbour is the Order of Denial, a cult of torturers for hire who take their privacy very seriously.

3- *Rome* (Enlightenment Alliance)

Rome, city of love, is one of the great cities of the Enlightenment Alliance that controls Europe. Baroness and media darling Evita Kappel lives there, blissfully unknowing of the many unpleasant ways in which her life might change in a few years.

4- *Zvenvok* (Puritan Territory)

A small settlement of Atlantean descendants in northernmost Siberia so remote and obscure that it doesn't even appear in the maps. Points of interest here include one of the best archives of Atlantean lore in the world and a nearby compound in which amoral scientists are running a supersoldier program for the Russian government.

5- *Sybion* (Puritan Territory)

A small island in the Atlantic in which a small group of Atlantean survivors found refuge. Modern Sybion is dominated by a few dozen males who keep their women ignorant about the fact that they are far more powerful in potential than the men, who were crippled over the

centuries by the spiritual fallout caused by the destruction of Atlantis. Visitors are grudgingly tolerated, but tightly controlled.

6- *Pillar Island* (Central Pacific)

An ultra-maximum security facility of the Association somewhere in the Pacific. No one lives here or is even supposed to know that this place exists, except for the guards and prisoners, so you can count on being asked some extremely pointed questions if you show up here without a background that justifies your presence.

7- *Abandoned Mining Town* (Aleutian Islands)

A small mining settlement that was abandoned by its denizens when the local mine ran out of ore. No one lives here or is expected to visit for a number of years, but a fair amount of infrastructure was left behind and remains in surprisingly good condition, including an ore hauler airship.

8- Free Choice.

Thou are lucky. Pick whichever of the above you prefer.

WHO ARE YOU?



Nature

In this world, sexuality *is* a source of spiritual power. Naturally, the characteristics of that sexuality influence and at the same time are influenced by the shape and amount that this power takes. While this comes with no attached memories, the spiritual nature of this choice will result in your attitudes and behaviours being influenced for the length of your stay, although this influence is lesser than that of background memories.

Pick one of the following for free:

Dominant

You are spiritually inclined towards dominance. This is something that goes beyond bedroom activities, since you'll tend to seek positions of leadership in most dynamics you can think of.

Submissive

You are spiritually inclined towards submission and not just in regards to sex. This doesn't mean that you cannot lead (and lead well if you have the talent), but you'll find it easier to be content in a subordinate position.

Switch

Your soul is spiritually balanced between dominance and submission, and you may do as you wish, with no influence to worry about other than your own will. This freedom comes at the cost of being unable to manifest quite a few high level techniques that require a stronger inclination towards dominance or submission, alas.

Background

Your age is whatever you want in the 18-40 range or however old you were in your last world, if you want the pure Drop-In experience. If you want to alter appearance, gender and/or age outside that bracket, you might do so in exchange for 50 CP.

Finally, you must choose a free origin:

Outsider

You come from outside this world's global fetishistic society. Whether that means that "you" grew up in one of the Puritan Territories or that you are freshly arrived from other worlds, for a more conventional Drop-In option, is entirely up to you. Either way, you probably will have to deal with some culture shock and the distinct lack of a support network, but your unusual origin opens to you some of the more unusual powers in the setting.

Shadow

Maybe you are a Phantom. Or a Spectre. Perhaps a supersoldier like those produced by Project Vojak and Project Vojna. Either way, yours is a life of secret violence, for you are one more soldier in the shadow war being fought across the world, whether you operate on your own or work for a larger organization. Having survived this far in such a sink or swim environment, you have gained skills that make you deadly in a fight and stealthy enough to avoid those fights you cannot win, but should you ever choose to leave this life, you may find yourself without many marketable skills.

Civilian

The modern age is supposed to be an utopia and you get to live it up as a civie. At a minimum, you have a job of some kind, an extensive support network and no need to worry about the ugly things going on beneath the surface, at least until things move into the endgame stages eight years or so into your stay.

PERKS

Rules
100 CP perks are free and the rest are 50% off for the respective backgrounds.

NATURE PERKS
Switches have no perks of their own and cannot take either capstone, but can pick from the rest of the Dominant and Submissive perk trees a freebie of any price and up to five discounts of their choice.

DOMINANT

Commanding Presence (100)
You have a naturally commanding presence, regardless of what your personality may actually be like. Indeed, even if you are shiest wallflower to ever live, the perk ensures that your body language and subconscious demeanour will always be supremely self-assured, unless you decide to toggle this effect off. While there is nothing supernatural about all this, you'd be surprised how likely the average person is to follow your lead or assume that you are in a position of leadership, thanks to this.

Safe, Sane, Consensual (100)
For many, "safe, sane and consensual" is the gold standard that all kink activities should aspire to follow. If you try to abide by these guidelines, this perk will make things in the bedroom go smoothly in reward. With this you'll have a much easier time securing your partner's consent for most anything that doesn't fail basic safety and sanity checks, complicated preparations will take less time and effort than expected, and a merry time will be had by all, with no random interruptions or other mood-killers, or your money back.

Gordian Knot (200)
You sure know your way around knots. And all other types of bondage equipment, for that matter.
In other words, this purchase makes you scary good in the field of bondage and gives you a fairly reliable sense of what it takes to keep someone safely restrained, as long as you know what they can do. This doesn't make bindings super-effective or anything like that, but you'll never have to deal with loose knots and it will tell you how many more loops of rope are required to keep a superstrong person nicely packaged, if you know the strength level you are dealing with.
Moreover, this perk helps put the safe in safely restrained. Unless you deliberately work to make things harmful, those you bind will never suffer from the usual effects of long term bondage, such as muscle atrophy or diminished blood flow.

That's A Paddlin' (200)
The perk provides you with a very reliable sense of how much force you need to put into your blows to inflict the exact level of damage you want, whether that happens to be a sore

bottom or something rather more traumatic, and can be toggled to act as a limiter in combat, although there might be some uncertainty in chaotic situations with many opponents, limited visibility and such. It also lets you use a small hammerspace to carry crops, paddles and other tools of the trade, should you wish to.

Special Rank (400)

Dominant ranks are determined more by skill than by raw spiritual power. Special rank represents the level in which their spirit techniques become serious business, since dominants of this caliber can use their soul to boost their physical power, manifest moderate amounts of elemental energy and knock out weaker individuals just by focusing their spiritual presence, among other things. Regardless of what the rest of your choices may say about the provenance of your training, with this perk absolutely no one will doubt that you belong in the major leagues... Unless, you decide to hide this for some reason, since this also makes you skilled enough to disguise your actual power level from most potential observers.

Subjugation (400)

If you can keep someone under your thumb, you can eventually bring them to heel.

Doing this might not be easy or even practical in the most extreme cases, but the possibility will always exist, if you look for it. Always. “Absolute” mental defenses will turn out to have some tiny weakness you can exploit, “infinite” willpower will eventually run out for a short while, and the most intractably stubborn personalities will turn out to have some kind of fear you can use to your advantage. What form this opportunity takes will never be immediately obvious, but it will be there.

Moreover, this perk also lets you know how close you are to the red lines of breaking someone beyond recovery, just in case you want to take a step back and avoid personality death. After all, you’re not a little kid and, if you break your toys, it won’t be an accident, but because you wanted them broken.

Purely Dominant Spirit (600, cannot be taken with *Submisshields*)

While most souls have a proportion of submissive and dominant energies, a rare few have a total lack of submission in their spiritual makeup. As a consequence of this, such individuals are ordinarily unable to use even the most elementary submissive techniques, but enjoy dominant energies that can be described as exceedingly potent, to a ridiculous degree.

With a decent level of training, such dominants can make others descend into blissed out catatonia just by flaring their spiritual power, their techniques generate effects that are noticeably more powerful and the very structure of their soul makes them very highly resistant to attempts of any nature to make them submit to others, even if they desire to do so. And thanks to this perk, Jumper, you now have one such soul.

SUBMISSIVE

Hidden Endurance (100)

It is part of a dominant's role to take their sub to new and exciting experiences. It is part of the submissive's role to endure the excitement and the good ones tend to find in themselves the strength to do so.

Since the submissive lifestyle can be a harsh mistress (even if the actual mistress is not all that harsh herself!), you might find that this perk makes it easy for you to cope with things in a number of ways: it provides a bit of a boost to your willpower and your patience; it helps you cope with things that trigger instinctive reactions of fear and disgust, so that even though it doesn't heal mental traumas or deep seated fears, it allows you to remain functional in the face of such things; it lets you bump up your pain threshold a bit and to disregard your biological needs to an extent, although not to a level that could be dangerous for you; and some other odds and ends along these lines.

The effects are greater when you are following someone's lead and greatest when you are doing this during sexytimes, but barely there if acting on your own initiative against the orders of someone who can command you.

Safeword (100)

One of the most important practices in kink related activities is the use of safewords that allow the submissive to call off things. Thanks to this perk, your safeword is a tiny bit special and not strictly limited to bedroom activities. It will be ineffective against those with zero inclination to respect such things, but if you ever need to make an ally, friend or companion stop doing something for a second you can do this by invoking your safeword. There is a sort of cooldown to this perk, so you cannot use it to freeze someone in place by saying it a lot and nothing stops your companion from resuming their actions if they want to, but if you only need a second... this perk might be of some use.

Learning The Ropes (200)

Following the lead of somebody else is part and parcel of the submissive lifestyle, but for some it can be hard to learn their new lessons.

If you have purchased this perk, this is not the case for you, since this grants you a slight spiritual adjustment that makes you an apt pupil whenever you are trying to gain new skills imparted by someone in a position of superiority over you. While the effects are most spectacular when dealing with sexual matters, this can also work when the superiority is based on social position or even seniority, at least doubling your learning speed as long as you regard your teacher as superior in at least the field you are being trained in. However, this perk doesn't help if you are trying to learn from someone you consider beneath you.

Subspace Savant (200)

Subspace is a state, generally caused by sexual stimulation, that allows someone's conscious mind to briefly detach from their body and enter a featureless plane of pure thought. This is not entirely without its risks, since the body is left in a highly suggestible state, but subspace can be used for various useful purposes, including the transference of spiritual power to individuals with whom some manner of spiritual connection exists. The perk grants the ability to enter and leave subspace with consummate ease and allows you to help others in close proximity do the same.

Let's Hug Instead (400)

If you have a good emotional rapport with an opponent in a fight, you can very probably convince that opponent or opponents to sit it out, just by offering them a hug. This doesn't work if it seems likely that this inaction will result in unacceptable outcomes for the opponent,

like lasting harm to loved ones and such, and you need to stay out of the fight yourself, but other than that you are good, even if it is the literal fate of the world on the line and your opponent is risking years of labour by refusing to fight.

Withdrawing Consent (400)

Submissive does *not* mean slave. A fundamental truth, but one oft forgotten. What is the difference? A submissive chooses, a slave just obeys.

Purchase this perk, Jumper, and you shall receive the power to withdraw your consent under any circumstances. This does not retroactively remove the fact that you consented to something in the past, but it can often negate the effects in the present. Remove your consent to the sale of a property and you'll get it back, although you will have to pay back whatever you received from the sale. Sold your soul to the Dark One for magic powers? You can get your soul back by invoking this, although you lose the magic and it is likely that the Dark One will be hella pissed.

Even better, this kicks in automatically if you ever get talked into something that will rob you of your ability to decide, unless for whatever reason you decide to toggle off the effect beforehand. However, the perk is entirely ineffective against effects that don't actually require your consent.

Submisshields (600, cannot be taken with *Purely Dominant Spirit*)

Submissive spirit techniques are fundamentally defensive in nature. While completely useless against attacks without a spiritual component (e.g. bullets), a sufficiently well trained person with a sufficiently potent soul can create shields that simply nullify manifestations of dominant energy that aren't powerful enough to overcome it. The perk gives you a natural talent for training these techniques quickly and always with the right nuance to use them in the most efficient manner. In the context of worlds beyond this one, these techniques will be effective against magic and other supernatural phenomenons, within the limits outlined before.

ORIGIN PERKS

OUTSIDER

Sympathy (100)

When you are in a tight spot, you tend to get lucky and find people sympathetic to your situation. Not sympathetic enough to do anything big on behalf of a relative stranger, but more than enough to go a little out of their way to help you with relatively small stuff, like helping you navigate an unfamiliar bureaucracy. And if you want more, odds are good that if you put enough time and effort into it, you can turn sympathy into friendship.

Under The Radar (200)

You are a newcomer and the system just doesn’t have very much information about you, but just in case you want a much improved level of anonymity take this. With this, you’ll have an uncanny degree of luck when it comes to staying out of the spotlight and avoiding official notice. This is strongest the less waves you make, so if you are just trying to live an ordinary life under a false name you should never so much as run into a policeman, but if you are

doing something like plotting with terrorists, you'll quickly exhaust this protection and find your front door kicked down by law enforcement.

Soul Arts Adept (400)

Whether by being trained in the lore of the ancients or piecing together something new through fruitful self-experimentation you have managed to master techniques that don't fit the accepted paradigm. This is guaranteed to result in official scrutiny or worse if your knowledge is revealed, but in the plus side you now start with extremely fine control over your spiritual energies and enough mastery over your powers that with enough time you could quickly teach to others with the right spiritual makeup how to use anything you might purchase in the Soul Arts section.

Perfect Atlantean Soul (600)

Perhaps the rarest of spiritual traits in this world is having a perfect atlantean soul, the result of countless generations of undiluted atlantean ancestry concentrated in a single individual. This gives you raw spiritual strength matched only by two others in this world and a natural aptitude for wielding your energies in ways that most everyone else in this world can barely even dream of.

SHADOW

Weapons Carry License (100)

In a world in which conventional firearms were outlawed in the early 20th century and in which not even law enforcement officers have access to lethal weapons, those who fight the shadow war are the only ones granted the right to wield guns. But thanks to this perk, you should not have to worry about the police seeing that you are armed, because a very mild supernatural effect makes people ignore the weapons you carry in your person about 99% of the time and, even if they realize you are packing heat, they will generally walk away thinking that you are an exception to any rules against this kind of thing.

All the same, attempting to actually use your weapons will automatically shut down the effect and sufficiently focused scrutiny will see through it, so don't think that this lets you carry a bazooka to an interview with the President or anything like that.

Field Agent (200)

It takes more than a nice suit and an attitude to be a soldier of the shadow war. You need the kind of skills that you usually cannot train without quite a lot of time and access to certain specialized resources, so if you plan to go into the thick of things, it might be a good idea to purchase this perk. Doing so will grant you a serviceable level of training in any number of skills relevant to the world of espionage. Marskmanship? Check. Close quarters combat? Check. Piloting? Yep. Criminal investigation? That's covered, too. Hacking? Ditto.

Of course, there are a few limitations. You only get mundane skills and since this turns you into a jack-of-all-trades, it'll take quite a lot of time and additional training to become really good, even if the potential is there. That said, the breadth of your skills ensures that there is almost no situation in which you'll be dead weight.

Unbreakable (400)

Generally speaking, secret agents tend to be tough customers, used to cope with extremely high stress situations without losing their cool. Thanks to this perk, you take things one or two steps beyond this and enjoy a truly inhuman level of willpower, that makes you formidably resistant to most mundane forms of coercion. You could be subjected to horrible tortures for years without ever breaking.

Indeed, it is likelier than your torturers would break instead, since this perk also slowly erodes the willpower of your opponents should you ever be forced into something that can be considered a clash of wills. This is a very, *very* gradual thing and would require a long time to achieve its full effects, but if you clash repeatedly with someone and they never manage to overcome you, they will inevitably suffer a breakdown at the end.

Project (600)

One way or another, Jumper, you have received the same kind of enhancements as the subjects of projects Vojak and Vojna and seem to have been spared the kind of trauma and mental conditioning that this process that merges soul and flesh usually requires.

Physically, you can punch through titanium vault doors without extreme effort and move faster that is humanly possible. Spiritually, the peculiar condition of your soul protects you from some soul affecting phenomenons, hides you from most forms of soul perception, grants you the ability to detect other souls in your proximities and how to read in them some things (such as power level and intense emotional turmoil), and leaves you with a high level of skill in wielding your soul energies for attack (making people simply explode is a thing for you now) and defense (soul energy shields).

CIVILIAN

Sucker Punch (100)

As a civilian, yous foes subconsciously expect you to be unremarkable and weak, unless they have taken your full measure in the past. As a result of this, if you decide to start hostilities with a sucker punch, you have really good odds of catching your opponents flatfooted, unless they are unusually wary or perceptive. If there is something or someone distracting said opponents, success is almost certain.

Loophole Abuse (200)

You know the law and you know it very well. In fact, you know it so well that you always know what the law says about any given situation you happen to find yourself in, down to the most arcane of bylaws. Moreover, you also have a sixth sense for finding any relevant loopholes that may let you wiggle your way out of a tight spot and getting the authorities to agree with your reading, as long as the letter of the law isn’t violated.

Art of Maiding (400)

Or teaching. Or sailing. Or coaching. Or driving. Or playing an instrument.

Pick a trade that is a viable job for a civilian of your background and, over the course of your jump, you'll meet someone who'll mentor you into achieving a high degree of competence and probably throw in one or two unrelated skills that might be of use.

Though they are not companions, unless CP is paid to add them to the chain, these mentors will always start as friendly allies who bring to the table world class expertise in their field and maybe some extra skills or contacts of their own.

Alternatively, you can give this mentor role to one of your companions, thus granting them the relevant skills.

Either way, in future jumps, the effects of this perk will adjust to local conditions, so picking starship piloting would be acceptable as a trade in Star Wars or magical medicine in Harry Potter, but your choices will be more restricted in less colorful settings.

Enchantment (600)

Enchanted objects are the most common form of magic in this world, since the collection, transformation and transmission of spiritual energy into electrical power is the very basis of modern power technology here, and it is possible to find the relevant mechanisms in pretty much every dwelling place in the world. Mechanically, the art of enchantment involves planting a construct of spiritual power or sigil on a solid surface (which might be living or non-living), that then carries out its program, which might involve any number of things from temperature control to draining spiritual energy, passing through various forms of mental influence.

This perk makes you a sigilcrafter of highly prized talent. Inanimate objects that carry your sigil work will last a good long while longer than anything else in the market and should you wish to take your talents in that direction, some experimentation and study time will let you figure out in a matter of months how to make the jump to planting sigils directly on living things.

OTHER PERKS

Beauty (100)

Maybe you are not the second coming of Helen of Troy, but this perk makes you solidly attractive by most standards. The effects are mostly cosmetic and, to an extent, up to you, but even someone who prefers a different kind of beauty will rate you as a 8/10, at least.

Unarmed Combat (200)

Everyone of note around these parts knows how to throw a punch and, with this perk, so do you. In pure skill, this puts you in the level of an olympic martial artist, but since this also lets you push yourself that extra bit by boosting yourself with your spiritual energies, you are actually a good bit beyond that. The specifics of your style are up to you and even if you decide to include a silly gimmick (like, for example, using a weighted ponytail as a whip), this makes you good enough that you can probably pull it off.

Shared Soul (400)

There is a tribe of natives in the deep Amazon who were uniquely able to pool their spiritual strength thanks to an ample supply of paixao root in their tribal lands. This perk makes it possible for you to emulate the Daughters of the Shared Soul, at least when it comes to your companions, since it grants you the ability to easily forge spiritual bonds of such strength that it would ordinarily take a lifetime of emotional closeness to match.

The power of this perk should not be underestimated. A shared soul has the combined spiritual strength of all the members of the group to use and resist in combination any spiritual attack, granting great power in defense and offense. That said, there is a significant downside: being part of a shared soul requires willing membership, so if someone wishes to break his bond, the heart of the shared soul will experience significant emotional backlash as a result of that departure.

Transcendence (600)

Xor-Talatia's soul managed to cling to existence after his physical self was obliterated in the destruction of Atlantis, regaining strength over thousands of years by feeding on the darker emotions of humanity. With this, you get to cheat death in a similar manner once a jump. However, you will be just as dramatically weakened as Xor-Talatia and failing to regain a corporeal form before the end of the jump counts as a chain ender.

In the other hand, the premium CP you are paying for this ensure that you'll have an easy time adjusting to a purely spiritual existence. What Xor-Talatia needed centuries to accomplish, you can match in a decade, so if you put enough time and effort into it, before your stay is over you'll be able to gain power from the emotions of those you've touched with your spirit, to subtly manipulate those very emotions and even to split your spirit into fragments.



SOUL ARTS

Outsiders receive a 200 CP stipend to spend in this section.

Aural Sight (100)

This power allows for the optical viewing of souls. Ordinarily, this merely provides a limited amount of information about the power (glow intensity) and basic structure (colour) of the observed souls, but it can be used to detect invisible individuals, incorporeal presences and even spiritual/psychic taints.

Elementalism (100, free Dominant)

The power to transform spiritual energy into elemental forces, most commonly fire or electricity, which can be manifested as an aura, concentrated around specific parts of one's body or through handheld tools and weapons.

Enchantment Analysis (100)

The ability to detect that an object has been enchanted and to divine through observation the nature and limits of said enchantments.

Energy Deflection (100, free Switch)

While this technique is defensive in nature, it is energy neutral and dominants can use it just as well as submissives. Essentially, it involves a soft touch and precise use of spiritual energy to nudge incoming energy attacks away from the defender. It can be highly energy efficient, since dealing with attacks this way requires less raw power than shielding, but getting the right timing can be tricky and, of course, requires defenders to take active action to protect themselves.

Mental Detachment (100)

A combat technique based on the teachings of the Order of Denial that allows the mind to block off distractions such as pain or injury in combat by partially detaching itself from the body. While this does not negate the damage, as long as the body is still physically capable of movement this allows users of the technique to keep fighting beyond their ordinary limits.

Spiritual Writing (100)

Allows the user to write messages or draw images with their spirit energy. The messages thus created are invisible, unless observed through some method of soul perception, and can last for thousands of years. This has *immense* synergy with all forms of enchanting.

Amplification (200, discount Switch)

Allows users to synch their spiritual energies with somebody else. The primary purpose of this power is providing others with additional energy, but it can also be used as a weapon. Amplification techniques can be used to make it much harder for others to use their own spiritual power or to forcibly extend subspace trances.

Healing (200, discount Submissive)

This soul art can be used to heal physical injuries through contact, although mending life threatening damage is moderately taxing.

Rubbermancy (200)

Grants the ability to control rubber based materials through psychokinetic means. Range, finesse and power scale up in direct proportion to the spiritual strength and fine control of the ability user.

Soul Blight (200, discount Dominant)

A technique developed to drive the user into a berserker rage in which spiritual power is spent to enhance physical strength. Is likely to result in madness or even death, if the soul isn't strong enough, and use of external power sources to decrease this risk is a known vector for spiritual contamination and possession. Use with utmost care.

Stealth (200)

This is *not* true invisibility, but rather a technique that allows you to make your presence disappear by turning your energies inwards. It is ineffective against mechanical observation, but extremely effective against spiritual detection and even someone looking directly at you will probably fail to register your presence.

Biokinesis (300)

While related to healing, this technique deals with the *alteration* of flesh, not its restoration. Like its lesser cousin, biokinesis is relatively slow and taxing both on the user and the patient, but it can accomplish many things, such as turning males into females down to the genetic level.

Divine Sight (300)

This gift for prophecy is an extraordinarily rare talent that this world hasn't seen since the death of the founder of Atlantis, Xar-Atlantian. It provides predictions that follow the principle of highest probability, so it is possible to invalidate these predictions by taking action against them, but since this ability only provides minimal context it may prove difficult to determine the course of action that must be followed.

Exorcism (300)

If you ever find yourself troubled by spiritual contamination, spirit possession or other situations in that same vein, this technique is sure to come handy. Just touch the target while focusing your spiritual energies in just the right way and you'll be able to strike directly against the intruding force, although success will be determined by the comparative power and strength of will of whatever you are facing.

Hypnomancy (300, discount Dominant)

An improved form of the standard dominant aural projection techniques that reaches the level of mind control and thought projection. The effects scale up in proportion to the spiritual strength and willpower of the user (for reference purposes, someone with a Perfect Atlantean Soul was able to incapacitate hundreds of prison guards across a large facility at

once and to simultaneously share his memories with nearly five hundred of his followers). Ineffective against individuals with no submissive energy to exploit.

Soul Aegis (300, discount Submissive)

An improved form of the standard submissive shielding techniques that also offers protection against physical attacks. Effects scale up in proportion to the spiritual strength of the user. The shield may be manifested either as an aural defense or as a wall of force to protect others.

World Revolutionizer (600)

The ultimate ritual ever designed by the Atlantean civilization, meant to cripple the rest of humanity by taking away their ability to manipulate spiritual energy. It involves use of a power-amplifying location, the Atlantean Eye, to connect with the subconscious mind of all humans across the globe and sever the channels between mind and soul without killing anyone, although it is implied that this could also be used to carry out a selective global genocide. The original World Revolutionizer called for the help of a dozen Amplifiers to enhance the powers of the focus, but it was eventually proven that a single person with a perfect atlantean soul could do it without this level of assistance.



EQUIPMENT AND PROPERTY

Shadows and Civilians receive a 200 CP stipend to spend in this section.

Gold Collar (100, free Submissive)

First and more obviously, this is an object of considerable monetary worth, but no one will ever try to take it from you to melt it down or anything like that. At least, not out of materialistic greed.

Beyond the gold, however, this is a symbol of your commitment to a relationship in which another will hold the ostensible power. Putting it around your neck will not seal away your power or make you unable to disobey someone, but for as long as you are willing to bear the dynamics of such a relationship this collar ensures that things will go reasonably smoothly and that all but the gravest disagreements will be solved in mutually satisfactory fashion.

Sigil (100, free Dominant)

A symbol that represents you and your authority as a dominant within a relationship. It can take any number of shapes, from a jewel to a tattoo, but it can only be used on someone to whom it is freely given and who freely accepts to carry it with the full understanding of what it represents. As long as these conditions are met, you will always be able to tell the rough location and emotional state of anyone who carries your mark.

Suit (100, free Shadow)

This could be either an actual suit of the kind used by Phantoms in their day-to-day business or the same type of catsuit used by agents who are going into a hot zone. Either way, it is guaranteed to make you look surprisingly good, provide total freedom of movement and full body protection equivalent to low grade body armor. Strong submissives will get more mileage out of it, since it contains sigils that can draw upon submissive energy to provide increased protection at a fraction of the cost of even a basic shielding technique.

Weapon (100, free Shadow)

Not a firearm, but rather an energy gun. It draws small amounts of power from its wielder's dominant energies to shoot blasts of energy. As a result, it is not very useful in the hands of someone primarily submissive, but in the hands of a strong and skilled dominant it has effectively unlimited ammo that can be lethal or non lethal depending on the intent of its user.

If you want to, you might use this to import an energy powered personal weapon from other jumps, which would replace its original power source with your spirit energy. Depending on the strength of your soul relative to said power source, this might result in this imported weapon being boosted or weakened.

Cloaking Device (200, discount Shadow)

A highly miniaturized device that can make a single person invisible for a while. It is only moderately effective against those sensitive enough to detect users through their spiritual senses, so try not to rely too much on this thing.

Mist-class Sky Boat (200, discount Shadow)

A small aircraft made with the finest Russian technology. Can carry comfortably half a dozen passengers, make amphibious landings, has VTOL capability, features an advanced stealth system AND visual cloak, as well as a variety of attack options. Its engines are also powerful enough to catch up with an airship moving at the speed of sound, while towing a slower aircraft its own size.

Project Vojak Research Notes (400, discount Shadow)

All the records of perhaps the most successful supersoldier development program in the world are now yours. With this information and a fair amount of resources, you could duplicate it completely and turn normal humans into living weapons with the level of enhancement described in the Project perk. Unless you improve upon the work of the original researchers somehow, however, the procedure is guaranteed to be long, involved and intensely traumatic for those that undergo it.

Prison Compound (600, discount Shadow)

A large, nondescript facility that contains a maximum security prison of your very own, staffed by generic prison guards armed with a variety of non-lethal weapons from this setting. In future jumps, you can choose to keep the prison as a warehouse attachment for free or to make it appear in some remote, unimportant location of your choice with a 100CP import.

If you pick the import version, when you travel to jumps in which mainstream technologies are far more advanced or baseline human capabilities are greater by default, you might freely upgrade both for the duration of the jump and, in any case, you might have up to 8 unimported companions join the prison staff. However, none of the prison staff, including the aforementioned companions, may ever leave or directly influence the world beyond the prison's walls.

Legal ID (100, free Outsider)

You come from outside the system, but this purchase will help you work within the system. It is a set of papers that provide a somewhat generic legal identity for you for every new jump in which should documentation could be useful, within reason. If you do something like start as a tentacle monster in an otherwise vanilla Earth, for example, the legal identity may refer to your base post-body mod self, for example.

Smoke Bomb (100, free Outsider)

No, you are not purchasing a ridiculously expensive smoke bomb. Rather, you may consider the purchase to be the platonic ideal of the smoke pellet. If you ever need to get away from your enemies, throw this at the right moment and you'll be able to sneak away in a cloud of smoke! When is the right moment? Whenever you want, really, since just by hiding your hands from observers for a moment you can summon a smoke pellet to your hand, no matter the time or the place.

Paixao Plant (200, discount Outsider)

A much coveted plant from the deep Amazon rainforest that is worth a great deal to any number of business interests in the pharmaceutical field. Aside from being a rather potent

aphrodisiac, paixao roots contain chemical compounds that through heretofore unknown mechanisms stimulate the formation of perfect spiritual bonds, allowing consumers to do in mere hours what usually takes many years.

Guns (200, discount Outsider)

You have guns. Lots of guns.

In one hand, these are *gunpowder* guns, which are extremely illegal in this world and will cause you no end of legal trouble, if anyone finds out about this.

In the other hand, this purchase gives you several hundreds of weapons, between handguns and long guns, with enough ammo to fight a small war. Potentially very useful if you want to take over a small country or something like that, assuming that you can survive the potential retaliation.

Black Books of Atlantis (400, discount Outsider)

The first tome of the Black Book was written by the creator of Atlantis. It contains his prophecies and much information about the most advanced forms of spiritual magic known to Atlantis. The second tome was written thousands of years later by Michael Kappel, who compiled in these pages the many post-Atlantean manifestations of spiritual power that he encountered in his travels across the world. Together, these volumes represent the greatest work ever written about the soul arts and could allow someone to master some of the darker powers in this world with sufficient dedication to study.

Puritan Territory (600, discount Outsider)

Well, it seems that you aren't just from a podunk microstate, but that you actually are the effective ruler of one. It is up to you to decide the demographic composition, the social dynamics, the cultural mores and the geographic location. Known canon examples include Zvenvok, which strongly resembles a Russian orthodox enclave in the depths of Siberia, and Sybion, where a few dozen powerless males lord over harems of latex suited women who worship them as descendants of divinity, so there is *a lot* of room for just about any social system and culture you want to create.

That said, there is some stuff you cannot change: your territory is smallish, your level of development relatively low, and your population measured in the thousands or tens of thousands, at best. You can come up with one or two advantageous peculiarities for your land (for example, a somewhat more advanced understanding of soul energies or a still active Atlantean ruin that can be employed for some useful purpose), but they MUST be offset with some drawback of equivalent value (like the powerlessness of Sybion-born males or the relative poverty of Zvenvok).

Other than this, you may make this your starting location and may invoke diplomatic immunity if you get in trouble abroad (whether that works or not depends on how big the trouble, of course). After the Jump ends, you might either attach this small kingdom to the warehouse or import it into the new worlds you'll visit.

Vehicle (100, free Civilian)

By default, this is a road legal car and the main difference between this and something you could have purchased back home is that it runs on the spirit energy leaked by its passengers.

If you want, you can this to import some land vehicle that will be modified to run in this fashion, but you should realize that if you import something particularly large or powerful, you'll need either lots of passengers or singularly strong spirits to get it to run.

Optionally and totally for free, you can add a system that lets you thoroughly restrain to their seats anybody who isn't behind the wheel, just by pressing a button. Recommended by 8 out of 10 dominants!

Fetishwear (100, free Civilian)

This grants you an infinite credit line with the famed fetishwear makers "Unlimited Fetish Works", who will make any fetish outfit to your specifications, throw in whatever enchantments are required to ensure comfortable wear (as long as comfort is part of the design, that is) and deliver up to a hundred outfits a week straight to your warehouse in no time at all.

Non Lethal Weapons Cabinet (200, discount Civilian)

This is a (very) small armory containing maybe two dozen non-lethal weapons of the types used by police and neighbourhood watch equivalents around the world. It includes tasers, flash-stun grenades, air guns loaded with narcotic darts, paralytic gas guns and the unwieldy, but strangely popular latex hand cannon (which shoots blobs of intelligent latex that mummify the target on impact). The ammo for any given weapon provided by the cabinet refills itself after it has been used.

Encyclopaedia Atlantica (200, discount Civilian)

An encyclopedia in twenty seven volumes that contains the sum total of the translated contents of the Great Library of Atlantis in an annotated edition that is written in such a way as to be approachable to the general public. Beyond literature, philosophy and other matters of little relevance, the Encyclopedia Atlantica contains enough information about the theory and practice of spiritual manipulation that even readers with zero prior experience could learn to exploit the power of their souls in a basic level with just these tomes and enough time to study. Indeed, it might even be possible for someone brilliant enough to replicate this world's spiritually powered technology just by working from first principles.

Mansion (400, discount Civilian)

You now own a fairly respectable mansion, about two thousand square meters in size, in the location of your choice, with whatever style and internal arrangements you want. It comes with complimentary staff made up of your choice of generic archetypes (naughty maids, snobbish butlers and such), whose appearance you can define in broad strokes and who are highly skilled in the mundane duties pertinent to their positions, but pretty useless for anything else. Also, as per local traditions, you can include completely for free a sex dungeon in the basement.

Large Company (600, discount Civilian)

Somehow, you have now a major corporate harem, which in local parlance means that you now own the majority of a rather large company. Fortune 500 kind of large. You might define how you gained this and what this company does, as long as you don't try to exploit this to get access to very advanced technology or really rare resources, of the kind you'd

need to pay serious CP for. In other words, saying that you now own hundreds of hotels is perfectly fine, but saying that you become the CEO of Lexcorp isn't.

In future jumps, this company will scale in proportion to the scope of the setting you find yourself in, so it may be just a large guild house in a small medieval type setting or a business that outright owns whole agriworlds in, say, Star Wars. Generic employees will take care of things if you don't want to bother with management, but the firm will only flourish (or fail) if you directly work for it.

Atlantean Eye (800, undiscounted)

This is a smallish chamber, inlaid with heavily enchanted lapis lazuli, that can store tremendous amounts of spiritual energy and serve as a focusing tool for all your soul arts, making it possible to use them with global reach and on billions of targets at the same time, if the chamber is fully charged. It has equivalent power enhancing effects upon any other purely spiritual abilities you might have from previous jumps and lesser, but still notable effects when used in combination with psionic or mystic powers.

There is a hard limit on terms of how much power can be stored or channeled through this Atlantean Eye, but since you are paying a very high price for this, there is no chance of overloading it or suffering the kind of backlash that destroyed Atlantis. Moreover, it is keyed to the spiritual signature of whoever purchases it, so you don’t have to worry about unauthorized individuals using this power for their own purposes, either.

COMPANIONS

Jumpers only section. Companions cannot take additional companions, nor increase their CP by taking drawbacks.

Friend (50 CP)

Standard individual import format that grants a free nature, free background, their freebies and a budget of 500 CP to spend in additional purchases. This option may be taken up to 8 times.

May alternatively be used to create a new companion.

Collar Family (200 CP)

This is the usual mass import option, which you can use to import up to 8 companions. They get to pick a free nature, free background and whatever freebies go with those, along with a stipend of 400 CP that they can use to purchase perks, soul arts or equipment.

Can also be used for the purposes of mass generation of new companions.

Dominant/Submissive (100 CP, 1 free for Submissive/Dominant)

Now, this is something a bit special, which can be used to either create a new companion or to import a willing one into a specific role. As with Friend, it may be taken up to 8 times.

Either way, they get a free background and 600 CP, but their nature is locked as the opposite of your own and the effects of this purchase considerably increase the effect of the spiritual inclinations described before. Switches get to choose if they want a Dominant or Submissive partner, but do not get to take the intermediate option.

Moreover, this format grants the jumper a stable and well developed spiritual bond with the companion from the start, with all the advantages and downsides intrinsic to such an arrangement.

Canon Companion (100/500 CP)

This is the usual companion export option. If there is someone here other than Xor-Talatia that has caught your eye, pay 100 CP and you'll meet them in circumstances that will make them inclined to agree to become your companion, unless you bungle things epically.

Alternatively, you may want to pay 500 CP for either the extended Sixx collar family (Michelle, Laura, Ginger, Trina, Stella and Claire) or the Kappel family (Michael, Evita, Alice, Anya and Gunther) to join you as group companions that take up a single companion slot. If imported in future worlds, this costs only as much as a single companion, but they only receive the stipend granted to a single companion, too. Moreover, perks purchased by the group companion aren't shared and must be assigned to a specific individual within the group.

TOGGLES & DRAWBACKS

You may gain no more than 800 CP from picking drawbacks, although you are free to go over the limit if you want the challenge. In any case, companions may not take drawbacks.

In A Different World… (+0)

In the same spirit in which the author of Collar Sixx has drawn some side stories about real world alternates of the main characters or alternate universe developments of the canon plot, this is the toggle for all your AU, fusion or crossover needs.

Want to go to the genderswapped universe? Use this. Want to take the characters and ditch the setting? Use this. Want to take the metaphysics or fetish culture to another Jump, but not the characters? Use this.

The specifics of how this is accomplished are left to your discretion. Use the nature perk trees as a supplement to add a BDSM touch to other settings if you wish to, grant yourself a secondary CP pool to do so if that's your whim… In the end, just remember that responsible fanwanking is up to the writer of each new jumper.

Jumper's Dysfunction (+100)

It seems that some bizarre quirk of your biology that resists healing or alteration has rendered you largely unable to enjoy sexual intercourse and even just pleasing your partners will require a lot more work than it should. Nothing dangerous or life threatening here, but why come here if you are going to kill the fun like this?

One Hell of a Unibrow... (+100)

Or a lot of nose hair. Or some other combination of features that makes you fairly unpleasant to look at. In less words, this drawback makes you ugly and nothing you do seems to help. Shapeshifting seems limited to forms at least as ugly as your baseline and the same happens with illusions. Surgeries can and will go wrong, and even disguises will tend to fail on you for no good reason. Other than that, this should be more an annoyance than anything serious, but is probably going to crimp your social life for the length of your stay.

Cold Gone Hot (+200)

Remember all that stuff about this world being semi-utopian, in spite of the ongoing shadow war stuff?

You may forget it. Xor-Talatia finally managed to trigger his war. It is just starting, but worldwide bans on gunpowder weaponry are being ignored, the superstates are starting to draft high level practitioners left and right, and -once the war starts dragging on- the governments will start breaking out spiritual weapons of mass destruction that they have been working on, just in case.

In the plus side, one of the first acts of the war was the destruction of the GDA's Pillar ultra-high security prison. Michael Kappel is presumed dead and that means that you shouldn't have to worry about anyone casting the World Revolutionizer ritual anytime soon. Or should you?

Trauma (+200)

You now have a whole lot of trauma to deal with and the perks that might help you handle this are not half as effective as they should. The specific flavour of this trauma will be influenced by your background and picks, so if -for example- you have the Project perk, you'll also have memories of being subjected to extremely invasive surgeries without anesthesia. Even if you have the most mundane choices possible, you'll have unpleasant memories of such unfun things as abusive relationships, fighting against cancer and the like.

Ghostly Housemate (+300)

A fragment of Xor-Talatia has taken residence in the depths of your soul. He is unpleasant, a bit of a jerk and (as you might remember) the big bad evil dude currently trying to drive this world into a genocidal war, so that's not a good thing and you are not going to be dislodging him, until your time in this world comes to an end.

It is recommended that you avoid strong negative emotions (Xor-Talatia has learned to feed on those) and particularly wanton power displays (ditto), unless you want this ghost to take over your body. Which is not recommended, because if that happens you'll need someone else to bail you out before the end of the jump, or your chain will end.

Oh. And you might also notice that the fragment's presence gives you benefits equivalent to the Enchanting perk. That will go away when you leave this Earth and using it too liberally will let the ghost have an easier time taking over, so handle with care or not at all.

Wanted (+200/+400)

The hell did you do, Jumper?

Well, whatever it was, it seems to have been pretty bad, because you are now a World Criminal and each and every government in the world will try to arrest you and imprison you for the rest of your stay, in order to get information about your powers and abilities.

For +200, they only have information about your background and powers from this world, but that's enough to make you something of a priority. Expect clashes with government sponsored badasses who try to take you into custody to happen with some regularity.

For +400, the world governments actually know much about your otherworldly capabilities and you are an even greater priority than the Kappels. Even worse, they seem to have come up with stuff that can actually counter your favourite powers and, if they catch you, they'll probably be able to contain you!

World Revolutionized (+200/+400)

Jumpers may not pick this one if this is their first jump.

Yep, the classic power limiter drawback.

During your approach to this reality, your benefactor seems to have taken you through an area of spiritual turbulence that sealed away just about all of your powers from other worlds, access to your warehouse and even your perk granted skills!

Now, if you pick the +200 variant, you have a chance of partial recovery by cleansing your spirit of those energies. It will take a whole lot of time and effort to do this (no less than half the length of your jump, in any case) and, even after you succeed, you may relapse into powerlessness at the most inconvenient times. It will be drastically easier to cleanse your soul after the first time, but things will never be as reliable as if you hadn't taken the drawback.

The +400 drawback means that this is permanent, until such a time as your time in this world comes to an end. Picking this in combination with other drawbacks could be very unwise.

Atlantis Reborn (+600)

Oh my.

Something has gone wrong. Very, very wrong.

You've arrived too late and the world you've arrived to is a divergent timeline in which Xor-Talatia achieved his every goal years ago.

Michael Kappel performed the World Revolutionizer and was then possessed by the old Atlantean's shade, whose now godlike power allowed him to conquer the world in short order.

The old world order has ended and most of humanity has been reduced to slaves and playthings of a new aristocracy formed by those of Atlantean descent, who have been brainwashed into accepting as their own Xor-Talatia's own xenophobic beliefs.

Worse, the power limiting energies of the World Revolutionizer are still present and have interacted strangely with you, severely restricting your ability to call upon the abilities and powers you gained in other worlds.

Worst of all, Xor-Talatia has felt your arrival, Jumper, and will not rest until the threat you pose to his new Atlantis is over. His power is vast, every bit as great as yours used to be and then some, and with the world at his command, even surviving for ten years won't be easy by any means.

You probably shouldn't have taken this.

That said, if you do the impossible and manage to topple a foe who is in every way your superior, your benefactor will reward you handsomely with 1000 CP to make additional purchases at the end of this jump.

An Offer You Didn’t Refuse (+0)

*Requires **Atlantis Reborn** drawback and **Perfect Atlantean Soul** perk.*

We are still in the same world of Atlantis Reborn, but this time around Xor-Talatia saw something… acceptable in you and instead of your destruction, he sought to bargain with you.

For one reason or another, you took his deal and agreed to end your chain. Once your ten years here are up, you’ll face one final chance: to go back home; to stay forever in this world as its supreme ruler on behalf of the absent Xor-Talatia; or to become Xor-Talatia’s companion now that his own journey begins.

NOTES

Collar 6 is a webcomic created, drawn and written by Fiona Wallace. It has been around for a while, but it is obscure and has had a rather troubled story with its original site taken down by spam and its most recent home at Tumblr wiped out as part of the recent removal of NSFW content from that platform.

I’ve tried to provide sufficient background information in this jump document to make it viable without first hand knowledge of the comic and filed in some of the canon gaps with headcanons that hopefully don’t stand out *too* much. Since this is likely to be revised at some point in the future, some stuff might get changed in due time. If you have doubts and require clarification, you probably can find me at Questionable Questing.