




YodaPrint



Generic Patron

There are always tales of beings that offer power to humanity, like a wealthy individual who offers their wealth to someone so they can achieve a goal, but often with intentions of their own. In the context of this Jump, however, the Patron is more akin to a devil that grants warlock powers, an eldritch entity that imbues power into others to see what they will do, or even a deity empowering a champion. Another way to look at this is that it is making you more akin to your benefactor writ small.

Maybe you epitomize the devil that exploits its minions or the compassionate angel that offers aid in times of need, but regardless of what side you reside on, you will need these to continue your path forward;

+1000cp

Good luck and have fun, Jumper.

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. 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.

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 Pact Tokens. These can be redeemed to get anything you want here for free, with a maximum of two Pact Tokens being able to be used for 300cp perks, and only one being able to be used on 400cp perks. You gain three 50cp perks for Free.

Friend From the Other Side (Free): The sort of beings that are called patrons are very rarely human in nature, more often being some manner of supernatural being, eldritch entity, divine form, or something with a similar nature, with some even being hypercomplex programs that have taken on a life of their own. This perk represents that inhuman nature, even for those who are modified or empowered humans. Your baseline physical and mental abilities are pushed to roughly three times human peak abilities at a minimum, granting you the bare minimum potential to act as a patron simply by dint of what you are. You gain the one-time ability to alter your appearance, which becomes an alternate form that you can assume at will after this jump, and may readjust your base physical and supernatural capabilities, reducing yourself in one to empower yourself in another.

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 ten 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 ten 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 ten 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 ten years.

Supernatural Training (50cp): This perk gives you five years' worth of experience in a supernatural power system, such as magic or psionics. You may choose how this experience is focused within this power system, such as having training in teleportation. This perk may be taken multiple times, increasing the amount of training you gain and how it was focused, by an additional ten years. You must have access to the power system chosen.

Domain (50cp): Many patrons are aligned with a specific concept or power, be it nature, the undead, law and order, or something broader, such as travel or sleep. This perk represents this innate affinity and alignment. Any ability you possess that is related to your domain receives a boost in its efficiency, potency, and versatility. This perk may be taken multiple times.

Longevity (50cp): Supernatural patrons live an exceptionally long time, and now, so do you. With each purchase, your maximum lifespan increases tenfold, or becomes ageless at four purchases. Additionally, you become resistant to ennui, depression, and boredom that often comes from living such a long life, increasing with each purchase until total immunity at four purchases. As a final benefit, your skills and abilities degrade more slowly with each purchase, with degradation eliminated with four purchases. This perk may be taken multiple times.

Reputation Precedes You (50cp): You have the ability to easily build up a reputation, for good or ill, and carry it forward between jumps, building up tales, stories, and rumors that will be known in future worlds about yourself. This may, in fact, aid you in your future endeavors, or it may harm them, depending on the rumors. This reputation can change with time and effort, however, you have no control over what your reputation is unless you have the skills to do so yourself. However, you can choose at the start of each jump whether this reputation is spread or not.

Inhuman Nature (50cp): This perk represents minor abilities that come from your inhuman nature as a patron. With each purchase, you gain up to three minor abilities, two intermediate abilities, or one major ability. A minor ability is situational but useful, such as water breathing, night vision, or resistance to high/low-pressure environments. An intermediate ability is more useful and offers some measure of advantage, such as claws that can be used as a weapon or climbing aid, or a resistance to cold and/or heat. A major ability is more intense and potent, such as the ability to generate electrical charges within your body. These abilities are either purely biological or, at most, are supported by the supernatural rather than being entirely supernatural on their own. This perk may be taken multiple times.

Arcane Potential (50cp/100cp): This perk represents you possessing the minimum requirements for a magic system of your choice, be it the mental power to use psionics or a pool of magic needed for a particular magic system. You can choose a generic magic system, one from a world you've been to, or, for double the cost, make your own magic system. Additional purchases can grant you access to another system or expand your talent for an existing magic system, improving your rate of learning by +100%, stacking with multiple purchases.

Eldritch Scholar (100cp): You have a perfect memory, with unlimited storage, the ability to instantly recall any information, and an immunity to outside tampering. You are also able to read quickly, organize information you've gained, and extrapolate from that data more readily, with fewer mistakes and false leads. Additionally, you are not discouraged by failure, your failures instead act as a motivator to do better and help you to learn a bit faster, roughly twice as fast. Any failures you make while learning or training will rarely result in significant injury and will never result in permanent injuries.

Long-Term Planning (100cp): You possess a devious mind, one that allows you to predict cause and effect, directing people based on your actions and the actions of others, as well as the knock-on effects those directions would have. While not a perfect prediction model, it is entirely possible that you could set up a domino effect months or years in advance to achieve a desired result that will only come to pass when you want it to, so long as you've laid the seeds ahead of time, though events outside your knowledge may derail them unless you stay on top of them and adjust accordingly.

Novel Soul (100cp): Your soul is distinct and unique, offering a great deal of protection against anything that would harmfully target it, including attempts to possess you, subvert your will, or corrupt you in some fashion, giving a high degree of resistance. Additionally, your soul is constantly cleansing and healing itself of such influences, constantly weakening such attempts so that even those that do get through will eventually fail or heal in their own right, which grows faster if you actively resist them. You can choose to lower this protection if you feel the benefits are worth it, lessening the downsides of what you do let through. This is applied selectively, and you can choose to start washing away things you let through at any point if you feel they are no longer useful to you.

Hidden Form (100cp): You have the ability to hide your inhuman features behind a mundane guise that renders you looking like a common human. By default, this is your original human form or the closest you could come to human with your natural appearance if you were never human, however, with some effort and work, you can design new, alternate humanoid forms that are equally as mundane-seeming. With even more effort, you might be able to include some physical features that may provide an advantage.

While in one of these mundane forms, you seem to be completely mundane, your supernatural abilities undetectable, and you are more easily overlooked or underestimated when you wish to go unnoticed, allowing you to simply blend in better, or you can draw attention by letting a little of your true power leak through, often with a subtle display of your true form.

Master Trickster (100cp): You have a great deal of experience in how to present yourself effectively to project a specific image. If you want to come off as a goofball and be underestimated, you can easily pull it off, and if you want to present as intimidating and dangerous, you can do so. This makes you an absolutely phenomenal actor, able to easily get into character or shift between characters, never forgetting your role and keeping your roles separated. This also gives you an immense amount of skill in doublespeak, lies of omission, and twisting facts to lead someone to a false conclusion. So long as you do so, no one will be able to tell you are lying, and methods of detecting lies, even through omission or twisted meanings, will detect as if you had spoken only the truth.

Ritualist (100cp): You have in-depth knowledge of the symbols, pictographs, shapes, movements, words, colors, and patterns that carry some measure of meaning and power, as well as how they can be used in the process of alchemy or magic. Moreover, you know how to implement them, as you can add these elements to some manner of supernatural ability to enhance its effects with the effects of the symbolism you decide to implement into it. This can range from increasing control over the ability, adding additional power, making it more subtle in its effects, changing its expression, reducing its cost, or similar effects, though you must use the right symbolism to achieve these effects, which you can do instinctively. Even powers that normally sit dormant and neutral can be shaped through this method. You can teach these methods.

Inquisitive (100cp): You are a naturally curious being, and as such, have cultivated a knack for observation and deduction in its many forms. What this actually means is that you have a heightened ability to pick up on little details and recognize patterns that others might overlook, almost as if your senses were being drawn to important details. Paired with enhanced senses that go beyond human and the ability to sort out the sensory input from these enhanced senses with incredible ease, you can easily learn about someone simply by giving them a once-over. Additionally, you have the ability to connect information you have picked up easily without jumping to false conclusions, able to pick out coincidences from actual connections. As a final benefit, you seem to luck into situations where you can learn information that would be valuable to you.

Unnatural Allure (100cp): This is a fairly simple gift, and one that is commonly seen within angelic or deific entities... as you grow in power, regardless of what sort of power it may be, so too do you grow in attraction and allure. This can make you more beautiful, give you an aura that makes you harder to resist, or any number of other applications, and all of them are selectively applied as you wish them to be. The end result remains that your power and beauty are intertwined, and your beauty will always benefit you, never becoming a hindrance or problem for you, unless, of course, such is what you want to happen.

However, you can also use this beauty as a means to intimidate others, taking on a terribly beautiful mien that turns the attraction caused by your beauty directly into fear, ranging from an uncomfortable, uncanny type of fear all the way to a terror capable of scarring the mind.

Trail Blazer (100cp): Patrons are powerful beings, often unique, with no one to show them how to use their powers properly… they must learn on their own. The basics of any skill you possess are nearly automatic for you to apply unless you deliberately forgo them, ensuring you never forget them. These foundational skills are constantly reinforcing and refining themselves at a slow but steady rate. Every time you train with any skill or ability, your foundations are trained and improved upon as well, and you have enough passive reinforcement that they never grow dull or out of practice.

Additionally, you have an uncanny ability to avoid common pitfalls of learning something without aid, while allowing you to keep the ability to innovate and find new ways due to not having the same preconceptions as those with traditional training, as well as tell when you are about to do something that would harm yourself to attempt, and roughly how and how badly. This has the added benefit of giving you a steady flow of insights into the theory behind the skills you build as you practice them.

Adaptable Mind (100cp): You are able to adapt to such rapid 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, making trauma easier to overcome, and allowing you to keep a calm perspective, meaning that if you could think about it and come up with a better idea when calm, you will think of it even when stressed. On top of this, your sense of self and identity are practically ironclad, granting you an inertia to your self that makes it hard for external factors to change you against your will. This even includes things like power you acquire or becoming an influential individual, allowing you to keep perspective on yourself rather than letting that power corrupt you. Finally, you are able to recognize bad ideas or when you're getting caught up in something that would lead to a bad idea, including when something gets a little too complex or could be simplified.

Golden Acumen (100cp): As a patron, it would make sense for you to have a vast array of resources, and one of the most common forms of resources to obtain is simple wealth, material things, and the favors they can bring. You have a particular talent for obtaining what you want or need, able to quickly spot opportunities in nearly any situation, as well as opportunities to open up more opportunities, which seem much clearer to you than they have any right to be, especially when it comes to obtaining wealth. You also possess the ability to weigh the pros and cons of any situation in the back of your mind, no conscious effort needed, but the results are the same as if you took several hours to analyze them and come to a decision. Moreover, you have a knack for spotting people trying to undermine you and can turn such attempts against them, potentially improving your efforts through their attempts to undermine you, and possibly getting some dirt you can use against them in the process.

Master of the Eldritch (100cp): Many patrons are eldritch beings in some fashion or another, so why would they fear or go mad from the eldritch? You have a layered mind that allows you to think on multiple different wavelengths, allowing you to easily adapt your thinking to match whatever you are dealing with and comprehend them on a level that makes their mere existence not harmful to you. With this, you could come face-to-face with a being like Nyarlathotep as a relatively normal human and not go mad from understanding its thought patterns. Moreover, this makes it easier for you to predict the actions of others, as you can shift your thoughts to reflect their condition, if not their exact mindset. This has the added benefit of making you immune to any harmful or undesired effects from perceiving or knowing information and making inhuman entities, including animals, more inclined to simply allow you to linger without causing you harm. This does not draw the attention or interest of such beings, nor does it make you invisible to them, it merely makes you seem unimportant or background noise they can ignore and work around without interacting with, unless you draw their attention to yourself, of course.

Finding Good Help (100cp): Patrons are often looking for talented individuals to give their patronage to, rather than the common riffraff that are everywhere. For any power you can teach or offer to another, you can sense the compatibility, overall talent, interest, and dozens of other factors that would make them work well with those powers. You can also tell just how much work you might need to put in to make it work with them, whether that be training them, improving their compatibility, and the like. You will find that you have a great deal of luck in coming across talented individuals who can benefit you and/or themselves from your patronage.

Additionally, you have an exceptional degree of talent when it comes to teaching others how to utilize skills you are good at or can bestow onto others. By default, individuals you teach learn the topics you are teaching roughly five times faster than they otherwise would have.

Codebreaker (100cp): With how commonly patrons are known to deal in pacts, oaths, vows, and contracts, it stands to reason they've learned a thing or two about them. This comes with a few main abilities;

Firstly, you have the know-how to make effective deals that lean in your favor and can spot loopholes that could be harmful to you in any deal you make, as well as how to close them. This can easily be turned around to hide loopholes that benefit you.

Secondly, you can tell when you are about to break a pact or enter into a grey zone in the pact, allowing you to more easily hold to them or willfully break them. This also allows you to 'push' them just a little bit, giving you some wiggle room in what counts as a breach, whether to your benefit or the other side's detriment.

Lastly, any time you enter into a pact or similar thing, you can choose whether it applies to the spirit of the deal or the word of the deal, and make that the interpretation that applies going forward.

Note: For the purposes of this perk, a pact refers to any sort of deal, contract, vow, oath, code of conduct, or similar thing.

Enigmatic (100cp): You have the ability to sense any attempt to gather information about your past, present, or future through supernatural or technological means, which allows you to work against them, either passively or actively. This is dependent on your willpower and overall power, as well as any effort you put into countering the effects, which enhances the passive countering effects. This can allow you to, for example, cause a camera to grow staticky, a scrying spell to fizzle, or even cause a form of postcognition to give false information, depending on the level of willpower you apply to the effect. The stronger the effect, the more power you need to counter it. This even works on mundane forms of active information gathering, such as cold reading, though to a much lesser degree, though it does nothing for those looking through information stored on physical mediums such as paper records.

The protection offered by this can be extended to your properties, possessions, and allies, requiring a small investment of your power to do so. Properties and possessions naturally accumulate this power by being around you regularly, though you can place a permanent form by investing power directly. If you want to extend this protection to an ally, however, you need to actively invest the power into granting this protection. By default, this offers a weakened version of the passive protection you normally have. This does not weaken your own protection, the power used for this is only a limit on the number of individuals you can extend this protection to. By default, with just this and the Friend from the Other Side perk, you can invest in ten instances.

Inspiring (100cp): Not all patrons offer power, wealth, or teaching directly, no, some instead act more as a source of inspiration for those they patronize, leading to moments of inspired progress. Your mere presence inspires others with heightened creativity and motivation, bringing clarity to their skills and allowing them to simply progress a bit faster in their skills. However, with your direct aid and the right conditions, you can cause them to undergo a breakthrough, a moment where their understanding of something suddenly leaps forward, entering a flow state that allows them to push farther along their path than they otherwise would have been able to, condensing extended periods of study into mere moments, combined with understanding. This has an increased chance of happening the more time you invest in someone's learning, but you and they do not know when it will occur. You can benefit from these effects yourself.

If you have the Trail Blazer perk, you can extend its effects to those under the effects of this perk, both through the passive effects and the breakthroughs you can induce. This synergizes with and improves on the Finding Good Help perk, as well as being enhanced by the effects of that perk in turn. If you possess the Code Breaker perk, you can put someone under the effects of this perk through a pact for as long as the pact persists.

Cult Leadership (100cp): You have the ability to collect Favor with an individual, a faction, an organization, or a group by offering them aid, resources, boons of all sorts, having a good rapport with them for a long enough period of time, and through them believing in you, your cause, your creed, or otherwise putting their faith in you or things related to you. This even works on powerful entities such as gods, archfey, demonic lords, or similar entities, though they may take more Favor to affect if they are stronger than you are.

This Favor has several purposes but passively acts as a simple boost to your persuasiveness when dealing with those you have that favor with, as well as making them more willing to forgive and forget negative interactions. Favor can be spent on a number of effects, including, but not limited to, amplifying the passive effects on a specific individual or group of individuals for a time, placing a subtle compulsion on someone to follow a specific directive, gaining insights into whatever you are holding Favor with (such as their current condition, agenda, or location), or similar such abilities.

If you also possess the Ritualist perk, you can design complex rituals that those you hold Favor with can use for various purposes, allowing them to invoke some aspect of your power to achieve supernatural effects determined when you create the rituals. Such rituals are, by necessity, complex and require extensive resources or setup, often requiring an offering to be made, though you can also create rituals specifically to make offerings. Such offerings, when successful, provide you with a permanent, though small, amount of unaligned Favor.

Unaligned Favor, as the name suggests, is not linked to any specific individual or group and provides a minute increase to your overall supernatural power. This unaligned Favor can also be spent like any other Favor, except it will replenish itself over time, and can be used on anyone you hold Favor with. Alternatively, you can recondense the unaligned Favor back into the offering made, bringing it back into its original form. This permanently reduces your unaligned Favor but grants you the offering.

Aurasight (100cp): You have gained a potent ability that, whether it is innate or learned, has allowed you to see that which is normally unseen. You have the ability to unlock your senses to allow you to train them, expanding how precise they are, how far-ranging they are, and even unlocking new “modes” for your senses to allow for a greater ability to perceive the world through certain lenses or filters, or to grant yourself a new sense entirely. This also provides you with the ability to process all of your senses, in their totality, in the back of your mind, granting you unparalleled awareness of what you perceive and drawing your attention to anything you'd find notable. This is the equivalent of a frame-by-frame study of what you see done automatically in the background without utilizing any of your brain's processing power to do so.

Examples of the sort of senses you could obtain include, but are not limited to, being able to literally sniff out secrets, perceive emotions as an aura of color, detect the desires of a creature, or even simply a telepathic ability to read the thoughts of others.

The Devil’s Own Luck (100cp): This is a very simple perk, granting you an exceptional degree of luck in a variety of scenarios, particularly in timing. You always seem to have things happen right when they would most benefit you or be of the least detriment to you or with enough notice to work to take advantage of the timing properly. All of this seems to simply happen in the background. You are also able to nudge chance ever so slightly in your favor with no one able to notice it, making certain odds a little better or worse at your discretion.

This also comes with protections against random chance and accidents, ensuring you won’t die in some mundane accident, only when such cases would affect entire cities will you be harmed, and even then, you will likely be at the edges of the damage, being minimally affected yourself. Direct targeting of yourself overrides this protection, though attempts meant to look like accidents are less likely to succeed.

Patron's Mark (100cp): You have the ability to create a magical mark upon a being or creature that shows their allegiance to you and cannot be easily replicated. This mark is of a design you choose and has a signature that makes it clear the bearer of the mark is under your patronage. You can include information into the mark itself, such as rank, level of favor, deeds done in your service, or other such things, and may even have them update automatically. Moreover, you can communicate with anyone bearing one of these marks, sending messages to them and being able to hear their replies, even if they reply purely mentally.

Additionally, anyone bearing such a mark has opened themselves to your power and are considered targets you can perceive (through any sense) and are touching for any power you may possess. This allows you to use nearly any power you possess on them at will, though abilities that require conscious effort on their part to work, such as agreeing to a contract, do not function unless they specifically put in that effort.

Finally, should someone break their allegiance with you, the mark will dim, fade, fracture, or otherwise show this breaking of allegiance, with the severity determining how it does so. Someone breaking away amicably, such as to live a normal life, may simply have it fade, while one that betrays you directly would have it fracture. Such individuals are still subject to the Mark's influence but can resist any power you try to use on them.

Contractor (200cp): Some of the most successful, yet most reviled, of patrons consists of the demons and devils that tempt and corrupt mortal men, creating contracts that, once signed, are self-enforcing. You know how to write these magical contracts and make them binding. These contracts include the terms, services rendered, conditions, penalties for violations, and similar information, as well as anything that may annul the contract in question. You are informed of any breach in this contract automatically and may choose to apply the penalty for the breach at any point, or simply let it pass, though doing so temporarily weakens the contract's hold.

The rewards and penalties you can invoke are based on what you can actually do. Causing pain for a breach is possible, as is death if you could kill them through any means, but if you lack the ability to obtain a soul, you couldn't have a penalty be to take the soul of the individual for yourself. Similarly, having them paid automatically as a part of the contract is possible, as is offering them resources, but unless you could already grant power to someone, you couldn't empower someone through these contracts.

Impart Knowledge (200cp): While teaching someone is a great way to improve their understanding and aptitude, it is a slow process, one which can take decades for even a talented student with a great teacher. You don't have the time for that. With a touch on a willing target, you can impart up to a year's worth of teaching directly into the touched individual's head, granting them all the knowledge you could have imparted into them in that year as if you had actually gone through teaching them regularly for that time period. This can also include physical conditioning and muscle memory being imparted to the individual, though it is limited by their innate limits. Even lessons such as humility and bravery could be imparted through this method.

This only allows you to teach what you yourself know and cannot go beyond what you are capable of, and if the student is utterly incapable of what you are trying to teach, this will merely fail to work. This also takes into account the talent and learning rate of the student as well as your own skill as a teacher. If you were an inept teacher on a particular subject, you'd simply be incapable of imparting that subject.

As a final note, recipients of this perk have a recovery period between uses as their minds can only handle so much. People with a strong will or a flexible mind can handle more than those without, but repeated use of this perk can have detrimental effects on those affected, some of which may be permanent if this is used too often.

With training, you can expand on the amount of teaching and training you can impart, as well as reducing the strain placed on those affected by this perk.

Goblin Market (200cp): Like the fey and devils, you have the ability to trade in more esoteric goods than simple physical objects and currency, from memories to physical strength to skills to lifespan to souls, you can deal in all of them just as well as any physical good. However, there is a limitation, a creature you are purchasing such traits from must 'own' the trait in question, they cannot be compelled to sell through mental manipulation (though inducing desperation through other means is entirely viable), and they must be informed what they are trading prior to the trade being initiated.

Traits you purchase can either be added directly to yourself, to another individual you are acting as a proxy for, or transformed into a physical object that can grant that trait or be used as a material for crafting an item that will carry that trait as a part of its construction. As an example for the latter, you could transform a magician's magical talent into a thread that can be woven into a staff to grant it magic enhancing qualities. Multiple such materials can be merged into a single new one.

Once a trait is sold to you, it is considered yours for the purpose of this perk, even if you transform it into a material, unless you sell it to someone else. Even if stolen from you, you will be able to reclaim them at any point simply by willing it, returning them to you. This even works on your innate abilities and possessions, meaning that you can counter those that would attempt to steal your abilities and/or possessions.

You can apply this effect to those you sell to, whatever they purchase becoming theirs on a fundamental level, ensuring it cannot be taken unless they willingly sell it away, granting the same protections as described in the previous paragraph.

Wellspring (200cp): You are a natural source of magic, producing magical power that can be shaped and wielded in a variety of ways, if you learn how, as well as expanding as you utilize it. That is not the true purpose of this magical power, though. You are able to partition off parts of your magical energy and link it to others, allowing them access to your own magical power as if it were their own. They can make use of this magical energy to fuel their own magical talents and capabilities, however, the power remains yours and you can simply sever the link another has to it and rejoin the power with your main reserves, either in part or in full.

Additionally, anyone with such a tap has opened themselves to your power and are considered willing targets you can perceive (through any sense) and are touching for any power you may possess. This allows you to use nearly any power you possess on them at will, though abilities that require conscious effort on their part to work, such as agreeing to a contract, do not function unless they specifically put in that effort.

A Title, A Mantle (200cp): This unique ability allows you to magically create a title. A title is akin to a magical template that can be imbued into a person, place, or thing. Once imbued, the recipient of the title gains a number of magical effects to aid them in fulfilling the role, be they beneficial or detrimental. You can revoke an imbued title from a recipient at will.

At first, these will be fairly minor benefits, last a limited duration before their effects fade, and a recipient will only be able to support a single title at a time. However, as time goes on, you'll be able to create stronger and more diverse titles, combine old ones, imbue more titles into a single recipient, or make them last for longer, possibly even permanently.

Creating a title is a magical process that takes time and effort to accomplish, with your average hedge mage needing multiple days of magical investment to accomplish the task for even weak titles. As you grow in skill, however, it will become easier and less magically intensive to perform for lower level titles.

You can possess multiple of the same title if you wish, to imbue them into multiple people.

Servant Creation (200cp): Many patrons have servants, both mortal and beings that seem to reflect the nature of the patron, such as angelic host that many gods possess or the animal spirits often associated with manifestations of nature. You are able to take a portion of your will, skills, experiences, understanding of a power system, affinities, and even your perks, and turn them into spiritual constructs that will follow your will, their form and capabilities shaped by what you imbued them with, which you can then summon. From the simple ones, such as balls of light that act as messengers or living flames that follow your directions, to incredibly complex and self-aware spirits such as archangels filled with the compassion and magical strength of their creator.

These beings are formed from your own abilities and experiences, and thus cannot do anything you yourself can't by default, barring those that come from their physical form and shape, however, they are focused on the abilities they are made from and will develop those abilities far more quickly and with greater potency than you might expect. As an example, the light spirit mentioned above may have access to healing abilities, which could be far more potent than your own as it is focused on that trait, while the archangel may have an emphasis on protective techniques and a greater understanding of how to ward away foes than you. This allows these spirits to develop in ways that you yourself couldn't accomplish without dedicating your focus entirely to those aspects.

It should be noted that simple spirits, such as the light ball or living flame, are easy to create and need very little time to create, but stronger and more complex ones may take considerable time and effort to cultivate and imbue with all the qualities you wish to use in their construction, potentially taking years for truly powerful ones, and some may require external catalysts and materials to create fully.

External materials may bring in new traits outside what you can accomplish on your own, but may also give them a greater degree of independence and free will than those composed entirely of your own power.

Investiture (200cp): By spending more time, effort, and resources on creating something, you can make it better in a wide variety of ways. By default, this is a general, nearly equal boost in all categories, however, given time and practice, you can direct the areas this boost is applied to and potentially develop new expressions of abilities the creation would possess. This does not simply apply to physical crafts, but anything you can create. Even immaterial things such as blessings can benefit from this perk.

The effects of this perk are proportional to the time it would normally take to create whatever you are using the perk on. Something taking months normally would see a smaller boost if done over a year than something that’d only take minutes normally. This does eventually come with diminishing returns, however, it will never stop increasing so long as you invest more into it.

This cannot be simple busywork invested, it has to be something that improves it in some way, giving new angles, improving appearances, applying processes that somehow make it better, or similar features. Non-time- and effort-based investments offer more consistent and universal benefits.

Kingmaker (200cp): Not all patrons rely on their own power to build up those they choose to be the patron of, some instead rely on finding and empowering people that have the talent, the ability, but can't realize it on their own. You have the ability to act as a catalyst that brings out and activates any number of potential traits or abilities that lie dormant in an individual. This could be some form of ancestral knowledge, a magical trait passed down the family that was never awakened, bringing out an inhuman legacy from someone distantly related to a powerful entity, or similar such features and capabilities. This also has the added benefit of unlocking their capacity to learn, enhancing the rate at which they can develop these newly awakened talents and capabilities and incorporate it into their existing skills.

Another way to use this, however, is for someone's unrealized potential to be shaped by you into a new array of abilities. While this causes some of that potential to be wasted, it opens up new possibilities for the recipient or for those that don't have latent talents but more potential than they would otherwise realize. Such gifts can potentially be passed on to the descendants of those that benefited from this perk.

Finally, abilities that would normally be diluted, such as someone with a distant draconic lineage having limited access to draconic magic, would have those capabilities expanded and elevated to near the power of the fully fledged beings they came from, so long as the recipient has enough potential to reach such heights.

This is a permanent effect and, once done, cannot be revoked, though this does not prevent the powers from being sealed, stolen, or otherwise removed in other ways.

Rewards of Service (200cp): A bit of an unusual ability. A patron will often have tasks and quests to give to their followers, quests that will often require them to give a reward to the individual they have tasked it with. In pursuit of this, you have developed the ability to plant a “seed” of potential that is nurtured and grown through the steps to complete the quest you have given.

This seed will store up potential based on the actions of the individual in pursuit of the goal you have set, growing as they work towards the task, but weakening if they delay. Once the quest is completed, however, this seed crystallizes and becomes static, at which point you are able to safely extract it, with no sign of you doing so. This can then be used to fuel any ability to empower that individual or simply use it to expand their potential.

If you also have Goblin Market, you can ‘pay’ with physical resources or favors to obtain and make use of this seed of potential for other purposes, even if they do not know of its existence, so long as the individual is satisfied with the reward they are provided in the moment.

Imbued Will (200cp): The number of patrons that do not directly interact with those they contract with is actually quite high, working through a medium such as a book, weapon, or other, seemingly innocuous item. You have the ability to impart a bit of your power into an object, location, or even a set of actions and conditions to allow it some level of your will and consciousness, with a prescribed set of actions and capabilities. This could, for example, create a book that can carry the effects of Inspiring to aid someone in learning the contents of that book, be able to cast a limited set of spells you can cast, and similar such expressions.

You can also choose to instead forgo imbuing your will and simply create a magical object using a similar method. While such objects are often lesser in power by comparison, they also require less personal investment of your own power and will. This also makes you quite talented in picking up enchanting methods of all sorts.

These fragments are an extension of yourself and are completely loyal to you, taking your current desires into account even if they were created centuries past and have gone through many personal changes and growth.

If you have the Ritualist perk, you can dedicate some of your will and power to them, allowing a ritual meant to call on you for aid to instead call on that fragment of your will and power.

Patron’s Presence (200cp): You are able to project your power outwards in an aura of your own raw, primal aspect, causing those within to feel just how much power you have available and how dangerous you are. The range of this aura expands as your own power increases and can cause those exposed to it intense, visceral responses, such as paralyzing fear or an almost religious awe.

With training and practice, you can learn to change the expression of this aura, such as giving an aura of serenity or an aura that empowers those that aid you or carrying the effects of a spell you know across all within the range of your aura. This reduces the range of your aura as you shape the effects, and you can switch between effects you have developed, however, each one has to be learned individually and, at first, only one will be able to be projected at a time, though with greater practice and power to fuel the aura, you may be able to get to the point you can project more than one at a time.

This is an aspect of your power itself and can be carried into those that hold a portion of your power, should you allow them to access this ability.

Reshape the Servant (200cp): Many patrons are known to have corruptive elements, with those they patron taking on some of the traits of the patron, be this physically or in mindset, or transforming them in some way. Your power has taken on this mutagenic property, and those exposed to it can be warped and changed by this exposure, if you choose to do so. This takes time and consistent exposure to your power to accomplish.

As a being is exposed to your power, they build up corruption, which you can then use to influence their mind and body in a variety of ways. Cosmetic or minor changes take very little corruption to occur, but the more extreme the change and the more benefits they carry, the more corruption they need to form. Harmful and mental changes are considered more extreme overall, and harmful effects are more expensive the more harmful they are.

This corruption is persistent, but a being can resist its effects and influence, and it can be purged if they can find a way to do so, which you can set or allow to be randomly determined. These will almost always run counter to your nature if you allow them to be randomly determined.

Soul of Empowerment (200cp): Not all patrons are particularly powerful, with even imps able to offer some measure of power, even to beings that are effectively more powerful than they are normally, and having them be an effective means of gaining influence and power themselves. Your abilities related to the empowerment of others are massively boosted in their overall effectiveness and are more efficient as well, allowing you to use less power for the same effects.

This applies a similar effect to yourself, making it so that any effect that empowers you is more effective, more potent, and more efficient. Moreover, such empowerments will become a part of you near immediately, no longer connected to the one that originally provided the empowerment and cannot be revoked, though temporary forms of empowerment will still run out eventually, even if they last longer.

Finally, you can make a single instance of a temporary form of empowerment on an individual have a duration of indefinite, allowing you to maintain its effects long term. This has the added benefit of completely removing any and all negative side effects such empowerments had. You can choose to revoke this effect to apply it to another if you so wish.

Given time, training, and/or practice, you may be able to improve on all of the above effects. The effectiveness of your empowerments improve, the empowerments you obtain can be trained, and the number of temporary empowerments you can maintain are able to be increased with training.

Primordial Power (200cp): When it comes to the stories of demons and gods, one that comes up quite often is their ability to seemingly overcome nearly anything, simply being somehow... more. Your abilities, techniques, and powers seem to have just a bit more weight to them, some indescribable property that makes them have more metaphysical weight to them. Normally, this simply makes them a bit better than they previously were, however, when clashing against another force, this quality comes to the fore.

Your abilities become much better when going against an opposing force, seeming to simply become greater against a force that would counter it, resisting the effect or power attempting to counter it. No ability is absolute where you are concerned, no defense is guaranteed to counter you, no attack is guaranteed to hit you, and no spell is guaranteed to affect you if you don't want it to. This only gives you a chance, but that's a chance even against gods and beings on their level, despite the powers they may possess.

Beyond Human (200cp): Patrons, at least in those that are supernatural in nature, are almost always known to have superior skill to those they act as the patrons of, able to push their skills to the point they become supernatural themselves. As your mastery of a skill grows, you can develop more supernatural applications for that skill, and you can use your combined mastery of multiple skills to develop supernatural abilities based on all skills involved. This allows you to constantly improve your skills, even if by all rights you should have hit your peak, in fact, you have no peak and can always find a way to progress and grow.

Unfettered Potential (300cp): A rare gift, born from your unique nature as a patron. You have the ability to learn just about anything, regardless of what it may require. Does a magic only respond to women of a specific species? Well, you can learn it despite being an ungendered entity of another species. Does it require specific local metaphysics to run? Well, you can use them despite what the local metaphysics say should be possible. Effectively, you can learn to do basically anything and continue to use what you have learned even in new worlds that would normally not support such capabilities. Moreover, you have the ability to pass on these skills and teachings, adapting an individual so they can use these skills, though this doesn't help you teach them any better than you already could have.

Avatar Creation (300cp): At any time, you have the ability to take a portion of your powers, abilities, and perks (with a maximum of ten perks) and separate them from yourself. In doing so, you create an Avatar with these discarded capabilities and a fragment of your consciousness, forming a distinct personality based on your own and imparting any skills or inherent characteristics you wish to grant them. These Avatars behave like followers, though they cannot normally be made into true companions.

You can add new perks you possess to any Avatar that has fewer than ten perks and/or impart new skills, non-perk abilities, or characteristics you wish to impart and currently possess. It should be noted that you lose access to what you impart into these Avatar, though their base physical abilities are always, at minimum, that of an average human with no need for further investment. This also comes with a basic download of common knowledge that you possess by default, without you losing that common knowledge.

At any point, by touching an Avatar created through this perk, you can recombine with it, regaining all of the perks used to create them as well as any and all growth, skills, knowledge, power, and abilities they developed, along with their memories of how they developed them, though the emotional context behind such memories may be blunted. You can choose to preserve the mind of an Avatar absorbed in this way, allowing you to recreate them later, possibly with different perks and/or abilities.

There is little chance of your Avatars attempting to go against you or being against reabsorption as they largely see themselves as an extension of yourself. However, creating too many causes this protection to start to wear thin; you can create up to ten Avatar safely before this guarantee starts to fail and they can develop true independence.

You can fully separate an Avatar from yourself, permanently losing the power and perks used to create them, however, these fully realized Avatar are able to be imported as companions if they agree to continue traveling with you on your journey.

An Avatar that is slain will return as a normal follower, taking roughly a week for you to regain the perks and powers they had so you can then recreate them. Items in the possession of the Avatar are, unfortunately, not recovered as a part of this and will return as they normally would, if they would.

Blessings & Boons (300cp): Deities are some of the most potent of patrons out there, able to hand out customized blessings and miracles to their followers seemingly at a whim, with no impact on their own power at all, a trait that you have mimicked, after a fashion. You have gained several dozen threads of power that you can utilize to create Blessings using your own powers and capabilities as a basis for, twisting them into new shapes and forms to tailor them to individuals. While you will need to learn how, exactly, to shape these yourself, they take up none of your own power and do not weaken you when invested into another, though they do not empower you when not in use, either. You can also incorporate other forms of empowerment you possess into these threads of power, allowing you to shortcut their usage. Even perks can be incorporated into these threads of power to grant them to those the threads are invested into.

The more powerful you are, the more you practice with this ability, and the more time you persist, the more of these threads of power you will come to possess, reaching hundreds, or even thousands, given enough active use, power, and time. Additionally, as you acquire more threads of power, you will be able to weave them together to create more potent blessings, carrying the total power of multiple threads. This also determines the level of empowerment the threads will be able to hold and grant.

These threads will carry an imprint or echo of those they have been bonded to when they return to you, carrying with them some of the experience, use cases, and knowledge acquired by the invested being. This may not directly increase your power, but it will allow you to refine your blessings with each individual you invest with one of these threads.

You can reclaim the threads of power you give out at any time and/or set conditions on which they will be returned to you. They will also return to you should the invested creature perish.

Choose Your Champion (300cp): Patrons are known to take a special interest in a particular individual, one that simply resonates with the patron's own goals and desires… a Champion. This perk provides you a single Slot that you can align with a particular individual, turning the individual into your Champion. The Champion need not be willing, but may come to resent and work against you if you do so without their consent.

A Champion is easier for you to empower, the costs of any and all forms of empowerment being much less and having greater results than they otherwise would (by a factor of 10). They are also more receptive to your influence, making you seem more charismatic and persuasive with them than normal, as well as making any power or ability meant to influence or corrupt easier to use on them. You and your Champion are capable of speaking with each other telepathically at all times, though you can close this line of communication if you feel the need.

Your designated Champion effectively becomes a companion that automatically imports into each jump with you, using whatever import option is available that you wish to use. The cost of the import becoming free, regardless of what it would have been otherwise. They receive a minimum of 800cp each jump, if it would have been lower.

You can only align a Slot to a single individual at a time, however, you can choose to unalign an individual at the end of a jump, leaving them behind, allowing them to return to their home jump, or taking them as a normal companion if you so choose. This allows you to align with a new individual and turn them into your Champion.

This may be purchased multiple times for additional slots.

Inherited Power (300cp): When you use one of your abilities to modify an individual, you can make it so those modifications become inheritable, allowing you to empower a follower and have their children host the same powers and capabilities you empowered their parent with, creating a persistent bloodline that you can hold some sway or influence over.

Additionally, you can extract Essence from any being, place, element, phenomena, or similar such thing and incorporate them into the conception of a child to imbue it with the qualities of the essence you used. Using a river, for example, might grant them some water based abilities and increase the flow rate of their internal energies. You can also increase or decrease the incubation period of a child, allowing a mother to instantly give birth or take longer than normal to do so. The longer a child is allowed to incubate, the more integrated the essence becomes and the stronger the power it will offer to the child in question. At first, you will only be able to incorporate one Essence, but given practice and time, you may be able to incorporate more.

Finally, you can choose to pass down any power or ability you possess to your children, including any perks you want them to possess. You can use any essences you possess when with child, be you the mother or father, and both the child and mother will not be overly taxed, harmed, or otherwise reduced by the experience. You may even produce children entirely from Essence. A woman could, for example, condense the essence in their womb to give birth to a child all their own.

This need not be used on just forms of empowerment, you can also apply these effects to curses, mutations, or similar afflictions as well.

Certain forms of empowerment, such as cybernetics, will not carry over in this way.

Essence may have other uses beyond this power.

Truename Savant (300cp): You both possess and know your own truename. A truename is a defining aspect of a being, a definition of what and who they are on a fundamental level, and it holds a great deal of power over the being. Knowing your own truename has given you absolute mastery over yourself, allowing you to ignore any and all forms of supernatural control someone could exert over you, though putting a bomb in your head or blackmail are still as effective as they'd ever be. Even someone learning your truename would provide them no means to control you, as your own mastery of your truename supercedes any other trying to use it. You also gain increased control over every aspect of yourself, giving you incredible precision with your body, mind, and soul.

Additionally, you have a talent for finding, concealing, and manipulating the truenames of others. Learning the truename of a non-mortal entity (including, but not limited to, demons, celestials, fey, elementals, genie, spirits, and eldritch entities), even an exceptionally powerful one, allows you a great deal of influence and control over them, rendering them incapable of disobeying you. However, you also know methods to help conceal a creature's truename, put taboos on them to make finding them a dangerous endeavor, alter a truename to make their old truename no longer have an effect, and even manipulate the nature of a being by changing their truename. You can also Name a creature you know the truename of, augmenting their truename and providing them a degree of your own power, however, this ties them more closely to you in the process.

It should be noted, mortal creatures are often resistant to the negative effects of their truename being known, granting something closer to influence than outright control the way it would for more supernatural entities. However, using a creature's truename when trying to affect them with an ability, power, magic, ritual, or other effect can enhance those effects considerably, as well as bypassing many forms of defenses that don't directly interact with their truename.

You can also tell a creature its truename to grant them a similar level of mastery over themselves as this perk offers you, though this would render your own ability to influence them null and void. This works even if you've Named the creature.

Even objects can possess truenames, though the level of influence is significantly less due to the lack of a soul and will, as well as the inanimate nature, of most objects.

Possessing Spirit (300cp): Well isn't this an odd ability you have gained? You have the ability to induce a form of possession between two beings, one acting as the host and the other the possessor, allowing the possessor to grant some of their power, knowledge, and skill to the host, as well as being able to communicate with each other. The creatures involved must either be willing, unable to resist, or under your control for you to use this ability, for both the host and the possessor.

The specifics of the possession are determined by you, just how much communication, power, control, when, how their powers and capabilities manifest, and any signifying aspects of the possession. For example, a host to a spirit of fire may have their body wreathed in flame while accessing the power of their possessing spirit, and the spirit may have control over the host under certain conditions.

If you have the Wellspring perk, you can have a single creature act as the possessor for multiple hosts, fragmenting and giving out their power piecemeal to multiple entities.

Timeless Experience (300cp): Given the extensive lifespans of many patrons, it only makes sense that you have seen a great deal in your time, and gained from it all. Instead of relying on pure power like so many patrons, you have learned to wield your abilities with finesse and skill, having a lifetime of experience with it. You know the deeper mechanics of your abilities, how to manipulate them, what tricks can work to achieve unexpected results, edge-case uses, and how to combine your abilities effectively.

While this has an immediate effect on any abilities you already possessed before this jump and on what you have gained in this jump, it also gives you ten years of experience with any new powers you gain, taking into account any and all training boosters you have, as well as providing knowledge of those abilities to the same degree as described above. You can choose on acquiring an ability to not have it be subject to this ability so you can learn it organically, at your own pace, rather than gaining instant mastery, or to have only theoretical knowledge rather than practical experience. Once this choice is made, however, it cannot be changed and the opportunity is lost.

This also has the effect of making all of your powers and abilities just a bit more flexible, giving you just a bit more wiggle room in how they can be applied. Effectively, this gives you the anime or comic book ability to use power applications adjacent to your actual power.

Linked Cooperation (300cp): While patrons are powerful, sometimes they don't have all the power they need themselves, so they will work with others to shore up their weaknesses and provide greater boons. A pantheon of gods, a court of fey, and even a legion of demon princes can all work together to provide greater boons to their followers than any single one could. And even non-patrons can aid a patron, if they are powerful enough.

You can create a link between yourself and other beings to, temporarily, combine your powers and capabilities in a working. This works exceptionally well with methods of empowerment as the linked can access some of the powers of the other linked individuals to shape the empowerments. However, this also functions with other workings, such as combining magic systems used by those involved or sharing in innate characteristics that may aid in a working that only one would normally possess, such as the ability to perceive an energy or souls, allowing for grand rituals or crafting unique artifacts.

This requires consent from all involved, and it will only share what the linked individuals wish to be shared. A sorcerer may share their innate fire magic, but may limit access to their actual knowledge of how it functions to simply empower the fire based abilities of those they've linked to without sharing secrets of magic they do not wish to get out of their own hands.

You can also facilitate such links in other beings, without you having to be a part of them. This can, for example, allow a group of warriors to share their skills amongst themselves as well as the physical abilities they excel in, turning mediocre warriors into something closer to elites. These can either be temporary or permanent, and may even be limited in some fashion, such as needing the use of a magic word to access.

Self-Help (300cp): This is a rather simple ability, but one that is no less potent for its simplicity. You have the ability to turn any ability that can only work on others onto yourself, removing the restriction that would normally prevent you from affecting yourself with such abilities. This is selective, an ability that restricts you from affecting yourself as a safety feature can keep that safety feature. Moreover, abilities that only target yourself can now be used on others as well, though this will take more effort than just using the abilities yourself and they must be active abilities, not passive abilities, to benefit from this effect.

Soul Eater (400cp): You, like quite a few patrons, have the ability to feed on the soul of a creature to empower yourself. This may be a literal feeding where you ingest the soul or it can be you draining the power of the soul into yourself, either way, the end result is the same. You have ten slots within yourself that can be used to store a consumed soul, giving you unlimited access to the memories, skills, and abilities of the consumed soul. You can also draw on any power held within a soul, using it as an expansion for your own supernatural abilities.

Actually acquiring a soul is up to you, whether you do so through violence, magic, or deals and contracts is entirely up to you and your own capabilities. At any time, you can release one of these souls and allow them to pass on, making room for a new soul to be added. Until a soul is released, however, they cannot be restored in any fashion. If you have access to an Afterlife, you can access the souls within that Afterlife without negatively affecting them.

Alternatively, if you possess the Cheat Death perk, you can choose to burn away a soul in a slot to revive yourself from death or to prevent your death from taking hold, fully healing yourself to peak condition in the process. This is a complete destruction of the soul and a creature whose whole soul is burned cannot be revived in any way.

Cheat Death (400cp): Patrons are such powerful beings that death has a way of simply... not sticking to them. You know a number of ways to avoid death while still exerting your power and influence. You can create contingencies, such as emergency teleportation effects that'd trigger if you were about to be struck by a lethal blow, to keep yourself from being killed so easily. You know enough about the nature of the soul to allow you to create phylacteries that can allow you to come back should you die. You are also exceptionally talented in faking your death.

Additionally, every ten years, or at the start of each jump, you gain an extra life that requires no effort on your part to create or engineer, working regardless of what you are subject to, even if an unforeseen effect is used on you. Should you die without a contingency in place to bring you back, one of these extra lives will be used up and you will find yourself alive, maybe a little battered and bruised, but with no life altering injuries or afflictions that won't recover quickly, and in a place that, at least for a time, will be safe for you.

You can choose to delay using one of these extra lives for up to a year before your death becomes permanent. During this time, your corpse is especially resilient, resistant to decay, and acts as a perfect focus for resurrection magic. If you are resurrected in that time, no extra life will be expended.

Ascension (400cp): Patrons are often powerful individuals, and their power is as much from their followers and contractees as from their own efforts and capabilities, offering unique growth opportunities. Whenever you empower another being, use your abilities, an empowered individual uses the empowerment you provided them, or simply through the progression of time, a sort of charge is built up within you, eventually condensing into a Mote of power when it reaches a certain threshold. This charge builds up faster when you are personally in danger, under extensive stress, or undergo a breakthrough of your own in some manner or fashion. Even as powerful as you are, you can only maintain a small number of these Motes at any given time, starting only able to handle five of them before they start to put a strain on you, though you can go beyond this if you are willing to accept the consequences or to consume them immediately. There are two main ways to utilize these Motes, though other use cases may exist.

Firstly, you can harness the power of a Mote, temporarily draining it of power to moderately boost an ability you, or one of those you've empowered, possess for a time, be it through increased precision, easing the strain of using an ability, increasing the range, a simple boost in raw power, or temporarily gaining an additional expression of that ability beyond what can normally be achieved. It can also be used to effectively increase your current level of skill with an ability temporarily, the Mote effectively giving you artificial mastery you don't truly possess until it fades. This may allow you some insights into how to achieve the resulting level of skill, but it is far from guaranteed as it operates on a background level. These temporary uses of a Mote last only a few minutes at a baseline, unless it is part of a single use of a power, but leave the mote intact, recovering its power in a day or two to be reused.

Secondly, and more potently, you can completely unravel and consume a mote to achieve a permanent increase in your capabilities or to empower another being permanently in a way outside what you can normally achieve. This can grant you new techniques, access to particular systems you couldn't normally, gain knowledge of a new field of study (equivalent to being a novice) or expand on your existing knowledge base, gain a general boost to your baseline capabilities, be they physical, mental, spiritual, or supernatural, or expand on a perk or ability with a limited number of slots, such as the number of souls you can contain with the Soul Eater perk. Consuming a Mote in this way is permanent, though you can still create new Motes to replace those you have consumed.

With practice, this power will improve in its own right, letting you maintain more motes, gain them slightly faster, and use them in more ways, possibly even using them to fuel a sort of personal evolution.

Magic Maker (400cp): You have the ability to create an entire power system, whether it be magic, psionic powers, or something else entirely, which you can then carry forward with you into future jumps. This is an extensive process, requiring significant effort, a large amount of materials, considerable time, and being of sufficient power or having access to a source of power to aid in fueling the system you wish to create.

To help facilitate this, you have a great degree of skill in identifying, perceiving, and accessing materials, energies, and powers that could be used in this process. Locating dimensions of raw elemental energy to draw from, perceiving spiritual remnants to be shaped and incorporated into the system, or something else entirely.

The resulting power system would start simple, but can be expanded on or allowed to evolve organically on its own or as it is utilized by those you allow to use it. You can choose how this power system propagates, what restrictions there are on its use, and can even cut off individuals from using it entirely.

You are the supreme master of this power system, every discovered use of it accessible with a thought, along with an increased talent in recreating any practical applications developed by any user.

You can only ever create one such power system, however, you can, at the end of a jump, choose to discard your connection to an existing power system to start anew or reset the power entirely.

Anchor of Reality (400cp): Powerful patrons are said to be able to thin the barrier between worlds, allowing phenomena to leak through from one reality to another, even traveling between realities, others claim to act as a stabilizing force for reality as a whole and block similar entities from traveling between them. You are both. Within an impressive range that increases as your power does, you have the capacity to reinforce or thin the barriers between realities. Thickening the barrier acts to isolate you from other realities, blocking attempts to travel between realities while making local reality more stable and harder to influence around you. Thinning the barrier, however, makes it easier to travel between realities, such that you could simply walk between realities like pushing aside flap of cloth, and can allow for phenomena and physical laws from one reality to leak over into the current one.

Given extensive practice, you could do both at once and be selective in how this is applied. This can be especially helpful in any number of workings as the unique blends of metaphysics can open up new opportunities, though you must be careful not to put too much strain on the local reality as you could cause dangerous feedback that can break localized reality or harm the fabric of reality in a way that can cause a permanent bleed through. With enough practice, however, you could summon an elder god in its true incarnation and not immediately have reality buckle and rip apart at the seams.

This can also be used to permanently kill creatures that would otherwise just return to their home plane on death, in fact, allowing you to kill any creature in a permanent manner despite their efforts to circumvent their own death as you destroy their very essence and soul. Be wary, however, for using this without care may put you subject to its effects just as surely as your foes.

You cannot use a Pact Token to gain this perk.

Threads of Fate (500cp): This is a dangerous power, my friend, enough so that you cannot spend a Token to acquire it. With this perk, you are able to see and interact with the Web of Fate. At a baseline, this can be used to achieve a form of divination, allowing you to perceive events across great distances, into the past, and even potential futures to come. It can also allow you to perceive the connections between people, places, objects, and the like, learning the type of connection, such as love, family, or the like.

With a great deal of time practicing, you can learn to manipulate this web of fate more directly, tying individuals together to intertwine their fates, guiding a person towards a particular fate, severing someone from a fate, and similar such manipulations. You could also, at the peak of mastery, manipulate past events to reflect a change in fates made, though this is difficult without at least a foot through the door, such as the willing participation of someone you are trying to affect with your manipulations.

It should be noted, fate is fickle, and what you think may happen with a particular set of changes may not be what actually happens, it may well surprise you in any number of ways. And fate can be defied even if it can be difficult to do so, keep this in mind.

You yourself are partially separated from the web of fate and can more easily weave in and out of its effects.

You cannot use a Pact Token to gain this perk.

Items

You gain two additional Pact Tokens to spend in this section.

A Place in the World (Free/50cp/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 50cp, you gain access to regular resources, improved knowledge of your starting location, connections to some people that have friendly relations with, and a small space you can call home or use as a base of operations for a small business, such as a book store. Each tier beyond 50cp increases what is offered.

For 100cp, the connections to people improve so that would be willing to aid you for cheap, the knowledge expands in both breadth and depth, and the space available to you is increased by a fair margin, either a decently sized home, a business with a home apartment above it, or a few smaller safe spaces. You also get a steady, passive cash flow.

For 200cp, this all increases significantly. You have a network of people that may be willing to provide favors, have considerable property and space available to you with enough to keep a large home in addition to several businesses and/or warehouses, a decent flow of resources and potential access to rare resources with the right approach. Additionally, your knowledge of the setting improves to the point you could be considered well versed in several aspects of the world.

For 300cp, or for a Token, you are a well established patron, with vast resources, connections, followers, and even a pocket dimension you can call home that acts much like the cosmic warehouse. You can open a portal to this pocket reality at will. Your knowledge of the world is significant and offers a great deal of insight into the peoples, cultures, political states, and languages of the world as a whole.

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.

If you forgo this item entirely, losing access to it entirely, you gain +100cp.

Rings of Suppression (100cp): Not necessarily a ring, but a simple trinket or object that hides your nature so long as it is on your person, hiding all signs of supernatural power and higher existence you may have, as well as rendering yourself harder to notice by those that you don't want to notice you, and anyone you happen to be interacting with while using this function. This can even hide such manifestations when you are actively using them, so long as you stick to mostly minor applications. Anything too grand will bleed through, though it would be nearly impossible to identify you as the source.

You gain ten such rings by default but it also comes with instructions on how to make more.

Old Reliable (100cp): You have an item, such as a handgun, a necklace, a suit, or even a vehicle, that you always have access to and can call to you at will. This item will never break, jam, or otherwise become unusable, never needing maintenance. This item will maintain any and all upgrades made to it. You can import an item to gain these properties. This can be purchased multiple times.

The Workshop (100cp): A rather large property that is significantly larger on the inside than you might expect from its outside dimensions. This is a large workshop that has whatever you may need to work on nearly any project, barring raw materials. Any number of tools and devices are present as needed, ranging from handicraft tools for mundane crafts to laboratory equipment for more scientific pursuits or magical research projects to even surgical suites. It can be reconfigured to your will. If it is incapable of producing the equipment you need for any reason, you can add a tool or piece of equipment to introduce the ability to produce it.

At the end of the jump this workshop will become a warehouse attachment, though a copy of it can be summoned to a location to your will, able to fade or emerge as you will it, either in part or in full.

Symbol of Power (100cp): A simple symbol that acts as both a mark of your authority and a focus for any power stemming from yourself, acting as a universal focus for your own powers and those granted by you to your followers. This symbol can be etched onto virtually any object, which you can do with a simple touch, though others may do so through traditional craft. You can choose what this symbol is and what it is supposed to represent.

Wearing this symbol also ensures that any who know of you will know who you are, who you say you are, and anyone acting as your emissary will be equally recognized, so long as they are legitimately appointed, while those attempting to use it without your authority will be caught out. Its power also allows someone holding it to make sure they are believed when they speak the truth as they believe it.

Contract Kit (100cp): Sheafs of magical paper made from fey trees, inks infused with genie blood, and a book on demonic laws… or something of similar quality if you prefer a different array. All the tools you'd need to write out a formal contract with another creature. The combination enhances the binding magic of a contract by a fair margin.

As an added bonus, you can create templates for contracts using this kit, which you can then conjure at will, instead of needing to write out the contract from scratch every time.

This also comes with a special pen that infuses the ink with the blood of the signer using it, which can bypass the resistances to supernatural compulsion they may have.

Artifact of Power (100cp/200cp/300cp): There are a great many patrons out there that have iconic artifacts of power that they wield, from the infamous Wand of Orcus to the One Ring used by Sauron to the Ruby of Life once used by Nommo and Sargon. This item is meant to grant you one such artifact of power. Be it a weapon, a piece of armor, or something as mundane as a lantern, this armament has several supernatural qualities that make it a potent tool for you.

For 100cp, the powers of this artifact are relatively minor in nature, at least for a patron, such as a ring that gives you the physical strength and power of a lycanthrope or a codex that could allow you to summon a handful of monstrous entities so long as you keep a hold of it. These artifacts are static, not growing in power and are limited in how they can be used or express the power they possess, but any normal man gaining a hold of them would hold a powerful boon indeed.

For 200cp, the item has a greater number of powers and applications, with increased flexibility in how its powers can be applied, such as a staff that grants mastery over healing magics or a shapeshifting weapon that carries the mastery of thousands of warriors within it, which you can call up and use as if you had their skill. These artifacts are still static in nature, incapable of growing stronger, but are far less narrow than the previous tier, and granting far more power as a result.

For 300cp, the item is tied to your own essence and is essentially a fragment of your power shaped into an artifact rather than a separate item altogether. It will grow in power and develop new abilities as your own power grows. Alternatively, it can grow through another method and remain a separate item, allowing it to grow without needing to gain in power yourself, such as by absorbing the powers of other artifacts or feeding on the blood of other creatures.

This may be purchased multiple times.

MacGuffin (200cp): A nebulous item that has a unique property that allows it to substitute for any other item or material necessary for something. Need a rare ingredient to make a potion? This will do. Need a specific sword to act as a key for a vault? This will work in its place. Need a piece of a meteor for a powerful ritual? Use this in its place. Regardless of what you need, this will serve its purpose, but only for a single item or material at a time.

Once used to replace something, this item will return to you after a period of time. The amount of time depends on how it was used and the amount of power or rarity/value of the replaced item. It will never take longer than a decade to return, however.

It would take a truly legendary replacement to take longer than a year to come back.

Proxy (200cp, Discount Avatar Creation): A simple simulacrum of yourself that has the capabilities of a normal, mortal person which can act as your proxy in the world, performing as if they were you, creating contracts, empowering individuals, running cults, and the like are all within their power. They also share in your skills and can benefit from empowerments you place onto them, though, as an Item, they do not possess Potential of their own for any of your abilities that rely on it. Given time, you may be able to give them a will of their own if you were to work towards that goal, though they would be fundamentally loyal to you at their core.

You can also develop a basic summoning ritual that can summon one of your Proxies, with you being able to tell the reason for the call, and able to either allow it to function autonomously or under your explicit control.

By default, you have five such proxies, but there are instructions here on how to make more of them, which you will already know if you possess the Avatar Creation perk.

Essence Brewer's Kit (200cp): This specialized artifact is able to take in blessings, boons, and empowerment methods and distill them into the form of an elixir. Its exact form is undefined, but it can take on any form of empowerment, whether you are the one laying it or if it's from another another, and rapidly transform it into a liquid medium, set within a glass container. This works for both permanent and temporary forms of empowerment.

Anyone drinking one of these elixirs will immediately gain the benefits of the empowerment used in its creation, as if you had used those empowerments on them directly. Such an elixir can be diluted to create a temporary variant that will only persist for a short period of time (by default, one hour with a few drops mixed into water).

Additionally, it may be used to rapidly craft, and refine, potions, elixirs, draughts, and brews of all sorts, including simple spirits, which would be ideal for various rituals and libations.

By studying this kit and how it does what it does, you can potentially learn to replicate its effects on your own, though the Kit does so automatically, ensuring it will always be useful.

The more potent the empowerment, the longer it will take for the Elixir to form. Temporary forms of empowerment are incredibly rapid, taking mere minutes for even the strongest of them.

Temple of Power (200cp): You have come into ownership of a temple, whether through building it yourself, claiming it from its original owner, or it being built in dedication to you, that is designed to act as a repository and amplifier for your power. The temple will naturally absorb and filter supernatural energies that occur within a hundred miles of its center, blend them with your own, and store it for later use, though this power can only be accessed while in the temple and cannot be used to refill your own reserves. The temple can store a near limitless supply of power and use it to fuel various curses, wards, and other defenses you set up, and making it easier to empower others within.

You will also find that you can create conduits for the power held within the temple, artifacts that are powered by the energies of the temple. Such artifacts can provide simple uses of your power with ease or to shortcut your own empowerment methodologies. Entities of your own creation can similarly be bonded to the temple, becoming guardians for it. Such guardians are strengthened by the temple's power but are bound to its borders, unable to leave the range of the temple's reach.

Additionally, the temple can condense some of its energy into Sacrificial Lambs. These are small, artificial, faux-living creatures that can be used in sacrificial magics to fuel rituals or similar. They are effectively a substitute for anything that requires death. While they will resemble an animal, they are obviously unnatural and they don't possess proper souls, though they act like they do for sacrificial purposes. They have no chance of developing a proper consciousness.

You can import this temple into a setting or leave it as a warehouse attachment, though in the latter case it will generate a steady supply of power rather than drawing on the surrounding land, which may increase or decrease the energy absorption depending on the circumstances.

If imported, you may create a small artifact that, when broken, will instantly teleport you to the temple. This artifact is time consuming to make and only one can be active at any given time.

The Lands I've Walked (200cp): With this item, you are able to take the lands of the world with you as a warehouse attachment. Effectively, pieces of the world are replicated within your warehouse as extensions and can be entered to hunt, gather resources, or access unique locations that would be lost to you along your chain, or merely the passage of time. You can either keep these lands in their own separate extensions or combine them into a single extension, blending them over time into a new world. You can also preserve them as they would have been, leaving them untouched by the passage of time, or allow them to progress at a normal rate.

You receive ten "nodes" each jump that you can use to mark an area of land to take a duplicate of it with you after the jump has ended. This means you must actually go out and reach the lands you wish to claim. The size of the lands taken is roughly equivalent to the size of a decently sized island, large enough to sustain a stable ecosystem, but not so large it crosses multiple ecosystems or biomes.

The lands will have living flora and fauna, but people will not carry across, not unless you put them here and allow them to flourish on their own merits, of course. It is possible, through your efforts, to build an entire civilization within these copied lands.

If you lack a warehouse, you'll be able to access this by willing it, transporting you to these lands in the same manner as the pocket dimension described in the A Place in the World item above.

This can be combined with properties you possess, including pocket dimensions, demiplanes, and similar such things, should you wish to do so.

Grand Armory (300cp): This massive vault that always seems to have more space than you need can contain nearly anything… by default it contains an array of mundane equipment, enchanted or advanced versions of said equipment, vehicles and mounts (the latter held in stasis), and the like. This isn't merely limited to weapons, either, any form of equipment can show up in this vault, even things like enchanted clothing or jewelry. None of what shows up in here is particularly potent, nothing on the level of an artifact of power, but anything below that level is likely to be available within the armory.

You can summon duplicates of what is stored within the Armory at will, either directly ready to be used, be it wielded, worn, or mounted, or launched directly from the armory in a manner reminiscent of a certain golden King of Heroes. You can grant others access to this armory as well, granting them the same ability, though you can also place limits on what and how others can access these pieces of equipment.

Each jump, the armory will gain additional equipment available in the jump you have arrived in or offer new versions of old options, constantly expanding what is available within it.

Collector's Insurance (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 can designate any item in your possession to be put under the protection of this item to tie it into the chain.

Items under this Insurance's protection 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.

Consumable items put under this Insurance will restock occasionally, with the time needed being proportional to the power of the consumable.

Source of Power (300cp): A vast wellspring of supernatural power that you have claimed as your own. Be it a rip into a realm of pure magic, a ley line condensed into a gem, or the souls of entire kalpas condensed into a single ring, this provides you with a nearly limitless supply of supernatural energy that you can wield. The only limit is your own skill at drawing out the power, which controls how much power you can draw forth at once. As your own power and skill grows, so does your capacity to draw out the power of this item. Moreover, it can be used to anchor a persistent magical effect, fueling it for as long as it is planted into the effects in question.

The Beacon (300cp): This… this is a dangerous item, Jumper. If you take this, be warned, you will forever change your chain, and not necessarily for the better. The Beacon is a special item that is less physical and more of a trigger for a change. By activating this item, you call beyond, awakening and calling patrons to the world, with all the dangers, complications, and plots that they would cause. These can either be native entities that simply were dormant or ones from other realities you've been to, or even entirely new ones that have emerged because of the beacon's existence. But once activated… it cannot be turned off. Even once you enter a new jump.

You cannot use a Pact Token to gain this item.

Deal Breaker (300cp): This simple seeming token is actually an incredibly potent protective charm. If you are under the effects of a supernaturally enforced deal, such as those made with a fae or devil, the restrictions are loosened by simply having this charm in your possession, allowing you to use your own interpretations of the rules given rather than those of the contract holder. This effect applies even if you were the one to make the deal and are the contract holder yourself, as well as taking over acting as a power source for such a deal rather than needing to use your own power.

This on its own would be useful, however, this item has an additional boon it can give. The charm is able to end any deals a person is under the effects of, immediately ending the deal's hold on them. They do not lose anything they gained from the deal in the first place by doing so, however, this may require them to find something else to fuel gifted powers before they will continue to function, though this item acts as a power source for the one holding it.

This will also prevent any dealmaker from being able to tell others of this ability, or at least make it so they are unlikely to be believed when they do try. You are not subject to this effect.

You cannot use a Pact Token to gain this item.

Afterlife (500cp): Your own, personal afterlife. A little slice of heaven or hell that looks and functions however you wish it to, though it changes slowly if you want to make a change. This afterlife may be layered, such that you have a heaven, a purgatory, and a hell, or any other setup you may wish, you can even allow for travel within a setting into this afterlife or prohibit it entirely. It is up to you.

However, an afterlife is only such when people are able to go there when they die. You are able to establish what makes it so that souls enter your afterlife when they die, where they go in the afterlife, what happens to them, and what exactly qualifies them to go to specific areas. You can even designate people that are still alive to where you want them to go to your afterlife when they inevitably pass on.

Souls within the afterlife will generate some measure of power that can be used to expand the afterlife, give it more unique features, create curators akin to devils or angels, and similar features, as well as being able to draw on that power yourself, though it starts only as a way to replenish your reserves unless you add new features to the afterlife directly that are designed to allow for other uses for the energy generated.

Finally, when you die your final death, your soul will enter the afterlife and allow you to become the god of this afterlife, developing domains based on what you accomplished in life. This will only happen after you spark or once you have failed the chain and have passed on with your final death. If you achieve a spark first, you need not die to become a god through this aspect of the afterlife.

You cannot use a Pact Token to gain this item.

Companions

You may spend one or more of your Pact Tokens to gain 100cp to spend in this section.

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 Pact Tokens, the same as you got. Each additional purchase doubles the number of companions you can import. With four purchases, you can import all of your companions.

Fellow Patrons (50cp): This option allows you to create a new companion with 800cp and 5 Pact 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.

Warlocks (100cp): Those you empower are able to follow you to future jumps as simple followers. They are not true companions, unless you import them. They will respawn just like a companion would and will maintain any empowerment laid on them by yourself or another, so long as they accept it.

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. You can, one time only, double the points from this drawback by multiplying the years you stay by ten, for a maximum stay of 500 years.

Suspicion (+50cp): The people in this world have an inkling of what patrons do, and from the worst examples, so people are reluctant and suspicious of deals and offers of power. They are more likely to look into the actual details, read the fine print, and negotiate for favorable terms unless things are truly dire for them.

Stubbornness (+50cp): People of this world, at least the ones you'd want to have on your side, are stubborn, less likely to put up with being tugged around, using your empowerments as they see fit rather than to aid you, and are generally less willing to put up with bullshit, at least when it comes to the benefactor-beneficiary relationship.

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.

Lesser Patron (+100cp): You aren't a powerful being; the benefits of Friend From the Other Side reduced to only double the peak of human ability. With an additional instance of this drawback, you are equivalent to peak human instead. With a third instance, you are equivalent to the average human. And with a final instance, you are weaker than the average human. You are still able to grow, and may eventually reach the lofty heights other patrons achieve.

New Patron (+100cp): You have little actual experience as a patron and are inexperienced with how to actually act as one. You are guaranteed to make mistakes as a result of this inexperience, picking the wrong people to empower, mismanaging your resources and people, and the like.

Eldritch Abomination (+100cp): Your form is not natural, and people and animals pick up on it naturally and easily. With only a single instance of this drawback, this only makes people uneasy and weary around you, however, each additional instance makes this worse. With two instances, people can tell you are unnatural and are subject to a primal fear with your mere presence. With three instances, your mere presence is able to cause a slow descent into madness in those exposed to you for extended periods of time. With a final instance, the descent into madness is near instant.

If you have the Hidden Form perk, you can potentially mitigate these effects, reducing the severity by one, maybe two levels.

[ ] Empathy (+100cp): This drawback can go in one of two directions: Heightened or Impaired. Heightened leaves you extremely invested and connected to your followers and those that you empower, making any loss a deep, emotional ache that can leave you grief-stricken for a good deal of time. Impaired inverts this to make you largely uncaring of those you empower, they are merely tools for you to shape and wield, discarded when no longer useful to you. Both of these can have a significant negative impact on your capacity as a patron.

Witch Hunt (+200cp): Patrons are not viewed favorably outside of a select few, and you are not one of those select few. There is an organization hellbent on hunting down those empowered by patrons other than their own and disrupting their operations, imprisoning their members, and otherwise rooting out a patron's followers. They are a well-funded group, likely connected to the primary faith, if any, of the world, and if not, they are still well respected and funded. Just their existence is enough for this drawback to give points. With an additional instance, however, they are aware of you and are actively working to counter you in particular.

Pyramid Scheme (+200cp): You answer to another entity that lies above you on the totem pole, a patron of patrons that, while they may not grant you your power, has a significant degree of influence over you and similar beings. They have their own agenda and may use you and those you empower to their advantage, possibly directing you to empower certain individuals or give you tasks. You can refuse, but there will be consequences if you do so too often. With another instance, you are bound to this higher patron completely and *must* obey, unless the order would result in your immediate death or harm. A third instance removes that restriction and provides an additional +200cp.

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 Pact Token.

Delayed Gratification (+300cp): You don't get access to any purchases from this jump, save for Friend From the Other Side, Hobbyist, Craftsman, Career Path, Combat Skills, A Place in the World, and whatever freebies you gain from your Pact Tokens, until after the jump ends. You may work towards learning the effects of the perks you have purchased, however. With an additional purchase, you only gain the benefits of Friend From the Other Side, Hobbyist, Craftsman, Career Path, Combat Skills, A Place in the World, and nothing else. You can still work towards learning the effects of the perks you have purchased.

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

Imprisoned (+300cp): Like a genie in a lamp or a demon locked in a stone prison, you have been sealed away in some fashion, unable to directly interact with the world, but still able to influence it through those you empower and your less direct methods of manipulating the world at large. It may be possible for you to be released from this imprisonment during your time here, but it will require a great deal of effort on both your own part and that of your followers and companions to actually free you. With a second instance, you must free yourself before the end of the jump, or your chain comes to an end.

Rules of Engagement (+300cp): There are many instances of a patron being restricted under a set of rules, from fey to demons to genies to even eldritch entities, these beings have rules they must follow… and now so do you. You have a restrictive set of rules on how you can act on the world, the conditions under which you can empower an individual, and similar restrictions and limitations. Nothing that would render you completely incapable of acting, but restrictions nonetheless. Breaking these restrictions is possible, but it will have significant consequences.

Tulpa (+400cp): Like certain interpretations of gods, you are a being that was born and survives off of belief and faith. For your time here, your power and life are dependent on others holding a belief in you as something greater or powerful, with your power growing as faith in you does, but waning as the faith falters. Should the faith others have in you fall too far… your life will come to an end, and with it your chain. With a second instance of this drawback, the beliefs of your followers, specifically those that those you empower have in regards to you, come to influence you, causing a subtle, barely noticeable shift in your personality, priorities, and principles, with only the most aware being able to tell anything has happened… a slow, steady mental corruption.

Apocalyptic (+400cp): The world has been ravaged by the actions of another patron, rendering the entire world a post-apocalyptic world, and people remember, vividly, who and what caused it in the first place. Your resources are going to be far more limited, your prospects for followers are equally limited, and your own power will be met with hostility bordering on the fanatical. On top of this, the world is under the purview of the entity that caused this apocalypse, making them significantly stronger, and their power impedes your own.

Mundane (+600cp; Requires Lesser Patron II and Delayed Gratification II): You may be a patron, but you are the mundane sort. Someone with money and resources to give to someone in order to work their craft, rather than someone able to grant power and supernatural means to an individual. This effectively removes your ability to empower others directly through means other than resources. You could still hand out money, artifacts, training, and the like, but you can't simply empower someone to grant them the means to achieve a goal with your own power.

Patron War (+600cp/+800cp/+1000cp): Patrons rarely work together and will often work against each other, a cold war between their individual goals and philosophies, with even nominally allied patrons sometimes clashing… this isn't that. The cold war has gone hot, and now Patrons and their followers are actively at war with one another, with everyone else caught in the crossfire. You can't avoid it, you either choose a side, or you are assumed an enemy by the other patrons. There is no neutral party.

If you have taken the Imprisoned drawback, you may either apply it to other Patrons in the setting and keep this drawback at the same tier, or leave them as they would have been and gain an additional +200cp.

If you have taken the Apocalyptic Drawback, you gain an additional +200cp. The war may very well be the event that caused the apocalypse, making the effects all the worse.

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.