

Jump by u/guyinthecap

Welcome to Earth, Jumper, albeit one with a bit more strangeness! Amongst the normal human population walk a rare few individuals who evoke memories of mythological creatures. These “demi-humans” aren’t nearly as supernatural as the fables may say, but they are abnormal enough to prompt the curiosity of one Tetsuo Takahasi, the science teacher at Shibaski High School. Fascinated by the unique characteristics of his demi-human students and coworkers, Takahashi is determined to research the nature of these rare individuals and peel the mystery away from the people underneath. You now share this world with him, though your choices will determine how involved you are in his quest for knowledge.

Take this to shape your journey in this world…

+1000 cp

Location

Welcome to Shibaski High School...or the surrounding city at the very least. You're a resident of Chofu, a bustling city west of Tokyo, Japan. Don't let the modern cityscape fool you, however. Lush forests, scenic vistas, and even the university are just a train ride away. If you are a **Student** or **Teacher**, you are either enrolled or employed at one of the local schools, such as Shibaski High. **Drop Ins** may choose to start anywhere inside the city limits.

Origins



Drop In:

Whoever or whatever you are, wherever you came from, you now find yourself in a world filled with adorable demi-humans. You are a new addition to this world, and as such have no extra knowledge or personal connections to help you. However, you also have none of the restraints society might impose on you. Welcome to your fresh start, Jumper!

Student:



No one has it harder than you! You've got grades to worry about, schoolyard drama to dodge, and through it all there's still your social life to think about! Okay, maybe things aren't *really* falling apart, but it can feel like it sometimes. Whatever your age, you're a student at one of the local schools. And while the trials of childhood may not be a big deal in the long term, they're your *whole life* right now. Hope you've got some friends by your side.

Teacher:



You are one of the unsung heroes of the world; a teacher. You've dedicated your career to the betterment of young minds, helping them develop from balls of potential into healthy, mature adults, and all within the confines of the modern education system. Of course, parents often find themselves in a teaching role as well. Instead of being a professional educator, you can choose to start as the parent of a wonderful child who will need much guidance from you. Whatever your choice, be prepared to share your hard-won wisdom with the next generation.

Gender & Age

You'll find this world is one of the most accepting and open you're likely to encounter. You may choose to begin your journey as any gender without fear of judgement. Alternatively, you can add some randomness to your experience for an additional reward. **Roll 1d4** and gain an additional **+100cp**; 1-2 will start you as a male, 3-4 as a female.

Your age will be dependent on your Origin of choice. **Students** will choose an age that reflects their grade level; between **6-11** for elementary school, **12-14** for junior high, and **15-17** for high school. **Teachers** may choose an age between 25 and 45. Drop-Ins get the most freedom, and may choose any age between 10 and 70.

Alternatively, you may score an extra **+100cp** points by rolling for a random age using the table below:

Drop In: roll **2d20 + 10** for your age.
Students: roll **1d8+1d6+2** for your age.
Teachers: roll **1d20+18** for your age.

Species



[0] Human: By far the most prevalent species on planet Earth, the humans of this world are nearly identical to the multiversal baseline, save for the occasional odd hair color. You're not the most interesting species around, but that's not necessarily a bad thing. Heck, amongst the more judgemental, looking normal can be quite a boon.

[Variable] Demi-Human: While not *technically* a different species, demi-humans are unique and rare enough to raise eyebrows across Japan and beyond. Caused by random mutation more often than heritage, demi-human traits usually manifest at birth and leave a child with anything from a thirst for blood to a fully-detachable head! Now you are an equally rare oddity, distinguished in some way from your vanilla human friends by odd traits and behaviors. Just remember that you're a *long* way from the storybook monsters you might be familiar with.

Select which kind of demi-human you are below:

[100] Vampire: Closer to their mythological inspiration than most demi-humans, vampires are born with a balance of useful powers and noteable weaknesses. Vampires must consume at least a pint of blood every month to maintain a healthy diet, though “vegetarian” vampires who forgo blood can survive at the cost of being weak and anemic. A vampire’s powerful senses can let them clearly see in the dark or hear faint whispers, but it also makes them sensitive to strong smells like garlic.



[100cp] Snow Woman: With cold skin and a below-average body temperature, the “Snow Woman” variety of demi-humans would appear aptly-named. While they are far from their blizzard-spawning legendary source, each snow woman can significantly cool the air or water around them, and their sweat and tears often fall off as chips of ice. Despite this, they are poor thermoregulators, and fare poorly in the summer, due to having fewer sweat glands. On the plus side, they are immune to brain freeze, so feel free to eat as much ice cream as you want!



[200] Invisible Person: A reclusive and enigmatic group by nature, the invisible people are born completely invisible to outside observers. Thankfully they can still see themselves, and can even be captured with 3D imaging equipment. Their invisibility doesn’t extend to their clothes, though given how often these demi-humans go around naked, that’s usually not a factor.

[200cp] Succubus: Unlike most demi-humans, who discover their nature at birth, succubi (and their male cousins, the incubi) only manifest their supernatural heritage once they reach adolescence. Blessed with stunning attractiveness, succubi subconsciously produce an aphrodisiac aura in a small area around them. Just being in proximity to a succubus can be distracting, while direct physical contact would elicit extreme desire. Even falling asleep near a sleeping succubus would produce vivid erotic dreams in all nearby bystanders. Even though their aphrodisiac effect *enhances* genuine feelings more than create false ones, all succubi must be constantly on guard; managing their public impact with careful planning and expert willpower. You start with one free purchase of the **Eye Catching** perk. See the Notes section for additional details.





[300cp] Dullahan: The rarest and most distinctive demi-humans without a doubt, dullahans are distinguished by their completely-detached head. Below the chin and at the base of the neck, strange green flames consume where the head would usually connect. Dullahans can control their body normally, even across vast differences, but they are still limited by their mundane senses. If a dullahan's head is far from its body, they will have to rely on tactile sensations to understand their surroundings. However, you can still pass messages if you have a notebook handy. While dullahans are extremely rare (you'll be the fourth in the world), their strange wormhole-producing bodies may unlock a deeper understanding of our universe.

[Variable] Oddity: You're a true wild card, Jumper. Maybe another supernatural source of inspiration speaks to you, or maybe you just want to be unique. You can purchase this option to create your own kind of demi-human. The price of your choice will be determined by which unique traits you assign to your new form. A demi-human with powers comparable to a snow woman would only cost **100cp**, while something as rare and distinct as a dullahan would cost a full **300cp**. You've got plenty of freedom to customize this option, but remember that, for all it's spectacle, it is still fairly mundane; you cannot exceed the capabilities of other demi-humans on this list. See the Notes section for additional details.

Perks

Perks matching your Origin are half-price. Origin perks that cost 100cp are free.

General



[100] Eye Catching: You're stacked with great qualities! You have a soft appearance that would fit right into a slice-of-life anime. Additionally, you've got one physical trait that sets you apart from the rest of the cast. Get yourself a set of manly muscular arms, mint-green hair, or another stand-out feature!

[100] Selective Attention: Many try to be pretty, but there are also some who dress up to be plain. You have mastered this art, and can use clothing, body language, speech patterns, and more to control exactly how attractive, repulsive, or ordinary you look. Whether you're a succubus or just an above-average human, you can hide prominent features or emphasize your eye-candy. The extent of this power *does* rely on your true physical appearance, but you'll be able to dial your *outward* attractiveness up or down as the situation calls for it.

[200] And The World Gets Stranger: Wouldn't it be great if you could bring the coolness of demi-humans to the other worlds you'll visit? Well now you can! Purchasing this perk will let you, at the start of each jump, decide to import demi-humans into your current setting. Of course, why stop at just demi-humans? Instead of bringing the fine supernatural folk of *this* jump with you, you may instead import another group of near-humans from a different setting.

Of course, with this new addition comes new social dynamics in your setting. You may decide the general *tone* of the dynamic (tolerant, exotic, or prejudiced for example) and the rarity of these demi-humans within each setting, but not the exact social circumstances surrounding their integration. See the Notes section for additional details.

[300] Creatures of Myth: Have you noticed that the demis of this world are a bit tame? Snow women can't create snow and vampires don't need much blood. A demi in this world really *isn't* all that different from a vanilla human...unless you buy this perk. With this purchase, you'll leave your sweet, innocent world behind and step straight into the spooky. Instead of watered-down mythological creatures, you'll be dealing with the real deal. The powers and weaknesses of each species of demi-human will be amplified, creating the potential for a very different society than seen in the show. You have some creative liberty determining these dramatic abilities, but be warned; increased strengths must be balanced with increased weaknesses.

For the duration of this jump, this amplification will apply to all demi-humans, regardless of type. In future worlds, you may choose to either apply this perk equally to all members of a similarly unique population, or to only change yourself. Enhance all those like you or stand apart as the epitome of your people. See the Notes section for additional details.

Drop-In

[100] Not So Hidden: Demi-humans are incredibly rare, unless you check your local high school. Then you'll find a bunch! Just like Takahashi, you have a knack for running into the people you're looking for, whether they're specific individuals or just members of a group. This won't help you if your quarries are actually *trying* to hide, but you won't have to leave random encounters to chance anymore.

[200] Nimble Ninja: Well aren't you spry? You've spent years studying martial arts, giving you mastery in one style of your choice. These skills are only enhanced by your superb flexibility and almost *supernatural* agility. Even a middle school girl with this skill set would have no trouble laying the biggest bear of a man on his back. Nail that surprise hook kick, stick the three-point landing, and backflip off the wall for good measure. That'll show 'em!



[400] Unprofessional: Screw ethics! Given what some of these teachers get away with, you'd think this was some sort of slice-of-life comedy. Like Takahashi, you can bend the rules of professionalism and act more casual than the rules would usually allow. As a teacher, you could get away with playfully smacking students or hurting their feelings for some larger lesson. If you were a student, you could probably cozy up to a teacher or two without drawing too many judgemental glances. If you were a police officer, you could even get away with hiring a child as your partner for special cases. As long as no one gets hurt, you'll be free to bend the rules of professionalism.

[600] Intuition: Some people aren't content to accept the obvious, instead chasing the mysteries of the world. You are now one of these keen minds, searching for the answers to the big questions around you. Your curiosity and open-mindedness have made you better equipped than most for this search, and while you still require information to work off of, you'll find that your hard work and research is almost always rewarded. Some might use these skills to be a great detective at the Demi-human Crimes Division, discovering new demi-humans and unraveling the intricacies of a post-human society. Others might combine this mindset with a love of physics, studying Dullahans to unlock secrets about space-time and the fabric of the universe. However you apply this mentality, few will be better at uncovering the new and strange.

Student

[100] Peppy: Boy, I wish I had your energy! You've got a sunny disposition that could brighten an entire school, plus the energy and eagerness to match your unbridled optimism. Have a big exam coming up? You can power through your study sessions. Is your classmate being bullied? You can cheer them up just by being around them. Your attitude is the perfect counter to the duller moments of high school life.

[200] Making New Friends: Why face the challenges of youth alone when you can have friends by your side? You excel at making friends, landing those first impressions with enough genuine charm to create strong, sincere relationships. You can slip into awkward or tense situations, cracking a joke or two to ease tensions and set the tone for a room. Shattering cliques and bridging social borders is all in a day's work for you!



[400] Golden Rule: Treat others the way you want to be treated. It's how you live your life, and it's how you expect others to live theirs. Your direct interactions with the people around you will encourage them to behave similarly. Want those bullies to stop bothering you? Confront them directly and call them out for their behavior. Want your classmates to be more sympathetic towards the new girl? Treat them with sincerity and they'll return the effort. So long as you treat others well, you can expect them to treat you well in return. This perk only works on those you directly interact with, and will not help if you treat others poorly.

[600] Trickster: You've got a devious streak a mile wide, Jumper. Like Hikari, you're a master at teasing others, goading reactions, and quietly manipulating people for your own ends. You'd make an excellent matchmaker, and could slowly encourage others to grow and mature through careful nudges and prods. You can even convince others to tolerate your antics while you carefully push them in the right direction. You *could* use this for malicious reasons, but you wouldn't, would you?

Teacher

[100] Content Area: They won't let just anyone be a teacher. To prepare for your new job, you've undergone the education and testing to become a solid secondary educator. This covers classroom management, lesson planning, and a knowledge base in one content area of your choice. Whether you teach English, Biology, or something else entirely, you'll have little trouble finding work in a classroom.

[200] Stone Faced: To be a teacher, you must be unflappable. You'll be dealing with student crushes, awkward teenage drama, and even the supernatural effects of your coworkers on a daily basis. Thankfully, you're a steady rock of professionalism, and can even turn the dial all the way up to "hardass" when the situation calls for it. At its peak, your willpower will easily allow you to shrug off even the aphrodisiac effect of the strongest succubus. This additional willpower can be a huge help to demi-humans who must work to keep their powers under control.



[400] Delicate Subject: The core subjects get plenty of funding, but drumming up support for your more outlandish research is usually difficult. At least it *would* be without this perk! Now, academic institutions you work for will be more than happy to give you their approval, funding, and even their discretion. Whether you're researching demi-human biology or hyperspace theory, you'll only need to produce minimal results for their seal of approval. Just don't do anything blatantly illegal or unethical, okay? Even the patience of academia has its limits.

[600] I'm On Your Side: Teachers like you play an incredibly important role in the lives of your students. You and your coworkers must shepherd children through a critical period of their lives, helping them mature as both students and as people. Thankfully, you're up to the task. You're an amazing teacher, able to not only communicate your academic content but also guide your students through emotional roadblocks, both common and extraordinary. Whether you're reforming schoolyard bullies or nurturing the passions of your students, you inspire your pupils to achieve their brightest dreams and become the best young adults they can be.

Items

Items matching your Origin are half-price. Origin items that cost 100cp are free.

General

[100] Demi-human Welfare Division: The widespread appearance of demi-humans demanded a unique kind of government assistance to meet their more unique needs. Government-issued blood packets for vampires, special housing and public transit tickets for isolating succubi, and even special harnesses for the detached heads of dullahans all fall under this package.

Thanks to your special application, you've been accepted into this welfare program! At its basic level, this assistance provides a monthly stipend for food, access to routine medical care, and rent assistance. More importantly, you also receive funding, equipment, or other accommodations to help counter the day-to-day problems caused by your unique disadvantages. Are you a plant-human hybrid? The DWD will ensure that you receive enough fertilizer and sugar water to cover your basic needs. Are you a giant oni that needs a parking permit for your enormous car? It won't be ideal, but the DWD will be there to help. As a rule, this only provides the security of a modest livelihood and smooths out only the largest inconveniences and handicaps caused by any unique physiology or unavoidable traits. The DWD will forward this assistance to any future worlds you visit, continuing to support you for as long as you live. It won't be lavish, but you can rest easy knowing your basic needs are met.

Drop In



[100] Takoyaki: Don't let Kurtz know you have this! This steaming hot box of battered octopus snacks makes for a tasty treat or a delectable dinner. Always delicious and filling, this box of Takoyaki will be replaced with a new order as soon as you clean your plate. Have all the fried seafood you want!

[200] Snack Machine: In a country where convenience is king, vending machines like this one can be found in teacher lounges, in parks, and everywhere in between. Loaded with an appealing variety of refreshing drinks, sugary sweets, and instant meals, there's something for everyone in here. If you choose to display the machine in a public place, it will earn you a steady income of 11,000 yen (or about $100) a week. Of course, *you'll* never need to pay. The machine is serviced regularly, rotating new foods and novelties into the stock while keeping your core favorites. Collect snacks from throughout your journeys with this special snack dispenser!

[400] Bear Suit: Looks like a carnival is missing its clown. While plush and loveable, this adorable mascot costume offers a few unexpected benefits. While wearing this suit, you'll find that you can remain anonymous for as long as you keep the mask on. It's still very noticeable, but no one will know it's you unless you reveal yourself. Additionally, any auras or proximity-based effects you emit will be dampened by this suit. Whether you're a stressed-out succubus or a living blizzard, feel free to navigate the crowds without a care!



[600] Ancient Shrine: Wait, I thought there *wasn't* any magic in this world! This secluded shrine lies hidden in a forest glade, just a short walk from your place of residence. While the shrine appears to be a mundane, forgotten structure, it holds a secret power… a connection to you! Offerings, gifts, and even prayers left at the shrine will feed into your own power, bolstering your stranger abilities and traits. A snow woman or succubus might find they have an increased effect on their surroundings, while vampires might enjoy sharper senses and a greater resistance to sunlight. Even mundane humans can benefit from this bond, as their luck and other intangible attributes are strengthened. Though the shrine won't supernaturally attract wanderers, you can expect a small but steady percentage of passersby to leave an offering, prayer, or other token of appreciation.

Student

[100] Cell Phone: I mean, really. What kid doesn't have a cell phone, nowadays? This nondescript, generic brand smartphone is nothing supernaturally special, but it does pack the modern wonders of technology into a portable package. Expect excellent service, a reliable camera, a surprisingly bright flashlight, and even a battery that is quick to recharge when depleted. Colorful cases and cute charms are sold separately.

[200] Van Deursen: How about a bit of light reading? This manga tells the humorous story of a chivalrous vampire thief who takes down corrupt authorities. Alternatively, you instead receive a copy of *Snow Love,* a demi-human-themed romance set in traditional Japan. Whatever your choice of story, this comic book will always supply enough comedy, drama, or romance to help you relax after a long day of studying. Just be sure not to read it in class.

[400] Mini-Fridge: The standard of luxury for teenagers everywhere, this compact mini-fridge will keep your food and refreshments pleasantly chilled. Storing slightly more than its size would suggest, this little appliance is perfect for storing snacks, sodas, and even the occasional bag of blood. Comes in a variety of colors and styles to suit any bedroom decor!



[600] Ice Cream Stand: Enjoy a nice, cold snack at your very own ice cream shop! This parkside pavilion offers a variety of frozen treats, from classic cups and cones to shakes and slurpees. With plenty of outdoor seating, this stand makes for a great after-school meeting place to chill out with friends. As the owner, you receive the profits from this business, netting you the local equivalent of a few thousand dollars each month. Even if you aren't directly involved, you'll find your employees are hard-working, friendly, and efficient. Put the fun back in summer with this trendy hang-out!

Teacher

[100] Laptop: A paperless classroom requires a paperless workspace! This modern computer comes fully loaded with a modern operating system, a full suite of office software, and all the multimedia and editing programs necessary to plan a lesson for the information age. Light and easily portable, this laptop is backed by a Jumpchain warranty; any damage sustained will be repaired overnight! With a battery that will last days and excellent network collectivity, few pieces of hardware will serve a brand new teacher better.

[200] Wardrobe: The best part about being an adult is not having to abide by a dress code! You've got a closet full of clothes for every occasion, letting you dress up or down to fit demand. This bureau contains everything from formal business outfits to stylish swimsuits and everything in between. Clothes placed inside this expansive space will be automatically cleaned and repaired, giving you endless options for each day.

[400] Home: Despite what your students may think or how you might feel sometimes, you don't *live* at the school. You, like most adults, have a space to call your own. Whether you prefer an urban apartment or need a cozy countryside home, you've got a place that you own in full. While not lavish or overly-spacious, this mundane dwelling is customizable to your preferences and will always have just enough space to be comfortable, no matter how big your found family gets. No matter how far your journey takes you, rest easy knowing you have a haven to return to.



[600] Institute of Learning: Educators need schools like farmers need fields; where else can you cultivate the next generation of minds? To this end, you are now the proud owner of a fully stocked educational facility. You may choose what age group this complex serves, or even if it caters to specialized students. Do you want a private boarding school for monster girls? Or perhaps you'd prefer to run a public primary school. Whatever your choice, your school will come with all of the equipment and staff you need to provide a safe, positive environment for learning. Additionally, any upgrades you make will be maintained between jumps, letting you bring a truly supernatural education to your students.

Companions

[100] Custom Companion: Life is better with friends! With each purchase of this option, you may create or import a customized companion. They receive a free background and 500cp to spend on perks, a demi-human species, and items. You can donate additional CP to them at a 1:1 cost ratio.

[200] Canon Companion: Perhaps someone here has caught your eye? You may recruit one canon character with every purchase of this option. While buying this doesn't force them to come with you, it will ensure a favorable meeting with the character, and will give you a strong opportunity to convince them to join you.

Drawbacks

[+100] Immature: What are you, eight? No matter how old you are *physically*, you have the temperament of a juvenile. You're prone to bursts of childish behavior, very quickly grate on the nerves of others, and have a difficult time addressing serious problems directly. This can seem quirky to strangers in small doses, but those who have to interact with you on a regular basis will need patience in spades. This doesn't take true friendship off the table, but it will make it slightly harder to find.

[+100] Plain and Ordinary: Oh dear, you're *far* too powerful for a casual, conflict-free world like this. Why, who needs cosmic powers or ancient artifacts when your biggest problem around here is schoolyard drama and your next English exam? To bring you in-line with this world, Jump-chan has stripped away all of your powers and items from outside this jump. Don't worry, she'll throw you some points for it, just not as much as normal. After all, what could possibly pose a threat to you here?

[+200] Loveless: Make no mistake; this is no imagined plight or self-created situation. The gods of love have, apparently, decided they hate your guts. Timing, random chance, and even fate itself seems to keep you from developing a healthy love life. Despite how you try (and boy, will you try), all the romantic relationships in your life either end in an eyeblink or never get off the ground to begin with. One truly is the loneliest number.

[+200] Absent Parent: Life can be cruelly unfair. Not everyone grows up surrounded by the love and support they deserve. Sometimes parents leave, whether by their own choice or taken before their time. Whatever the circumstances, one of your parents left your life when you were young. Your remaining guardian ran themselves ragged trying to provide for you, forcing you to grow up on your own pretty quickly.

For double the points, you can instead be a product of the foster care system or a local orphanage. Your lack of guiding figures drastically increased your growing pains, especially if you're a demi-human. One's teenage years can be bad enough without new abilities, strange changes, and exotic challenges to overcome.

[+300] Trash Talk: Well this is seriously not cool. You've got a bully problem. And not a "Atsumi called me an idiot" problem, I mean a "Shizuka and her friends cornered me in the bathroom" problem or a "Takkun won't leave me alone" problem. Expect constant snide comments, demeaning rumors, and even the occasional physical confrontation. Even adults can't escape this immaturity, with this drawback manifesting as toxic workplace relationships. Worst of all, those in power will rarely intervene. While you'll be spared the very worst of this harassment, you can still expect life to be an absolute hell. Better find some true friends to have your back.

[+300] Rough Times: This world is laughably free of prejudice and oppression. The phrase "back when there was still such a thing as segregation and opposition" should make that obvious. Jump-chan doesn't think that's very interesting. Instead, you'll be dropping into a much harsher world than the one depicted in the show. Demi-humans will be a newer global development, making them far more mysterious and scary to the rest of the human population. Expect more judgement, fear, and occasionally outright hostility. Demi-humans will be slightly more common, meaning there will also be more demihuman-related crimes. I hope you can hang in there until society mellows out a little.

Notes

Item Imports: Instead of receiving a purchased item as it is described above, you may instead import a similar item to receive it's additional benefits and characteristics.

Property Imports: All properties and structures may be imported in future jumps into your warehouse or onto a property you own.

Succubus & the 'Eye Catching' Perk: The beauty granted by this species is distinct from the **Eye Catching** perk. A succubus' beauty is an all-encompassing thing, elevating all of their physical features to the point where they have to *actively hide* their body to appear ordinary. Eye Catching, on the other hand, gives a slight general boost but a distinct emphasis on one physical feature. Succubi can still buy additional copies of the perk, and gain extra emphasis on one trait per purchase, but the overall aesthetic boost has diminishing returns. It's hard to improve on perfection, Jumper.

Oddity: You have a lot of freedom to design your own species of demi-human, but you must balance your strengths with your weaknesses. This option (on its own) cannot create something more powerful than the other demi-humans of this world. A werewolf might be someone who becomes more aggressive under a full moon, or someone with a few natural wolf features. A kitsune may just be a playful, fox-eared trickster. Stranger supernatural creatures may not be suitable for adaptation, but who knows? With some creativity and a fair balance of weaknesses, anything is possible.

And the World Gets Stranger: This perk applies to all terrestrial humanoid species and subspecies that you encounter in your travels. Want to bring the Faunus of the RWBYverse into your next jump? Or perhaps you've decided to make your own version of Shadowrun by importing the classical fantasy races into the Cyberpunk jump. Whatever choices you make, you may only make this decision at the start of each jump. Additionally, your control over how these new races interact with the setting is limited. You can make the *general* attitude towards the new arrivals accepting, but there will always be judgemental individuals in *any* population.

Creatures of Myth: Note that by purchasing this perk, you elevate all demi-humans in this jump to supernatural power levels. Given how real life mythology can vary greatly between cultures, you'll have a fair degree of freedom to decide how to interpret the abilities of your chosen demi-human subspecies.

In later jumps, you must make a few decisions if you want to apply this perk. Primarily, which demographic do you want to enhance? This could be as general as granting every member of one gender fantastic powers, or it could be as specific as only local members of a small group will receive this boon. However wide the scope, this perk will elevate their innate and biological heritage to supernatural levels. Alternatively, you could decide to only enhance yourself, putting you into a league of your own above the rest of your clan. Even in a world of werewolves, you could be the top dog. Do all Martians have psychic powers in this setting? Well yours will be the strongest of all.

If your abilities are granted by biology or another innate source, expect that you (and) potentially the rest of your demographic) will get bumped up a few weight classes.

Snack Machine: You may customize the selection of snacks, treats, drinks, and knick-knacks from all the possibilities you've encountered in your journey. Visit the world of Fallout to add some Nuka Cola to Row 3. Just don't be surprised when the average shopper doesn't go for the Radroach Kabab.