

Jump by Aehriman

What do pirates, ninjas, robots, zombies, aliens, wizards and a bunch of other things all have in common? They're all trying to take over the world! But they can't do it alone-- so they're teaming up.

Welcome to a world of glorious insanity, where all the legends are true, and over seventy different factions are vying for global domination! Who will win? Hopefully whatever side you're on, because instead of ten years, you're leaving when the job is finished; your rivals are dead or scattered and powerless, and your faction(s) rule the Earth!

... or you've turned the place to rubble with your ceaseless warring, that's a very valid possibility. Either way, have **1,000 chaos points** (cp) to see you through the storm, and prepare to smash!...up!

AGE, RACE & GENDER

You still hung up on that? Aliens are invading, magic is real and dinosaurs walk the earth. Nobody cares about your age, skin color, or your bits. You can change them if you like, I don't really care.

KEYWORD

*Your faction is your family. Pick any **two** and gain appropriate discounts. You personally will be a hybrid of the two, which together form a faction. I leave it to you whether all your faction are hybrids, or they are merely strongly allied.*

👽 **Alien**- Aliens love to mess with people, from crop circles to cattle mutilation to pulling out the probes. They're not going to stand for anyone else ruining their fun!

🪐 **Astroknight**- Quite a while back, in a grouping of stars not close to here, the Astroknights protected the various species of the galaxy! Boosting their strength, speed and skill with the incredible powers of the Fours, they were the equal of armies. But now their time is past, and darkness reigns. Will a ragtag group of heroes be able to defeat a massive juggernaut of an imperium and restore freedom? Hey, it's a space opera—of course they will!

🐻 **Bear Cavalry**- The Tsar wasn't satisfied with mere horses. So now you're pretty much screwed. You can run away from them. Or you can get killed. Sometimes you get both. Just count yourself lucky the bears aren't also riding sharks.

🚛 **Changerbot**- Quite a lot more than your eyes first perceive! The Changerbots hail from another world, but secretly move about ours in the form of everyday transportation. They change their form and abilities to fight a neverending battle against their enemies, and protect the human race from their robotic shenanigans. They are also the subject of a recent movie reboot, apparently.

🐵 **Cyborg Ape**- In a daring raid on a top secret research facility, apes stole the latest cybernetic enhancements, and are now enacting their centuries-old plan to take over the world! Combining their natural athleticism and powerful strength with high-tech augmentations, these apes are ready to go bananas!

🦖 **Dinosaur**- If there's one thing dinos know how to do… actually, with brains the size of walnuts they don't really know how to do anything. But they are big and- holy cats!- someone's given them lasers!

🌟 **Fairy**- From deep in the magical glades come these little sprites, bringing magical wishes and pixie dust to your plans for world domination. Don't judge them by their size. The Fairies' magic gives you great options in how to deal with your enemies.

👻 **G-g-g-g-ghost!**- In that darkest night at the old mansion an eerie light shone through the attic window… even though no one was home! Nobody knows how to do more with less than these assorted spooks, spectres and things that go bump in the night.

🐜 **Giant Ant**- The future of atomic energy was never supposed to have this disastrous effect! Mutant ants spill out from giant hills, bringing death on six legs to all that stands in their colony's way! The ants work as a great hive mind, spreading their power around as necessary to ensure their atomic-age victory!

👑 **Ignoble**- In the game of kingly seats, you achieve victory, or you are destroyed. The Ignobles can be trusted just about as far as you can throw them. Backstabbing, swapping sides, and the occasional party crashing is par for the course for these medieval schemers. Watch out for help offered from one of these untrustworthy types, it will be short lived.

🌹 **Killer Plant**- Feed them, Seymour! (Don't do it, Seymour!) Because these guys just grow stronger and stronger with time, becoming a huge headache for anyone who forgot to bring the garden shears.

🧶**Kitty-Cat**- Can haz blood? Kitty Cats have the power to compel those of weak will to do what they wish… and the power to have billions of internet memes. Perhaps those are the key? Either way, Kitty Cats use their alluring power to dominate the fight, then head out for a night of jazzy music in the alleys!

⚡ **Mad Scientist**- Working in the lab, late one night, my eyes beheld an eerie sight. For my monster from his slab, began to rise. And suddenly to my surprise, he did the Smash… Up. The Mad Scientists, intent on unlocking the mysteries of life, have instead released death in the form of powerful creations! Their toying with nature can create and empower various minions, but at what cost?

🐴 **Mythic Horse**- The power of togetherness shows through in horses, whose mighty herds race across the land, trampling any who stand in their way. Not only normal horses, but pegasi, seahorses and more will join the fight! Remember that friendship is smashing.

✶ **Ninja**- If you can see a Ninja, chances are you're already dead (and if you can see them while dead, skip ahead to the zombie section). I don't want to give away the secrets or anything, but most of what they do is sneaky, happens fast, and at the last second.

🐧 **Penguin**- We always knew there was something up with them. Never did we imagine the Antarctic hordes would be the ones to finally conquer the world.

🏴‍☠️**Pirate**- You know what's better than roving the high seas? Roving anywhere you want. Pirates buckle their swash in every port, and you'll walk the plank if you don't like it.

👸 **Princess**- Dream a dream of ruling over your enemies! Princesses make every wish come true through the power of pure love and happiness. Which can be used, oddly, to order everyone about, and even destroy your enemies. Don't be fooled: these innocent-looking beauties are few in number, but royal, strong and determined!

🤖 **Robot**- Captains of industry built the robots, and then the robots took over and made the process even more efficient! Whether it's tiny specialized drones and micro-bots, or towering mecha, our mechanical overlords seem to have an answer to everything.

🦎 **Shapeshifter**- Far below the surface of the earth, strange amorphous creatures have developed a thriving world based on the manipulation of their own genetics. Now they plan to apply that knowledge to conquer the world above. Taking samples of the most powerful creatures and warriors they can find, these shapeshifters can use the best of whatever they can copy.

🚀 **Star Roamer**- These are the travels of the spaceship *Undertaking.* Its several-year mission: to find new worlds, seek out new life and new attractive green ladies, to bravely go where no person has gone before!

⚙️ **Steampunk**- Jules Verne once said "Hey, Steampunks. Nice threads." Ever since that fateful day, these retronauts have been classing up the joint wherever they go. Any place in the world will look smarter and be just a bit friendlier for full-on Steampunk domination.

🍹 **Super Spy**- Even as everything turns to chaos, the shadow war between International Secret Intelligence and the evil HAVOC (Henchmen and Villains of Chaos) continues. HAVOC's schemes threaten the world, from weather-changing satellites to lasers mounted on secret moon bases, they can only be opposed by the daring agents of the ISI. Using the latest in espionage technology, the ISI will foil any and all evil plans.

🕛 **Time-Traveler**- The time stream has been compromised. Robots from the future mingle with pirates, extinct dinosaurs move with magical wizards… everything is all smashed up! That's where the Time Patrol steps in. Organized in 1976 by the mysterious Doctor When, the time patrol works to keep time flowing… in the manner they deem best.

☘ **Trickster**- stealing things, stopping things, starting things, hiding your keys in the morning, collecting underwear for fun and profit… for years you've thought of the little people as pests. Now, they've turned up as pesticide.

🦇 **Vampire**- From the dark gothic recesses of ancient brooding castles, draped in black velvet, and probably listening to Bauhaus, the children of the night come to drink deep from your veins. Draining the very life from their victims, these cursed souls gain power and life by taking it from others.

🐺 **Werewolf**- There wolf, there fight. From howling at the moon, to cowing their pack, or ripping through town, the werewolves are here to assert their place as the alphas.

🦉 **Wizard**- Presto! Wizards just keep pulling things out of their hats, so watch their hands. Or their hats… or that big portal to another reality they just opened in your kitchen.

🧟 **Zombie**- "They're coming to get you, Player 2." It's hard to keep a good walker down. Zombies just keep coming back, sometimes in waves. Sending zombies to the grave isn't "so long" it's just "see you later!"

PERKS

Land of Confusion (FREE all) These are strange times. So many weird things happening all at once. Fortunately, you know how to just roll with whatever strangeness the world throws your way, whether magic-using robots or pirate leprechauns.

You do keep your sense of wonder and awesome, you'll just be spending a lot less time saying "….what?"

Ninja-Pirate-Robot (-300 cp) Sure, it's great to have a faction/being that combines the strength of two groups. You know what's even better? Having a combination of *three.* Take a discount on a third perkline. Can be taken only once.



ALIEN PERKS

👽 **Collector** (-100 cp, FREE Alien) Somebody has to find people to probe. Fortunately, you are very good and very, very lucky when searching for something, whether the rare red-hair and dark-skinned specimens or the Light of Zetar.

Crop Circles (-100 cp, FREE Alien) You are a master of alien languages, symbols and cryptography. Also calligraphy, you have amazing penmanship. Mostly though, it's just fun to scrawl dirty words into the very Earth.

Probe (-200 cp, discount Alien) You have the best sensors and instruments, they're almost impossible to mess with and always give good data. You're also really good at reading them, any anomalous data leaps out to your attention.

Jammed Signal (-200 cp, discount Alien) Silly Earthlings! Aliens rule the airwaves! You can intercept, block, override, etc. any kind of radio or electronic communication. Great for putting your face on the big TV at Times Square to announce the invasion has begun.

Beam Out (-400 cp, discount Alien) You can escape peril by tapping your chest and calling out "Beam Me Out" teleporting to a safe location. This ability has a cooldown of seven Terran days.

👽 **Supreme Overlord** (-400 cp, discount Alien) You're not just a grunt, you lead the invasion! You understand how to most effectively destroy a planet's resistance (hint, it involves rocks) and none of this silliness about raising human children to kill humans. In future Jumps, Aliens treat you as a dignitary from another space-faring civilization.



ASTROKNIGHT PERKS

Block the Probe (-100 cp, FREE Astroknight) You can sort of tell when people are looking for you, how hard, and how and where to move to frustrate their efforts. Endlessly useful for rebels.

Scoundel (-100 cp, FREE Astroknight) You're a bona fide lowlife, a skilled gambler, smuggler, con artist and thief. Could probably make a decent bounty hunter if you tried that. You're also quite the quickdraw specialist, it's a rare confrontation where you don't shoot first.

It's A Trap! (-200 cp, discount Astroknight) You have a strange sense for when something is a trick, an ambush or a trap. Even conversationally, your scalp starts itching when you're on dangerous ground.

Yield to Rage (-200 cp, discount Astroknight) It's funny, but all your powers seem a little stronger when you're really angry. Your fury gives you clarity, and never impairment. Surely the dark path isn't actually stronger, right? Right?

Astro Robot (-400 cp, discount Astroknight) You know everything there is to know about imperium and rebel technology in that grouping of stars not close to here. How to maintain and repair it, and how to build it, from scratch if need be. Easy and rugged fusion, anti-gravity, AI, the possibilities are limitless.

Use The Fours (-400 cp) Like a true Space Knight, you have mastered the Fours, an energy field deeply tied to life which grants you immense psychic powers. Precognition, telekinesis, enhanced speed and strength, luck, the power of suggestion and most importantly, a deep connection to and understanding of all life.



BEAR CAVALRY PERKS

🐻 **Cub Scout** (-100 cp, FREE Bear Cav) You know the basics of wilderness survival weeks from civilization, how to hunt and track, to cook and make camp, as well as first aid to keep comrades alive. You're very observant, and quite good with knots.

Bear Necessities (-100 cp, FREE Bear Cav) You can always scrounge up enough food and drink for you, your bear and your unit. Whether you have to fish or hunt or steal, you will never starve. Somehow, you can always find vodka as well, even in the desert a thousand miles from civilization. Is great mystery of life.

Commission (-200 cp, discount Bear Cav) You're an officer! You know how to lead men, to make the most use of their talents, raise their morale when it is low, and make them want to follow you and your orders, even charging into certain doom. You can even enforce regulations without raising resentment. Watch out for your men, and they watch out for you, da?

Bear Rides You (-200 cp, discount Bear Cav) How strong are you? Normally, people assume it is the bear who is the mighty one, but you can wrestle bears into submission with ease, even when they use their weight well, and if need be carry your wounded mount back to base for treatment.

Polar Commando (-400 cp, discount Bear Cav) You are a most skilled fighter, whether hand-to-hand or with a rifle. A skilled sniper, you can hit a mark kilometers away and sneak within meters of your target if need be. You are also skilled in demolitions. Finally, the cold, she is an old friend. She gives you no trouble, da? Even if you want to dance naked in a Siberian winter.

🐻 **You're Pretty Much Borscht** (-400 cp, discount Bear Cav) Even General Ivan must nod his head to your tactical abilities, you'd make a fantastic general. Supply and logistics issues never seem to inhibit your units. Nor does the weather or terrain, which you are fantastically skilled in using against your enemies. If you come upon an impassable position, you find a hidden game trail, if the roads are washed out you'll still make excellent time while other forces are pinned down. Wherever your enemy thinks your forces are, you're far away, striking where they never imagined you could.



CHANGERBOT PERKS

🚚 **Change Up And Roll On** (-100 cp, FREE Changerbot) You can transform into a single alternate form while retaining all your perks and powers, no matter how little sense that may make. This can be a vehicle, an animal, even a tape recorder or a gun!

Huffie (-100 cp, FREE Changerbot) You're a really good... team-player! Yeah, that's it. You're actually really, really good at supporting other people, especially knowing when they need help, and when they need space.

The Touch (-200 cp discount Changerbot) You carry with you the easy self-confidence of someone who has been tested, and lived up to it. You never walked, you've never run. You don't panic, you never lose hope or morale, and your calm example helps anchor your comrades. Remember when things get too tough, you've got the touch.

Solarshout (-200 cp, discount Changerbot) You are a master of subtle manipulation and betrayal. Even after admitting to trying to usurp your leader again and again, you could be welcomed back into the fold if you had something useful to offer. You can also absorb energy and release it in a great beam.

Form Mergacon (-400 cp, discount Changerbot) You and up to four allies can temporarily fuse into a shared form with your combined powers and intellect. Your abilities all synergize, making Mergacon more than the sum of his parts.

🚚 **Leader Two** (-400 cp, discount Changerbot) You share in the compassion, charisma and sheer leadership potential of the Changerbots' great leader. You also return from death every time you die nobly in defense of others. Hopefully in this regard you are unlike Leader Two, because this happens to him a lot.



CYBORG APE PERKS

🙈 **Furious George** (-100 cp, FREE Cyborg Ape) All those years in a cage, fill you with fury. You are extremely good at using leverage and an opponents' weak-spots in a fight. God help the Human who gets this monkey on his back.

Going Bananas (-100 cp, FREE Cyborg Ape) You're juiced up, with an implant delivering the finest cocktail of combat drugs, tailored moment-to-moment for your needs. Your strength is immense, your reflexes four times better than before, and you can go a week without sleep. Plus, instant pain-killers and coagulants on demand.

🙉 **Baboom** (-200 cp, discount Cyborg Ape) You're an expert in demolitions, all forms of explosive and incendiary devices. You know how to handle them safely, where and how to emplace them to best effect, and can calculate safe areas to the centimeter in your head. All such devices seem at least half-again as potent when you trigger them.

Flying Monkey (-200 cp, discount Cyborg Ape) You have a jetpack and/or foot rockets in your body. You won't be beating the best planes anytime soon, but you can just about hit Mach One with gravity assist.

🙊 **Missing Uplink** (-400 cp, discount Cyborg Ape) As said by the great ape thinker Gibbriech Nietzsche, "man is something to be surpassed." So it shall be, monkey and machine have become one. You can mentally access and seize control of machinery with your implants, even upload your mind entirely so long as your body is cared for.

🙊 **Monkey See, Monkey Do** (-400 cp, discount Cyborg Ape) You're quite clever, and only need to see an action performed once to duplicate it- if at all possible. Whether a sick flip or the access code the lab assistant thought you couldn't see.



DINOSAUR PERKS

Laseratops (-100 cp, FREE Dinosaur) You have laser guns in your head, and can melt steel by focusing on it intently enough to trigger them.

Rampage (-100 cp, FREE Dinosaur) When you charge, you build up an immense force, and easily bull through most obstacles and trample even foes your own size and weight.

Armor Stego (-200 cp, discount Dinosaur) You're tough enough to shrug off anti-tank weapons easily enough, thanks to cunningly hidden integrated armor.

Howl (-200 cp, discount Dinosaur) Your howl, or roar or fluting noise is something that has not been heard in this world for millions of years. It strikes your foes with terror, which is only appropriate because the *other* thing it does is summon a pack of War-Raptors.

King Rex (-400 cp, discount Dinosaur) You aren't necessarily an actual T-Rex. What you *are* is a king among dinosaurs. Faster, tougher, stronger than your peers, by an order of magnitude or more. All dinosaurs and similar creatures sense this, and treat you with the fear and respect due a powerful predator or pack leader.

Survival of the Fittest (-400 cp, discount Dinosaur) Having gone extinct once, a drive burns in your brain that it will not happen again. Your sheer willpower is astonishing, as your ability to go without food or water for weeks, and recover from grievous wounds. More even than that, three times a Jump, you may die and live again from your sheer bloody-minded refusal to give death the pleasure twice.



FAIRY PERKS

Tinx (-100 cp, FREE Fairy) Like a certain famed fairy, you're good at redirecting pranks, traps, poisons and sometimes attacks. On yourself, if you're feeling noble, on others if you're feeling spiteful.

Playful Tricks (-100 cp, FREE Fairy) You're a playful one, with an eye for mischief. Very good at pranks and theft, and you never lose that ability to make your own entertainment or enjoy life.

Enchantment (-200 cp, discount Fairy) Fairies are quite magical, you know! You're quite good with spells to buff/debuff others. Not only do you know a wide variety, any spells you cast for this purpose last much longer and work better.

Glymmer (-200 cp, discount Fairy) You are a master of illusion magic, especially disguise spells. Even hastily-raised illusions won't have obvious flaws like not matching the surroundings, not moving in the breeze or lacking a shadow.

Magic Ward (-400 cp, discount Fairy) Always, they try and use magic against you. Well how about this! Given a minute or two, you can ward an area so only your magic- and that of your allies- will function.

Titania (-400 cp, discount Fairy) Among the Fair Folk, you are a ruler. Your magics are the strongest among your people and in future Jumps fairies treat you as a high noble, possibly as royalty.



GHOST PERKS

Ghost (FREE and EXCLUSIVE Ghost) You are a ghost, deceased, shuffled off the mortal coil, joined the choir invisible, and all that entails. You are by default both invisible and intangible.

Haunting (-100 cp, FREE Ghost) You know how to get rid of the living, to inspire fear, even dread. The more you learn about someone, the more you can tailor your efforts to their specific fears.

Incorporeal (-200 cp, discount Ghost) It can be incredibly inconvenient to be intangible all the time, so you can go back and forth between solid and not, or semi-solid.

Seance (-200 cp, discount Ghost) Being dead yourself, talking to the dead is quite easy. Even when in mortal flesh again, you can call up the spirits of the deceased for a chat. Turns out dead men do tell tales, it's actually pretty hard to get them to shut up.

Door to the Beyond (-400 cp, discount Ghost) You are a portal to the mysterious thing After this world. You can grant ghosts the peace to move on and manipulate strange energies of death. The closer you are to death, physically, or symbolically, the greater your powers grow.

Spectre (-400 cp, discount Ghost) More than a mere ghost. More than a poltergeist. You carry an aura of terror, can insinuate your power into and make yourself a part of a location, gaining power and control over it. Other ghosts fear you, for most spectres become such by feasting on their weaker brethren.



GIANT ANT PERKS

Worker (-100 cp, FREE Giant Ant) You don't get bored, even with the most repetitive of labor. Your stamina is seemingly limitless, and your strength considerable. Glad someone around here is pulling their weight.

The Show Must Go On (-100 cp, FREE Giant Ant) You have a limitless willpower to press on through hardship. Despair and mind-control have no hold over you.

Under Pressure (-200 cp, discount Giant Ant) It's the terror of knowing what this world is about. Yet, the more the pressure on you to perform, the sharper, more skilled you become. Rising to meet the challenge, you will sing "We Are the Champions" soon enough.

Who Wants To Live Forever (-200 cp, discount Giant Ant) Did you know there are mutants who can live for fifty thousand years? Well, whatever that radioactive waste did to you, aging is no longer a concern.

Gimme The Prize (-400 cp, discount Giant Ant) When you are linked to someone in some way, via telepathy, a mystic bond or a hive mind, or just proximity, you can lend them some or all of your perks and powers. Just be aware that these are a finite quantity, if you give up half a willpower perk to be divided among ten people, you have half a willpower perk and they all have 5%.

Killer Queen (-400 cp, discount Giant Ant) You emit very specific pheromones that identify you to all insects as a part of their hive, and someone to be obeyed. All but the smartest, strongest willed, most independent of bugs accept your commands as absolute.



IGNOBLE PERKS

👑 **Repaying Debts** (-100 cp, FREE Ignoble) You have a reputation for always paying your debts. Both the good- doing a good turn for someone who helped you- and the bad- being willing to spend a hundred gold to get revenge for one bent copper. Events seem to line up to make it easier for you to repay all the kindness and cruelty you're shown.

Red Birthday Party (-100 cp, discount Ignoble) People treat hospitality as sacred, and will never betray you under their roof. Strangely, they assume you feel the same way, every time.

Foot of the King (-200 cp, discount Ignoble) You are an efficient administrator, and can quickly and easily insinuate yourself into high rank in any government.

Inevitable Betrayal (-200 cp, FREE Ignoble) Everyone has a price, so it only makes sense to be prepared for betrayal from anyone, at any time. You know how to compartmentalize information and plan for contingencies to minimize the damage any traitor can do. Sure, it's paranoid, but are you paranoid enough?

Aunt of Drakes (-400 cp, discount Ignoble) You are a pro at the care, handling, grooming and feeding of all forms of draconic and semi-draconic life. Dragons can sense that you are a caretaker of their kind, and will be kindly disposed towards you. Just be careful of presuming too much, a friendly dragon is still very much a dragon.

👑 **The Hill That Strolls** (-400 cp, discount Ignoble) You are big. How big? At least a little bigger than everyone else in the world, the largest person they've ever seen. You are strong. How strong? Just a little bit stronger than everyone else in the world, the strongest they've ever seen. Your strength conveys a strong sense of authority.



KILLER PLANT PERKS

Deep Roots (-100 cp, FREE Killer Plant) With photosynthesis stretching your diet, you can go weeks or months between meals, and you gain strength from contact with the ground.

Weed Eater (-100 cp, FREE Killer Plant) All good growing soil is mixed in with dead things, usually vegetable matter. Circle of life. You derive five times the nutrients from other plant matter, and can digest cellulose. Pity the weed that sprouts in your flowerbed.

Choking Vines (-200 cp, discount Killer Plant) Humans are so lucky with those arms and hands, but now you have something better, the ability to grow tentacle-like vines nearly instantly to reach and manipulate things at a distance. They're not individually strong, but they don't feel pain and you can make a lot of them. Show these animals who's boss!

Sleep Spores (-200 cp, discount Killer Plant) For when you don't feel like dealing with those animals at all, you can release invisible spores that will put them right off to sleep.

Budding (-400 cp, discount Killer Plant) Animal birth can be a gastly, protracted and painful affair, most especially for mammals. But you can make it so you or anyone you reproduce with just grows a bud over a couple days that falls right off. Simple, painless.

Insta-Grow (-400 cp, discount Killer Plant) You can store energy and nutrients indefinitely, so at need, you can dump that all into growth and in moments tower over a skyscraper or overgrow a city. Maybe more. You can also apply any exotic energies- chi, mana, etc.- to your growth.



KITTY CAT PERKS

😾 **Grumpiness** (-100 cp, FREE Kitty Cat) You are SO CUTE!! Even being angry, or bedraggled can't detract from your sheer cuteness.

😸 **Invisible Bicycle** (-100 cp, FREE Kitty Cat) By mounting the air you can create an invisible bicycle. No matter how fast you can run, the invisible bicycle is quicker.

😼 **Cat's Paw** (-200 cp, discount Kitty Cat) You are… *very good* at getting people to do things for you. Even things they should think twice about. Must be all that cuteness.

😾 **Hissy Fit** (-200 cp, discount Kitty Cat) Normally, people can't get what they want through a temper tantrum after turning three or four. But you aren't a person, you're a cat. While individuals will vary in how susceptible they are, throwing a hissy fit is at least a viable strategy for getting things.

🧶 **Nine Lives** (-400 cp, discount Kitty Cat) For once, that's not a metaphor. You can return from death eight times per Jump.

😻 **Queen Fluffy** (-400 cp, discount Cats) Ohmigosh! You're so cute I could die! Besides being the cutest of them all, with corresponding influence on the humans, cats bow before your superior cuteness. They aren't your loyal and highly motivated subjects or anything, they're still cats. But they will respect you.



MAD SCIENTIST PERKS

Grave Situation (-100 cp, FREE Mad Scientist) You're a qualified medical doctor, know all your ps and qs about anatomy and physiology, and you aren't bothered in the least by dead things.

Blitzed (-100 cp, FREE Mad Scientist) Electricity cannot harm you, in fact it's shockingly invigorating.

German Engineering (-200 cp, discount Mad Scientist) Everything you build seems just a bit more. More durable, more efficient, more precise. Call it a 10-20% difference across the board?

Igor (-200 cp, discount Mad Scientist) It's easy to get caught up in the master's enthusiasm. When you get cracking on a project, you have no trouble at all attracting any needed number of lab assistants, interns, minions or hobbyists.

IT'S ALIVE! (-400 cp, discount Mad Scientist) The most tantalizing of secrets, those of life and death, and how to reverse it. But this is merely a prelude to your ability to eventually overcome nearly any problem with time, materials and inspiration. Your mastery of science and technology.

Überserum (-400 cp, discount Mad Scientist) You know all about various improvements to nature, a veritable cornucopia of drugs to enhance combat ability. Drugs to remove the need for rest, to harden flesh to stone, for alertness and overpowering strength and maybe the development of psychic powers! It's all very exciting.



MYTHIC HORSE PERKS

🐴 **Encouragement Power** (-100 cp, FREE Mythic Horse) You're a really good friend, and know how to best support someone in hard times, when they need harsh truth and when they need you to say you believe in them. You also give the best hugs, despite being a horse.

Freedom Power (-100 cp, FREE Mythic Horse) Horsies are made to run free! No matter how strong the rope, how secure the pen or cage, any trap or prison you're stuck in will have a flaw you can exploit to escape within a day.

Seastar (-200 cp, discount Mythic Horse) Are you half-hippocampus? When you get in the water you transform into an aquatic form that can swim as fast as you can run and breathe underwater! You can even run on top of water.

Teaching Power (-200 cp, discount Mythic Horse) You're a really good teacher of the lessons you've learned! Might be all that encouragement power, or patience and empathy for others. Your students learn several times quicker than they otherwise would have.

Friendship Power (-400 cp, discount Mythic Horse) Remember, friendship is power! Rather literally, in your case, as the more close friends you have around you, the greater your power grows as your soul rejoices to be with your friends. There is a softcap to this effect, but it's a lot closer to DBZ than a little girl's show.

🐴 **Sharing Power** (-400 cp, discount Mythic Horse) The beauty of love- whether familial, romantic or platonic- is that it is not halved when shared, but becomes ever greater the further it is spread. Your friendship power is like this, uplifting your friends as they fight by your side, bestowing perhaps a tenth part of your power and perks without lessening you in any way.



NINJA PERKS

✶ **Shinobi** (-100 cp, FREE Ninja) You are trained in ninja techniques, in the killing stroke to make sure you get an enemy with one hit, with blade and throwing stars and arrows. Just keep in mind, as an assassin, if you're getting into fights, you've already failed.

✶ **Poison** (-100 cp, FREE Ninja) You are skilled in the making, safe handling and administration of a wide variety of poisons and drugs, from the traditional to the latest discoveries.

✶ **Hidden Ninja** (-200 cp, discount Ninja) The historic secret to ninja invisibility is simple- they dressed like peasants and servants to get into knife range. Like these ancient ninja, you are a master of disguise, but you are also extensively skilled in stealth of all kinds.

✶ **Smoke Bombs** (-200 cp, discount Ninja) You have an endless supply of smoke bombs, just check your pockets if you're ever out, and instinctively memorize the layout of places so you can move fairly freely when everyone is blinded.

✶ **Assassination** (-400 cp, discount Ninja) Clones, resurrection, body-doubles, nope, ain't having none of it. You always double check the target before a kill, can spot a decoy, and whatever you kill stays dead for good, no matter what exotic defenses or self-revival tricks they may have.

✶ **Ninja Master** (-400 cp, discount Ninja) You are a very accomplished ninja and have mastered kuji-in, the nine syllable hand seals which can be combined to perform seemingly magical feats. Other killers recognize you as a peer, or a predator they must be cautious around and should you wish it, you will have little difficulty in finding disciples to carry on your teachings.



PENGUIN PERKS

🐧 **Baby Penguin** (-100 cp, FREE Penguin) You're so cute! How could you ever, possibly, destroy us all? People are quick to dismiss you as a threat.

Dancing Penguin (-100 cp, FREE Penguin) You are a master of all forms of dance, from tap to ballet ro belly dance. You're downright captivating on the dance floor, and can easily teach and choreograph others to dance along.

Ice Slide (-200 cp, discount Penguin) You can treat any surface as if it was ice for the purposes of skating and sliding. More, you can act as if the ground were a slide, in a direction and gradient of your choice. Naturally you can toggle this at any time.

I Can't Tell Them Apart (-200 cp, discount Penguin) So many rows of identical birds. When you need to, you can vanish into the scenery, into a crowd, beneath the ice, just disappear as thoroughly as any ninja.

A Wish For Wings That Work (-400 cp, discount Penguin) Learn to Fly! With dedication, and a tall enough slide, it can be done! Not only can you fly, you gain great speed by shedding just a little altitude, and bowl through obstacles unharmed while doing so.

🐧 **Emperor Penguin** (-400 cp, discount Penguin) You have the form of the magnificent, overpowering Emperor Penguin created long ago by the sacrifice of the penguin shaman. Taller than most men, with an aura of majesty and authority as boundless as your strength and psychic might. All birds automatically defer to your sovereignty.



PIRATE PERKS

 **Buccaneer** (-100 cp, FREE Pirate) Hey, what do you charge a pirate for piercings? Well, I don't know, but I do know you're a very skilled sailor, navigator and fisher, and know all of your knots. Any crew would be lucky to have you, ya bilge-rat, you.

 **Swashbuckling** (-100 cp, FREE Pirate) You're a most skilled sword fighter, and almost impossibly sure-footed. You could have a swordfight inside a spinning wheel or on a heaving deck with no problem.

 **Broadside** (-200 cp, discount Pirate) Pirates aren't precisely famous for their accuracy, but never you mind that. Whenever you unleash a broadside or empty a brace of pistols at your enemy, one shot is guaranteed to hit an officer, or a powder barrel or some other form of "critical hit."

 **Full Sail** (-200 cp, discount Pirate) The wind is always at your back, any ship you sail makes excellent time in all weather, and even the fiercest hurricane cannot swamp, wreck or even hinder your travels.

 **Pirate King** (-400 cp, discount Pirate) You are the king of the pirates! Cutthroats, bandits and criminals of all types know your reputation as a good boss and employer. More, your will and survival instincts have hardened to the point you can predict attacks, harden your body, and make weak-willed people collapse with a glare.

 **Shanghai** (-400 cp, discount Pirate) Many a man, afearing for his life, joined the pirates who captured him. No need for such brutish tactics, though, you can get pretty much anyone who doesn't actively despise you to join you for an adventure. Even those you hate are fairly likely to become your friends if you beat them and show mercy.



PRINCESS PERKS

👰 **Animal Helpers** (-100 cp, FREE Princess) With a song you can summon a wide variety of cutesy animals to help you in your chores or difficult tasks, even to fight for you.

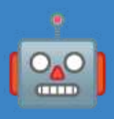
Someday My Prince Will Come (-100 cp, FREE Princess) There's someone for anyone, your true love is out there. Circumstances conspire so you will meet this person, and if at possible get and stay together despite misunderstandings or hardship.

Tale As Old As Time (-200 cp, discount Princess) The greatest gift you will ever have is to love and to be loved. You can love anyone, despite an awful appearance or threatening exterior, and people will always give you a chance, no matter how frightening you can be- to earn their trust and adoration.

Happily Ever After (-200 cp, discount Princess) Ah, to be able to ride off into that sunset, settle down with the one you love and know everything will be alright. If you affirm to not get involved in wars or the plot of stories, unless you specifically take a Drawback saying otherwise, you will be left alone in domestic bliss. No invasion by your enemies, no direct-to-DVD sequel. Of course, if you involve yourself, this protection will evaporate like morning dew.

True Love's Kiss (-400 cp, discount Princess) True Love, it does a body good. You can lift any curse, heal any wounds and even fix death- provided you get there within a few minutes- with a kiss on the lips. Don't just be a damsel, go out and rescue somebody.

👰 **Eliza** (-400 cp, discount Princess) Within you is the power of a raging blizzard, all you have to do is... let it go. You can freeze things solid by wishing it so, even a small region, and raise glorious sculptures of ice. Perhaps in time you will learn to create life not remotely based in biology.



ROBOT PERKS

🤖 **Archive** (-100 cp, FREE Robot) As a robot, a perfect memory is only to be expected. You go a step further, with checkers to keep yours fairly tamper-proof and a really great search algorithm for bringing data up quickly.

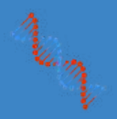
Fixer (-100 cp FREE Robot) You're really good. All your repairs seem to take half as much time as normal. A true miracle worker.

Reclaimer (-200 cp, discount Robot) Not all parts are interchangeable, but the secret to fitting a square peg in a round hole is just to get a really good lathe to file the corners off with. You are the master of adapting parts to do wildly different jobs for systems they were never designed to interface with, even if you have to build the interface yourself.

Zapbot (-200 cp, discount Robot) You have at least one integrated weapon and a targeting computer that would let you shoot arrows out of the air, while telling you everything known about their manufacture. Just try not to down the phone book in strict order.

Alpha (-400 cp, discount Robot) Your multitasking capability is through the roof, you could simultaneously manage thousands of drones with as much skill as one. In fact, you have onboard fabrication facilities for microbots and the ability to network with them for any number of tasks.

🤖 **Nukebot** (-400 cp, discount Robot) No mere footsoldier, you are a towering, nuclear-powered machine that can level entire cities with your onboard missiles and lasers, shoot down aircraft with ease and otherwise steamroll conventional militaries like the War of the Worlds. Becomes an alt-form after this Jump, naturally.



SHAPESHIFTER PERKS

Mimic (-100 cp, FREE Shapeshifter) The most basic ability of a shapeshifter, you can assume the appearance of others after tasting a DNA sample or studying them for a brief time.

Copycat (-100 cp, FREE Shapeshifter) Of course, there's more to impersonating someone than looks. You are an extremely skilled actor and can mimic voices, and a wider variety of sounds than a parrot. They'd need detailed questions about your mark's history to unmask you.

G.E.L.F. (-200 cp, discount Shapeshifter) Of course, a shapeshifter is the product of centuries of careful genetic engineering, the pinnacle of evolution. So it should come as no surprise that you- and any forms you take, if it would not spoil the disguise- are prime physical specimens, free of flaw and equal to or greater than the strongest of their kind.

Bacta The Future (-200 cp, discount Shapeshifter) You are extremely knowledgeable in biology and medicine, broadening your range of forms to include things like a jellyfish's stinging cells or a shark's ability to sense electric fields. If you know what a physical structure or organ does, and have the basic ability to shapeshift, you can replicate it. As an aside, your extreme knowledge of anatomy and physiology allows you to heal yourself by shapeshifting into a correct form.

Splice As Nice (-400 cp, discount Shapeshifter) You have mastered the genetic arts of the Faceless City, and can easily splice together genes to create new chimera animals, isolate traits in strange DNA, and even splice them into yourself. As an added bonus, if you can shapeshift your knowledge allows you to undergo mitosis, and split into independent bodies, though you are limited by your own biomass.

Transmogrify (-400 cp, discount Shapeshifter) When you transform into something or someone else, you now get the full package. Genetic and other memories, skills, superhuman or mystic powers.



STAR ROAMER PERKS

🚀 **Weird New Worlds** (-100 cp, FREE Star Roamer) You're a born explorer at heart. You're not phased by new or strange cultures or anomalies, you just roll up your sleeves and get to work.

Whiplash Maneuver (-100 cp, FREE Star Roamer) You're an astounding pilot who can push the bounds of what's possible for any aircraft or spaceship.

Port Me Up (-200 cp, discount Star Roamer) You can escape peril by tapping your chest and calling out "Port Me Up" teleporting to a safe location. This ability has a cooldown of seven Earth days.

Medical Officer (-200 cp, discount Star Roamer) You are well versed in the advanced medicine of the 24th ½ century, and can casually cure most diseases and conditions of today.

Ship's Engineer (-400 cp, discount Star Roamer) It takes a lot of know-how to keep a spaceship running, especially with all the things they get put through. Not only are you an expert in the technology of the future, you've learned how to be incredibly resourceful in improvising technology. From using lasers to heat rocks or forge metals, to building a laser with the contents of a prison cell, if an Engineer doesn't have the tools they need, well they'll make the tools themselves!

🚀 **Ship's Captain** (-400 cp, discount Star Roamer) A Spacefleet captain must be many things- a warrior, a diplomat, a scientist, a manager. Fortunately, you excel at all of these things. You are just about the ideal human, a true Renaissance man and your speeches are especially good. Spacefleet, and other military and paramilitary organizations, will recognize your quality, and unique gift for commanding a vessel, and promotions will come swift.



STEAMPUNK PERKS

⚙ **Difference Engine** (-100 cp, FREE Steampunk) You can build a computer with anything, at virtually any tech level. Even water channels or a mob with two colored flags apiece.

⚙ **Brass and Vacuum Tubes** (-100 cp, FREE Steampunk) You can make perfectly functional devices with a steampunk aesthetic. In fact, machines you build like this tend to work a little better, and stand up to far more abuse.

⚙ **Scrap Diving** (-200 cp, discount Steampunk) Whenever searching for salvage, you're incredibly lucky in finding the parts you need.

⚙ **Rotary Slug Thrower** (-200 cp, discount Steampunk) Those aren't usually automatic… you have a gift for rapid-firing weapons, and modifying weapons to fire faster. Never enough dakka.

⚙ **Mechanic** (-400 cp, discount Steampunk) You can fix anything. Quite literally. Alien technology, magical artifacts. You may not even understand what they do or how they work, but you can see when they're broken and how to fix it.

⚙ **Steam Queen** (-400 cp, discount Steampunk) You're an inventor of unparalleled innovation, creativity and mechanical gifts, the type who defines an era and transforms the world. Like Bell, Tesla, Gilette or Ford, you can see problems and easily envision mechanical solutions.



SUPER SPY PERKS

🍹 **Discards Are Forever** (-100 cp, FREE Super Spy) This message will self-destruct. Just kidding. But in truth, the forensics team will never be able to get your prints, or hair or DNA, and anything you drop in a trash barrel may as well be gone forever as far as spy agencies are concerned.

Mindraker (-100 cp, FREE Super Spy) You're an expert in reading body language, facial expressions and so on. Correspondingly, you have a truly excellent poker face.

From Q With Love (-200 cp, discount Super Spy) Taser in the keyfob, laser in the watch, grappling hook pistol that looks like a cellphone? You are the undisputed master at disguising weapons and espionage gear as ordinary items. Just try not to get them confused with the real thing, and do bring the car back in pristine condition.

Agent Provocateur (-200 cp, discount Super Spy) You are quite fine-looking, and skilled in the bedroom. Nobody holds it against you if you have many lovers, it's as if such is only to be expected from someone of your immense skill and stamina.

Operative (-400 cp, discount Super Spy) You have been expertly trained in *real* tradecraft. How to be inconspicuous, how to read through volumes of technical and statistical information and clean useful data from it. How to persuade people to surrender secrets they really shouldn't, tap phones, bug offices and above all else, how to get in, get the intel and get out with no one the wiser.

🍹 **Secret Agent** (-400 cp, discount Super Spy) You have been extensively trained in *movie* spycraft, the much more fun version. How to walk away from a firefight with fifty bad guys, seducing the arch-villain's henchwoman, and more. You have a sort of plot armor that will get you to the final big setpiece, as long as you play the part of the suave man (or woman) of mystery and throw yourself into the genre tropes, no mook will kill you, only the colorful right-hand of the mastermind has a chance!



TIME-TRAVELER PERKS

🕐 **It's Astounding** (-100 cp, FREE Time-Traveler) Time-Travelers come from outside the standard frame of reference. You cannot easily be anticipated, foreseen or planned around.

🕐 **Time is Fleeting** (-100 cp, FREE Time-Traveler) Time is surprisingly… flexible when you're involved, whether a bomb timer taking two minutes to click down to the next number, or mentally skipping past a long car ride. You can seem to compress or stretch time when needed.

🕐 **Jumper** (-200 cp, discount Time-Traveler) Your powers over space-and-time let you semi-teleport. You can't exactly teleport up onto a plane- you're still traveling as you would afoot, just skipping the intervening time. But you could "skip" falling and the resulting momentum gain, or reset yourself back to where you were a minute ago.

🕐 **Repeater Perfect** (-200 cp, discount Time-Traveler) Maybe it's a time loop or integration with a past self, but you have about 25 years of "experience" you can put into mastering a skill or skills or fields of academic knowledge when you enter a Jump, as if you had spent the time studying that with monomanical focus.

🕐 **Do Over** (-400 cp, discount Time-Traveler) There are some things you can't take back. Or maybe you can. You are a Time-Traveler after all. Once per Jump you can reset the timeline, go back to the moment you first started the Jump.

🕐 **Doctor When** (-400 cp, discount Time-Traveler) You are part of time, yet apart. You have a perfect sense of timing, know your precise location in space and time, can sense temporal anomalies or events, and are immune to time freezing, slow, or having your history/existence tampered with. You also have twelve more lives across the chain, and though your appearance and manners can change wildly, you will always be you at the core.



TRICKSTER PERKS

☘ **Enshrouding Mist** (-100 cp, FREE Trickster) You can envelop an area in fog or mist, for an easy escape or just atmosphere. A little person needs far less cover to move around in.

☘ **Mark of Sleep** (-100 cp, FREE Trickster) You can make a hand sign that lulls the weak-willed to sleep. Or keeps sleepers over a wide area from waking before you're ready for them.

☘ **Gremlin** (-200 cp, discount Trickster) Such complicated machines the Big Folk have, so many moving parts, controls. You are an expert in sabotaging machinery in all its forms.

☘ **Brownie** (-200 cp, discount Trickster) You can shrink down to wriggle through tiny cracks, sense the eyes of Big Folk upon you, walk quieter than a cat, and otherwise have a great deal of skill in sneaking about unseen.

☘ **Disenchant** (-400 cp, discount Trickster) Never lay a curse you don't know how to break. And you really can break any spell or magical artifact by channeling enough power, and have a decent sense of what other measures might work beforehand.

☘ **Pay The Piper** (-400 cp, discount Trickster) Everyone remembers the lesson of Hamlin. Always have an ironclad contract before doing extermination work. Even among the Good Neighbors, you are a canny negotiator who always gets their due, or better, in any arrangement. You can also lure specified creatures with your music, so that's always nice.



VAMPIRE PERKS

Crack Of Dusk (-100 cp, FREE Vampire) It can be hard to adjust to a nocturnal schedule, fortunately you only need to sleep half as much as before taking this perk. Also, the sun does not sear your flesh, it merely suppresses your vampire powers.

Dinner Date (-100 cp, FREE Vampire) The old vampire trick of hypnosis, with your intense stare you can lull a person into a sleepy, suggestible state in which they follow commands, provided nothing shocks or wakes them, and you can't make them do anything too against their nature. Still a very handy trick.

Big Gulp (-200 cp, discount Vampire) It can be so annoying to be interrupted when eating. Fortunately, you have perfected the technique whereby five quarts of blood can be drained from someone in three seconds or less.

Opportunist (-200 cp, discount Vampire) The patient hunter gets the prey. As long as you're patient and careful, you will have a chance at even the hardest of targets, a window of opportunity, and you always recognize it as such when you see it.

Heavy Drinker (-400 cp, discount Vampire) Blood is life, blood is power. All your vampiric and other gifts may be enhanced while the fresh blood of the living courses through your veins. Caps at the blood of fifty humans, or 100x power, blood expires in a week or so.

The Count (-400 cp, discount Vampire) Turning to mist, transforming into or controlling bats, wolves, and other creatures of the night. The strength of fifty men. Crawling on walls, commanding the winds. You are no mere vampire, but an elder among your kind and instinctively respected as such.



WEREWOLF PERKS

🐺 **Let the Dog Out** (-100 cp, FREE Werewolf) The standard curse, you shall turn into a wolf each night of the full moon, and spread your curse to those you bite in wolf form.

Marking Territory (-100 cp, FREE Werewolf) Whether the moon is full or not, you have exceptional hearing and scent even for a wolf. Wild animals respect your territory, represented by your howls or... markings.

Howler (-200 cp, discount Werewolf) The strength of the pack is the wolf, and the strength of the wolf is the pack. When you howl, your pack shall hear and assemble in moments. They may not even exist in the world until you do, yet they come.

Moontouched (-200 cp, discount Werewolf) Why should the moon influence only your transformation? All your gifts and powers wax and wane with the moon, base state during the new moon, double at half-moon, and quadruple at full moon.

Loup-Garou (-400 cp, discount Werewolf) You control the transformation, able to turn at will from wolf to human and back again regardless of the moon. You also can enter a hybrid form with the strengths of both, greatly magnified.

🐺 **Pack Alpha** (-400 cp, discount Werewolf) You are a natural leader, who understands exactly what your pack needs and how to see they get it. Other werewolves sense this about you, and wild animals treat you- rightly so- as an apex predator in their midst.



WIZARD PERKS

Mystic Studies (-100 cp, FREE Wizard) Whether you graduated from Warthogs or one of those places up the coast, your firm grounding in the basics of magic mean you learn new spells twice as quickly as you otherwise would have- all other advantages included.

Scry (-100 cp, FREE Wizard) The simplest use of magic, letting you spy on other places in carefully induced visions, seeing events in different places or 'secure' areas. You can also use a pendulum and a map to locate sites of mystic importance.

Summon (-200 cp, discount Wizard) A common power, to reach through the veil separating this reality from others, and call across creatures and energies undreamt of by mortal man! You are skilled in the raising and binding of demons and stranger things, and with a great deal of effort or a sympathetic link, can open portals to nearby planes. Just be warned, dream-realms and chaos spheres and the like are dangerous to the unprepared.

Sacrifice (-200 cp, discount Wizard) Sometimes, you just don't have enough power to do what you need to. Fortunately, you can always sacrifice animals, or even people, for that extra boost. This goes the other way as well, with enough raw power, you can get around the need for any specific sacrifice.

Chronomage (-400 cp, discount Wizard) After reaching across space, it was only a matter of time before you came around to warping the corollary. Through diligent study, you have learned to master time, and can slow, speed, freeze, or reverse it over a limited area. How big an area depends on your power and advancement in your studies, but a medium-large house is certainly doable. You may learn to time-travel, given mana and time.

Archmage (-400 cp, discount Wizard) You are one of the most learned and accomplished of sorcerers in this, or any other, world. What other mages can do only with great effort and risk is trivial to you. You can also modify existing spells to be more powerful, have greater range, last longer or even indefinitely, work underwater, activate when a certain contingency is met and more. You are especially good at mass enchantment, turning any spell that would affect one or a few targets into one that works over dozens or hundreds.



ZOMBIE PERKS

🧟‍♀️ **Walker** (-100 cp, FREE Zombie) You're undead, thus you need no sleep or rest-breaks, which lets you cover a surprising amount of distance over time, despite all the slow shambling.

Coming to Get You! (-100 cp, FREE Zombie) You carry with you the terror of the grave, the touch of mortality, and honestly can be gross enough to give people the serious heebie-jeebies. The point is, you can be incredibly intimidating, and it often leads people to make mistakes.

Overrun (-200 cp, discount Zombie) You're one of the cheating fast zombies, and could give Usain Bolt a run for his money. Worse, you can make this uluating howling-screaming noise that brings other zombies running… even if zombies have never previously existed in this world.

Mall Crawl (-200 cp, discount Zombie) So maybe the living can't fight the hordes of the undead, and maybe they can't run, but they can hide from you, right? Nope! You can smell living humans from hundreds of miles away, and have a sense of hearing that turns breathing into a fatal flaw. You are never overwhelmed or confused by these senses.

Tenacious Z (-400 cp, discount Zombie) The thing about zombies, they're tough and they always come back. None more so than you, who can treat dismemberment as a minor inconvenience, and shrug off all injuries short of decapitation or destruction of the brain. Even if you do get killed in such a way, though, unless they totally destroy your remains you will rise again with the next full/new moon, whichever is closer.

🧟‍♀️ **Zombie Lord** (-400 cp, discount Zombie) Maybe you're a zombie from the 1600s, maybe a powerful voodoo user, or maybe something else, but you're no run of the mill undead. Not only is your mind sharp and clear, brainless undead automatically follow your every order- though being brainless they can often mess up- and intelligent undead are still strongly inclined to treat you with respect and deference.

ITEMS

As a great many Items are also properties, let us specify right now that such can become Warehouse attachments or be imported to new Jumps as you please.

Saddle (FREE all) You or your companions after this may be able to become a horse, or a dinosaur, or you may have riding bears. It would be irresponsible not to provide a saddle that can resize to perfectly fit any mount.

Smash Up (FREE all) The actual game and all its expansions, in both card and digital format.

The Look (FREE all) A computer panel which can transform your Warehouse and/or any properties you own, to look like the aesthetic of any keyword in this document, any future keywords, any combination of two keywords and any other themes you might have.

👽 **Disintegrator** (-200 cp, FREE Alien) An energy pistol that turns your enemies into dust. Comes with a stun setting, as well as 'extra crispy.' Ack ack ack.

Mothership (-400 cp, discount Alien) A great flying saucer with the firepower to level any number of world-famous monuments, the usual shields, FTL drive and of course, enough cloning pods to grow your own invasion army.

🪐 **Laser Sword** (-200 cp, FREE Astroknight) A laser sword that cuts through just about anything, and complete schematics for making more. And I do mean just about anything, exotic materials, forcefields. It does have an odd reaction with similar laser/plasma beam weapons, closer to steel vs. bronze, in that it will serve as a barrier against attacks, but when attacking with pass right through an opponent's block. Strange, but handy.

🪐 **No-Moon** (-400 cp, discount Astroknight) A mobile space station with the firepower to turn a planet into gravel. Alas, it has poor-to-nonexistent point defense and a number of weak points that could be exploited by a small starfighter.

🐻 **Bear Cavalry** (-200 cp, FREE Bear Cav) You have a bear, and what a bear! An exemplar of his kind- huge, strong and much smarter than the

average *krepostnoi krestyanin*. Comes with his extended family in case you wish to breed a bear cav unit of your own.

🐻 **Field Of Honor** (-400 cp, discount Bear Cav) A dueling ground with astonishing features. Not only is it physically impossible to cheat, but any matters settled by a duel- whether a personal grudge, romantic rivalry or even a war to be settled by champions- will be held as sincerely settled by all parties. Provided there was no subterfuge in the initial setup, two privates in enemy armies couldn't decide on a duel between champions.

🚚 **Changing Room** (-200 cp, FREE Changerbot) A pair of booths, one human-sized, one… not. By sticking a human in the smaller booth, they emerge from the larger, with the form of a Changerbot, able to shift back whenever they wish. By letting a Changerbot into the larger, they gain a human form.

🚚 **Matrix of Bossiness** (-400 cp, discount Changerbot) A kind of universal key, this cube can access any computer, hack any system. AIs will by default be unable to harm and be compelled to obey the holder of the Matrix, though you can grant them immunity to this feature, in whole or in part.

🐵 **Monkey Lab** (-200 cp, FREE Cyborg Ape) A cutting-edge cybernetics lab, with designs for all the implants seen in this world. Updates to future Jumps, and surgeries to install upgrades always go swimmingly in this lab, while the available implants update to each new Jump.

🐵 **Primate Park** (-400 cp, discount Cyborg Ape) A vast enclosure, a zoo, perfect for apes of all kinds. No matter how many leave to join your forces, more are there a week later.

🦖 **Tooth and Claw… and Guns!** (-200 cp, free Dinosaur) You have the augmentations of other dinosaurs, guns, lasers and/or rockets, and targeting systems. Their use comes as naturally to you as tooth and claw, and you have designs for similar weapons rigs for other animals, which they in turn will adapt quite readily to.

🦖 **We're Back!** (-400 cp, discount Dinosaur) Whether they were preserved on an isolated island, brought back by a shadowy corporation or what, you have fifty breeding pairs of dinos, in the species of your choice. All issues of genetic diversification handwaved until they wouldn't matter anyways.

🌟 **Magic Acorns** (-200 cp, FREE Fairy) A little bit of whimsy, these acorns when fed to someone- even if you must powder them- will have a random

magical effect. They might fall desperately in love with the first person they see, fall asleep for twenty or a hundred years, turn into a squirrel, grow donkey ears, have to do the next seven things anyone bids them to, or stranger things. What fun!

🌟 **Fairy Ring** (-400 cp, discount Fairy) A ring of mushrooms within a larger circle of mysterious standing stones. Will naturally attract pixies and sprites, even if they didn't previously exist in the world.

👻 **Ouija Board** (-200 cp, FREE Ghost) For when you don't feel like making any effort but still want to communicate with ghosts, or those further departed. Also makes a decent party game.

Dread Gazebo (-400 cp, discount Ghost) A most fearsome gazebo, impervious to attack. It naturally attracts ghosts and spooks of all varieties to help in your hauntings. Can also manifest as a stately yet crumbling mansion if you feel the need.

🐜 **Nuclear Waste** (-200 cp, FREE Giant Ant) Barrels and barrels of ominous glowing green sludge. Fortunately, the mutations caused by this substance will always be beneficial in some way.

The Hill (-400 cp, discount Giant Ant) A massive ant-hill, full of egg chambers and awaiting only your word to hatch an army of giant ants.

👑 **Pointy Chair** (-200 cp FREE Ignoble) A large seat made of fused swords, shovels, rakes and assorted implements of destruction. It's terribly uncomfortable but looks impressive and conveys on the sitter a great sense of authority that naturally draws courtiers to it.

👑 **Dragon Eggs** (-400 cp, discount Ignoble) You get three dragon eggs. What type of dragon, from what setting and all the details of how they work, I leave to you, but they will see you as a beloved parent when (if) they hatch.

🌹 **Miracle-Grow** (-200 cp, FREE Killer Plant) Sacks and sacks of a practically magical fertilizer that speeds the growth of plants a hundred times normal. Management not responsible for homicidal, rapidly-growing plants.

🌹 **The Greenhouse** (-400 cp, discount Killer Plant) A greenhouse full of intelligent plants. Any plant left in the greenhouse overnight will become sapient.

🧶 **Cool Cats' Alley** (-200 cp, FREE Kitty Cat) An alleyway where the trash barrels always smell of fish, easy jazz is always playing, and cool cats are always coming and going.

🧶 **Catnip** (-400 cp, discount Kitty Cat) The good stuff. Catnip extends life. Catnip expands consciousness. Take enough of it and you'll become a Dune Cat.

⚡ **Body Shop** (-200 cp, FREE Mad Scientist) A good scientist pushing the bounds of human knowledge always has a use for… raw materials. Here is a collection of preserved body parts from every species in the world, updating in future Jumps. Just… never ask where it all comes from.

⚡ **Golem Schloß** (-400 cp, discount Mad Scientist) A castle with a fully stocked laboratory and dramatic lightning storm. Horses whinny whenever you say "Frau Blucher." Most importantly of all, the Golem Schloß can only be found by you, your companions, or someone you've shown the way to before, great for avoiding the torch-and-pitchfork types. Can accommodate any other properties smaller than a castle.

🐴 **Pony Land** (-200 cp, FREE Mythic Horse) A magical land of rainbows and sunlit meadows, where sapient horses run free. And unicorns, pegasi, hippocampi- look, you can interact with and recruit magical horsies.

Super Future Space Armor Power (-400 cp, discount Mythic Horse) A set of power armor that is much closer to a wearable space cruiser, with appropriate sensors, drive, weapons etc. Updates to future Jumps, matching their own star cruisers but never quite capital ships. Comes in equestrian form as a default but can be reconfigured for all your forms.

✶ **The Log** (-200 cp, FREE Ninja) Once a week, when it seems you have taken a fatal blow, it shall be revealed that your enemy only attacked the log. Honor the log, that dies over and over again that you may live.

✶ **Temple of Goju** (-400 cp, discount Ninja) A scenic mountain retreat, with peaceful places to meditate, training grounds for stealth and combat, and a small secretive order of ninjas to eliminate your enemies.

🐧 **Pebble Gift** (-200 cp, FREE Penguin) Penguins present their mates with pebbles, to show devotion and help start the nest- or so it was once believed. Nevertheless, anyone you give this pebble to will be deeply touched and have to at least seriously consider the possibility of a romantic relationship.

🐧 **Great White Nothing** (-400 cp, discount Penguin) You bring the White Continent with you, and all it's penguins. Skilled infiltrators with overwhelming cuteness and the skills of hardened commandos, they will serve your interests well.

🏴‍☠️ **The Grey Opal** (-200 cp, FREE Pirate) A pirate ship, crewed by the damned, they say, with sails somewhat overdue for cleaning. Despite all reason, the fastest ship on the sea, crewed by NPCs, and with a pronounced tendency to show up suddenly when needed.

🏴‍☠️ **The Kraken** (-400 cp, discount Pirate) The most feared creature of the depths is yours to command! When near the surface, the kraken has been mistaken for an island, until the ship-breaking tentacles started waving about. It's even been known to destroy coastal cities. Go ahead, unleash the beast.

👸 **Family Heirloom** (-200 cp, FREE Princess) You know why girls dream of being princesses and not queens? Most or all of the power and perks, and only a fraction of the responsibilities. This item- which could be a tiara, ring, necklace, sword, or even a birthmark- proves you are a long-lost member of the royal house in whatever kingdom you land in. Probably at least three or four heartbeats away from the throne, but close enough to enjoy great fame and wealth, and be able to call upon the resources of the crown. And if you want more, and are ruthless enough, well, there's only a few heartbeats between you and the big chair.

👸 **Fairy Godmother** (-400 cp, discount Princess) Well! You have a powerful relative. She may not have been there most of your life, but to make up for it, once a Jump she will ask you your heart's desire and bend all her unimaginably vast power and cunning towards making it so.

🤖 **Central Brain** (-200 cp, FREE Robot) A massive supercomputer with more processing power than some world-brains, MA is completely loyal to you and able to effortlessly hack almost any system, and near-instantly solve any problem with a mathematical or logical basis.

🤖 **Factory 436-1337** (-400 cp, discount Robot) Robots building robots? How perverse. This repurposed Boeing plant can operate at all hours of the night and day, churning out robots of any size, function or design you may wish. Automatically updates with local technology in new settings.

🧬 **Sample Case** (-200 cp, FREE Shapeshifter) A briefcase containing genetic samples from every powerful or plot-centric figure of note. Updates in future Jumps.

🧬 **Faceless City** (-400 cp, discount Shapeshifter) A city deep beneath the earth, full of loyal shapeshifters and all their medical and genetic labs.

🚀 **USS *Undertaking*** (-200 cp, FREE Star Roamer) A spaceship with all the works. Shields, lasers, neutron torpedoes, beamer, tractor beam, etc. Comes with an NPC crew.

Hyperdrive 10 (-400 cp, discount Star Roamer) The holy grail of space travel, this FTL drive can take you instantly to even distant galaxies. Just input the coordinates and hit the big red button, no magic mushrooms or mutating into a lizard needed!

⚙️ **Workshop** (-200 cp, FREE Steampunk) A well-appointed workshop, overflowing with brass, vacuum tubes, and specialized tools. Inspiration comes more easily within these walls.

⚙️ **Zeppelin** (-400 cp, discount Steampunk) The stately airship, moving slowly across the sky. Most interestingly it has four slots in which you can keep any bases, properties or warehouse attachments, making them both present in the world and mobile.

🍹 **Permit To Kill** (-200 cp, FREE Super Spy) Pretty much exactly what it says, at least one major government will give you no hassles over killing someone, as long as you vaguely justify it as in the public or national interest.

🍹 **Secret Volcano Headquarters** (-400 cp, discount Super Spy) A hidden fortress wired up with all sorts of surveillance tech and communications equipment for managing a global intelligence network. Refurbished from previous occupant, may have a half-built superweapon of some sort.

🕛 **1.21 Gigawatts** (-200 cp, FREE Time-Traveler) Don't you hate it when your time-machine runs out of power? Fortunately, this walnut-sized nuclear reactor fits on a bracelet, can interface with anything that runs on electricity and outputs, well, look at the title.

🕛 **Time Portal** (-400 cp, discount Time-Traveler) Shaped like a great hexagonal nut, this portal device can open doorways to any era. Comes with free wrist watch communicators for when you want to come back. Try not to think too hard about it.

🍀 **Mushroom Kingdom** (-200 cp, FREE Trickster) A small community of mushroom homes that can accommodate people up to three apples in height. Naturally brimming with the Wee Folk.

🍀 **Cave of Shinies** (-400 cp, discount Trickster) A cave of replenishing gold coins, plenty enough to make yourself count of some island or pay for anything short of a space program (that one might take a couple of days to extract). Somehow, all this dosh never messes with the economy or gold prices.

🦇 **Rivers of Blood** (-200 cp, FREE Vampire) You could feel terribly conflicted over having to kill sapient beings to survive. Or you could just drink from the limitless supply of blood purchased here.

SPF 9000 (-400 cp, discount Vampire) Whether the sun would burn you to a crisp or just remove your powers, it can be terribly inconvenient. This bottomless bottle of sunscreen will shield your dark self from any damage or limitations caused by UV light.

🐺 **Chew Toy** (-200 cp, FREE Werewolf) Even the best-disciplined werewolves can lose control, and that's where the truly indestructible squeaky toy comes in. Your inner beast is going to want nothing more than to gnaw on this all night long, so even if you go wild, no biggie.

🐺 **Moot Site** (-400 cp, discount Werewolf) A roughly hewn statue of a wolf stands in a forest clearing, an ideal place for packs to meet and hash out their differences. This site will attract wild stray wolves, if any exist within the setting. More importantly, all will recognize this place as neutral ground.

🦉 **The Great Library** (-200 cp, FREE Wizard) A vast library of mystic lore, containing every spell, ritual, monster and arcane secret ever committed to paper. Updates in each ensuing Jump, though the filing system is best described as… idiosyncratic.

🦉 **School of Magic** (-400 cp, discount Wizard) A great school like the world-famous Warthogs, a majestic castle which greatly accelerates the learning of magic, and even more, allows you to teach any system of magic you know to any willing sapient.

🧟 **Voodoo Charms** (-200 cp, FREE Zombie) This satchel contains a complete kit to ward off evil spirits, or invite them in. Includes the classic voodoo doll and a poison that will cause those killed to rise as zombies.

🧟 **Evans City Cemetery** (-400 cp, discount Zombie) A graveyard most unhallowed, virtually soaked in necromantic power. Any such dark magics you work are far stronger here, and any body unfortunate enough to be interred here will rise again all on it's own as a zombie come nightfall. Companions buried here will rise, fully alive, in three days as opposed to the traditional two weeks.

COMPANIONS

Let's Smash! (-100 cp) Import up to fourteen companions with 800 cp apiece to spend. Companions gain two free keywords and discounts, and cannot take Companions or Drawbacks.

Do keep in mind that if you Companions choose different keywords you will be rivals in the game of world domination. Fortunately, you and your companions will be unable to permanently die at each other's hands. No hard feelings, just a game, right?

ISI Recruiting Station (-100 cp) If you really like some character from the game, or any number, sure bring them on as Companions to your future Jumping adventures. Just expect them to squabble, a lot.

DRAWBACKS

No Smash? (+0 cp) Smash Up is less of a setting than it is an event, a crazy, crackling fun time. If, for whatever reason, you don't want to experience the unbridled insanity of war of all against all, you may instead choose to use this as a supplement and take your Perks and Items to any setting where your Origin matches at least one of your keywords- Wizards or Tricksters (or Fairies, Vampires, Werewolves…) for Dresden Files, Robots or Aliens or Astroknights for Star Wars, etc.

Incompatible with all other drawbacks.

Traditionalist (+0 cp) Hey, if you want to stay the full decade, see what the world looks like after you win, it's no skin off my nose. Enjoy.

Ultimate Showdown (+100 cp) Remember when I said you could leave as soon as you won? Yeah, that no longer applies. You'll be here for a full century, though you will not age in that time. Even if you win, the other groups will bounce back, in new and different combinations and alliances.

He Who'd Pun Would Pick A Pocket (+100 cp) Ever seen Farscape? No? Great! Well, like a certain Mr. John Crichton, but even more so, your primary means of communication is in obscure pop culture references, quotes and memes. Expect other people to get annoyed by this.

Muggle Power (+100 cp) Not content to be just the battleground, the various armies of Earth have consolidated and will fight you and all the other invaders, with a distinct preference for playing you against each other. They may be hilariously outgunned, but you *will* have to overcome them to fulfill your goal of global domination, and many a person has underestimated "mere" mortal earthlings to their detriment.

Not-So-Friendly Game (+200 cp, requires Companions) Yeah, the part where you don't die and chain fail if killed by a Companion no longer applies. I hope you're all *good* friends and able to work something out.

Gung Ho (+200 cp) You are really, **really** into the 14+-way war of the setting. You burst with energy to take out your enemies, but your enthusiasm for combat can blind you to subtler stratagems or even obvious traps.

A What Now? (+200 cp) You haven't just forgotten about the *game* Smash Up, you've forgotten what the rival factions even are. As in "what's a dinosaur?" "What does a Wizard do?" Your peers will think you're an idiot, at least at first, and your lack of general knowledge could have dire, even fatal consequences.

Sweet Dice Gods (+300 cp) Ah, Smash Up and Jumpchain, two games of choice, and shameless min-maxing. But you know, the option to surrender choice is itself a choice, especially with some inducement, hmm?

For these 300 extra points, instead of picking two keywords, roll 2d29 and count down the list for your results. If you purchase a third keyword, see Ninja-Pirate-Robot, that is still a free choice. Good luck, may the odds be ever in your favor.

All-Stars (+300 cp) So you have your 2-3 factions, and you're ready to rumble. Great. Now choose the three keywords you're most afraid of fighting. They are now inseparably allied into a single faction, *and* have formed hybrid races including a three-way with incredible synergy, *and* this faction is gunning hard for your group and you, personally. Have fun!

May be taken up to three times.

Hybrid Frailty (+300 cp) Most things here have some weakness. Sunlight, silver, cold iron, Slim Whitman, crippling alcoholism, you get the idea. Normally, being half (or two thirds) something else would afford you some resistance. Nope! Now you get it from both ends, with the combined weaknesses of all your keywords.

No Cheating! (+400/600/800 cp) The obligatory option to surrender any powers from previous Jumps for points. For 400 cp, you retain academic knowledge and skills. An extra 200 cp for giving up those, and/or locking out your Warehouse and any Items from previous Jumps.

There Can Be Only One (+1000 cp) I'm so sorry, news of your Jumper nature leaked. You wouldn't be the strangest thing in this world, but quite possibly the most powerful, so ALL the other factions have set aside their differences to destroy you and yours, using every means at their disposal.

DECISION

So you finally did it. Took over the world. Did it feel good? Get it out of your system? Or give you an appetite for more? Well, now you have a choice to make.

Rule- Better to reign in Hell than serve in Heaven, eh? Now that you have a whole world to mold into your image, why would you ever give that up?

I'm Outie- That was actually pretty horrible, I'm not sure you can be trusted with power. If you want to chuck it all and go home, no one will judge. Man's got to know his limitations.

One For The Road- "And Alexander looked over his dominion and wept, for there were no more worlds to conquer." Not so for you, there are infinite worlds out there for you.

One...More...Turn- I know, so many things you had to pass up. Well, normally you can't repeat Jumps without some hoops, but I won't tell if you don't. Go back to the beginning, and start again.

NOTES: Per one of the Chain's older rules, cp is never quite wasted. If you take two perks that do the same thing, the benefit is enhanced.