(New) World of Darkness

Genius the Transgression

By Genius-Anon

Proofread by

In isn’t your world, this is a world like your own, but with darker nights and deeper stains. People don't connect to one-another as they do in your world. They live in the shadows of ancient conspiracies and the shadows cast by old things and that marks them.

This is a World of Darkness.

Innumerable legendary beasts move about this world from various mythologies. Everything from werewolves to vampire to mummies to mages to ghouls to mortals make their lives throughout this world, but you will not be as to one of them, a lone spark drifting among other lonely spark. To their cender you are an atomic blaze, you have entered the world of the Inspired and become one of the Genii. This will be both your blessing and your bane.

For you see, ever since humanity bent it’s minds to technology, not with the computer or the automobile, but with fire and language and visions of tomorrow's hunt, we walked away from the path laid out before us. No longer were we to struggle and die like the other animals. No longer would we be allowed lives defined by a blissful eternal now. We opened our eyes, regretted the past, feared the future, and became fully human.

But there were some who wished to know more, and to see farther, no matter the price. Mortals accepted into their midst tricksters who delighted in showing the failure of the powerful, visionaries who dreamed of worlds never before seen, fanatics determined to change the world by changing how we thought. The genius stands outside of society and its narrow bounds, whether hailing from some crude some village where no one knows what lies beyond the forest or gleaming metropoli whose inhabitants are bored with walking on the Moon. They bring us marvels, and we make them pay for their transgressions.

As humanity has always admired and feared its law-givers, it has always admired and feared its lawbreakers, its madmen, its geniuses. Every society has stories of those who went too far, who asked too much, and who suffered for it. The mad scientist is new, but the genius is an old dream indeed: the prophet, the trickster-god, the master of techne, the artificer who makes the world, the demiurge who seeks to control, bind, and direct it.

And now you too stand on the precipice.

Or perhaps you are not what you first seemed to be… We shall see.

Your Age is 1d8+17 now.

Your Gender is a choice, you may chose freely to change it on entering this Jump.

Here take these 1000 Choice Points to ease your way into this world.

Now as to your location:

You may choose any location on Earth that is a center of some scientific research or progressive design. You may instead chose to go to one of the local Bardos if you want. A Bardo is one of the countless, perhaps even infinite, pocket dimensions composed entirely of myth or once ‘understood’ fact proven false and thus as a side effect became sustained by Mania, the raw fire of Inspiration. Bardos are much more dangerous to the normal average folk but to one of the Genii they are treasure troves of raw materials and sciences that shouldn’t properly function were it not for the illogic that the Bardo and Mania allow them to run off from. Examples include the Martian Empire, China’s Control State, the City of Tomorrow that Seatille never became, and others. If you chose this path you are able to navigate out of the Bardo ‘Somehow, just getting away’ just once from that Bardo in particular, but after that you must use the proper channels.

Origins:

Drop-In [Free]:

You came here from outside, and something outside has taken a liking to the light your mind casts in this world of darkness, Genius.

Lemurian [200 CP]:

The principle behind Lemuria is that one's worldview as a genius is correct and that anyone who opposes it opposes you. To connect the many different contradictory philosophies of individual Lemurians, Lemuria postulates an "Archweltanschaaung," a Unified Theory of Genius in which every Lemurian's worldview is simultaneously valid. By following this principle to it's end-point one becomes Unmada, a being that imposes their worldview of reality ON reality and can no longer tell the difference between what is real and what is a product of many.

A 'Real' Scientist [Free CP]:

A Community is a term for 'real' scientists and their ilk and you have made it your goal to take the products of Mania and slowly reverse engineer their results until you come out with something akin to real science. Those touched by mania are said to never be able to use 'real' science ever again, however you are the maverick that will prove them all wrong.

Renaissance Man [Free CP]:

As a Genius you can only find solace in your peers or risk Havoc on those who would try to aid or resent you. In order to feel accepted many Genii group together and have founded together groups of like-minded individuals. You've got an 'in' with these foundations and this has given you some abilities and skills that you'd otherwise not have developed.

Perks:

All perks are discounted (half price) to their matching Origin, and a discounted 100 CP perk is free.

General:

Inspiration [Varies]:

Ideas crash like thunder through a genius' life every moment of their lives, barely contained, often barely understood. This is Inspiration, the illumination within, the raw stuff of genius. The greater a genius' Inspiration, the more power of creation and destruction she possesses. But there is a cost. As a genius Inspiration increases, she becomes less able to understand mundane concerns. She struggles to hold onto her Obligation, as people seem more like systems to be explored than individuals with their own lives and concerns. As she becomes almost godlike in her perspective, she must focus to concentrate on the mortal world and its concerns. As your Inspiration grows the buring power of Mania grows with it.

All Genii start with a free purchase of Inspiration, Lemurians get three purchases free. It cost 100 CP to upgrade Inspiration. Your Inspiration can not exceed 10, free purchases included.

In addition to all of this you will suffer from the Jabir for the entirety of of the Jump. As a genius grows more powerful, his Inspiration shines out of him to illuminate the world. This can be a curse for those mad scientists who want to look more "scientist" than "mad." The genius' Mania begins to tamper with perception and procedure, skewing any attempt to engage in normal science or to perform normal experiments. Though the genius himself suffers no penalties—the odd effects from his perception "cancel out" when brought into conjunction with the odd effects from his behavior—he struggles to communicate his ideas to others. Modern geniuses call this "technobabble" in an attempt to soften the horror of the phenomenon, but it's formally known as Jabir, a sudden, paralyzing loss of clarity and coherence when a genius interacts with a regular mortal.

Wonderous Creations [Free]:

Production of the Manic artifice these are the unique non-repeatable phenomenon that the Genius creates. They are subject to the only internally consistent principles and cause havoc when coming into contact with the mundane mortals who have never felt Inspiration, or another supernatural forces, touch. Havoc is Mania bucking against reality and it’s death throes in one, usually accompanied by an explosive failure in the Wonder. An innate feature of creations that you might wish to note is the fact that they are firmly based upon non-repeatable phenomenon that are internally consistent. The recreation of Wonders is therefore impossible unless you had access to the exact method/blueprints used for the original model.

A Prized Aesthetic [Free]:
Chose a method of building technology, even a fantastic one like post-atomic cyberpunk or dieselpunk, and now you can easily craft Wonder with this aesthetic with little to no effort. This doesn't make them any better intrinsically, but some aesthetics do certain things better than others. Post-atomic is more rugged and has good energy weapons usually, cyberpunk usually has excellent software and technology compression, dieselpunk usually had a hard line to being the toughest type of technology on the block bar very few, things like that.

Cry Havoc [100 CP]:
Mortals cause wondrous technology to go haywire, endangering lives and property. Geniuses call this unique ability of mortals to ruin their creations "Havoc." A wonder touched, picked up, or interacted with by a mere mortal (a being with no supernatural powers) roils with uncertainty and prolonged contact can break down even the most powerful Wonders. In addition this worsens as a mere mortal interacts with the Wonder, for to them the device makes no sense and pointing out the patches that Mania maintains is good way to unweave them. You can now apply this inscrutability and inability to use technology beyond the kin of mere mortals to all of your technology at will, even when not in contact with the technology or if you only recently gained this power but crafted the device earlier in your carrier. This only applies if the technology would usually be inscrutable to the person in question, those who can understand the tech won't count for Havoc called in this way.

Pankosmoi, the Needle Grail [400 CP]:
A pipedream housed inside a house of smoke and mirrors. This is the hidden Axiom. With this the manifestation of a person's Mania could be pushed over the edge and into a real physical law, unique to this power, thus all things that were built by you within this Axiom are now real actualized repeatable phenomena unless you choose not to add in the element of Pankosmoi to the Wonder itself. Now the creation of Wonders is a true reality, a 'hard science' if you will. This also stacks with any other engineering or technological knowledge you have, letting you incorporate Wondrous features, such as the non-repeatable phenomena without Havoc or something to that effect, and update other technologies seamlessly into a greater whole of science.

This uniquely affects the capstones of each background (See Notes) as well as provides the following benefited options to all Genius' Wonders: all of the Genius' Wonders are immune to the effects of Havoc, the Genius gains the ability to take an impossible fact of the world and create a Bardo with it, and finally the ability to destroy non-sentient matter to harvest massive amounts of Mania from Reality itself.

Drop-In:

Hello Darkness, My Old Friend [100 CP]:

You are stunningly mentally stable and it comes to being confused or confounded by sudden shifts in location you easily find your way. Perhaps a side effect of your nature but you have the ability shrug off most weak forms of corruption, slight resistance to being tempted away from your own personal moral guidelines, and can easily adapt to effects such as entering a Bardo, literally a pocket dimension running under it's own laws of physics, with just a moment to brush the dust off and a few seconds to get a good look around the place.

Ride the Winds of Inspiration [200 CP]:

Mania, a strange phenomenon. It is not generated by geniuses alone. Instead, all kinds of mortal thought can generate low amounts of Mania, with scientific or mathematical thought generating more, and the sort of thought one might call "revolutionary" (politically, scientifically, ethically, it doesn't seem matter) generating the most. In this world there is a phenomena known as 'Maniac Storms' and thanks to your outsider's perspective you've hit upon an idea. If there are 'storms' of Mania then there must be 'winds and currents' by applying this theory to your wonders you can create wonders that need no Mania to feed on, though they still will cause Havoc in the hands of a mere mortal. This technique does rely upon the winds of mania as a whole though so be careful, it could fail in lands where the local 'winds' aren't strong enough such as a rural backwater town or an amish village. In lands without proper technology you need to look for innovation, for it really is the thought that counts.

Foundations of Self Discovery [400 CP]:

The energy of Mania is now yours to control but you have little or no direction to use it. To do science one has to study but the ways of the mere mortal aren't going to be enough. However you have all the tools needed in your own mind. Inspired is a name given to you for good reason and you can put this inspiration to good use. By touching upon the raw force of Mania and the collective ideas of people to help supplement this, you can treat yourself as if you had a mentor for purposes of self-teaching instead. At lower Inspiration this covers a small area, perhaps a block or two, but at the height of Inspiration you could easily tap into the latent flow of ideas from an entire city. This 'Muse' allows you to tap into the collective experiences of all the humans in the area, allowing you to learn anything that anyone in the area is even slightly skilled at through their experiences, with greater range and more people the pool of skills that can be trained grows. This Muse is a difficult thing, and not at all tame, so tapping too deeply or too often could have... unfortunate consequences.

What is Reality, if Not Real? [600 CP]:

The things a genius see come directly from the realm of pure idea, and those things want to be born into this world. But they can no more survive this flawed universe than a man could survive at the bottom of the sea. They appear, only to perish. They can live only within the aegis of an Inspired mind. That aegis is called Mania. You, however, have a different idea for the this power other than as a shield for your inventions, you are going to made it into a sword. After all if something goes one way then there must be an equal and opposite way, right?

All Mania is is the enforcement of an idea, after all it is at it's very base mortal ideas, and thus you have a way to enforce something akin to reality on others. This ability manifests with the expenditure of raw Mania, multi-colored lightning or merely an odd background hum with no source purely optional but heartily recommended, and allows you to cancel out non-repeatable phenomena enacted on you. Post-Jump this works as a resistance to feats of Reality Warping such as someone deleting you from the universe allowing you to react in some way at the least.

Magic and 'Clarketech' is considered a non-repeatable phenomena when it is not accepted by the general populous. This power refers to the generally accepted parameters of the world, so if peasants in a world in the midst of the Dark Ages have accepted that wizards and magic are a fact of life it will not work, just as a world with generally accepted 'Clarketech' will also be exempt from this power. However, Reality Warping outright, instead of through the use of magic or 'Clarketech' is never exempt from this power. The greater the power canceled in this way the more Mania is needed to cancel it.

Lemurian:

Archweltanschaaung [100 CP]:

Madness is not when all things are true. When the Lemurian people were founded they were founded upon a Unified Theory of Genius, in which all Genii are 'right' thanks to the proof of their Wonders. Through this you have gained an ability to understand wildly conflicting viewpoints, and even the patently insane, yet still asserting your own "right" answer. Somehow you get along with and can even function together with such individuals as an organization with great ease.

Celebrating No Incidents in 120 Days [200 CP]:

Perhaps it's your strict adherence to some kind of guideline or maybe it's just that new brand of brainwashing you're employing but for whatever reason you gather loyal Beholden and Manes to you like some folks gather friends on social media. In addition to having a bunch of loyal folks come around to your line of thinking and being capable

of working with you with greater ease this also reinforces the loyalty of those who are already loyal to you by making you a better leader, in small ways but it helps!

Fools! I Will Take Over the World! Ask Me How! [400 CP]
Perhaps it's the crazed out of control nature of your rants or maybe it's just raw charisma but most folks don't mind you saying stuff, you just don't seem 'real'. Actions that go against the person's morals will still set them off if you rub their faces in it, or they are just really strictly adhering to their moral ideals like some Genii do, but for the most part only your most overt plans draw the eye of the common person as long as you don't bother them. Granted you'll likely have to deal with a few Science Heroes, or their rough equivalent in Jumps after this, who will challenge your dastardly plots. Remember to ham it up, it doesn't help but it is heartily recommended! This perk can be activated at will.

I AM RIGHT! You however are not necessarily, wrong. [600 CP]:
The ideal of a Lemurian is akin to a force of nature itself. In your 'area' of influence the world bends slightly to allow your worldview and it to coexist. These results are astounding even at low levels, evidence against his world-view seems to disappear. As Inspiration grows, small objects appear that satisfy the philosophical or aesthetic sense: one might find that cars with fins tend to drive by if they like that, while the traditional folk find frivolous technology outmoded around them, replaced by simple, well-made machinery.
At the highest levels of Inspiration one basically sovereign inside a bubble the size of a small city that adheres to his personal philosophy, immune to contradictory evidence born within the field, which vanishes, and surrounded by eager, fawning servants, happy to feed their creators delusions back to him. Manes that match the genius' ideas appear constantly, slowly reshaping the environment until it resembles the Lemurian's ideal.

This power can be disrupted by outside influence, such as a meddling Genius walking into your bubble of reality and pointing things out that don't make sense though they'll have to fight off the effects of your worldview to do so, but the average mere mortal could be turned Beholden to your ideal in a few days or weeks at the highest end of this power. All of the functions of this power are ruled by your mind, so if you don't have to affect what you don't want to.

A 'Real' Scientist:
Inconsistencies Without End [100 CP]:
You'll have to deal with it every time. Consistent internally but the to the greater world a Wonder is a unique item with no way to be properly defined by real science. Your intelligence has been enhanced, as well as your ability to use logic and you've gained a rock solid understanding of the fundamental sciences of any particular field you care to

name in this world. After all you need a solid foundation if you are going to deal with this inconsistent thing they call Inspiration. In addition to all that you have a high level of patience now, able to wait through dozens of days of tests before committing to decisions is needs must.

Garbage Bin Grants [200 CP]:

The sad truth is that artists starve and so do scientists. A certain number of resources will be eventually poured into a project and often enough the Genius in question finds themselves grasping for one last essential component but with little to no money left. You are unusual adept at finding useful components in the most unlikely places. As long as you have a garbage respitory that can viably hold things that you need for a project, such as computer parts in a junkyard or car parts at an impound, you have a great likelihood of finding what you are looking for, and even finding things that you wouldn't expect on site that will help with future projects.

The Control Variable [400 CP]:

The Non-Repeatable Phenomenon, an impossibility that can only happen due to the presence of Mania, has but one rule that must always be followed; the internal continuity of the Phenomenon must always be consistent. Using an understanding of raw physics and the laws of the world as defined by the absence of Mania as the base of all of you experiments was an… Inspired choice. You now have the ability to create a Control, a variable that can only change when you personally change, which allows you to change your Aesthetic to 'Real World Technology' but the more powerful effects are that you can use this practice to bind Mania to the idea of a wonder and allow it to be mass produced, though this doesn't allow you to stop Havoc it does make it so you could create functionally identical Wonders without a limit as mass production is a cornerstone of the modern technological world, and that you can, with an explanation of the process to work and maintain the Wonder, allow people to 'count as' Beholden, humans who through no Inspiration of their own slip into the worldview of a Genius and can use Wonders, for the purposes of not causing Havoc. You can switch between your chosen Aesthetic and the one provided by The Control Variable at will.

A Correlation of Constants Between Physical Reality and Wondrous Artifice Creation [600 CP]:

The work of a lifetime transcribed into your mind. The simplistic wish to have something real and valid in one's own hands materialized into a theory, no a Law, which by all rights should not exist as it does. All forms of Mania comes from the unknowable power of Inspiration but if looked at from another angle one can not help but to find themselves gazing backwards, after all even myths and legends usually have a grain of truth to them. Using a method of your own devising you have figured out how to break something down until you find the core idea that made it real in the first place, granting

you an astounding ability to understand the working of something through proper physics. You can take any Non-Repeatable Phenomenon and translate it into a Repeatable Phenomena at the cost of exorbitant power and size upgrades. You have also reversed one of the eldest uses of Mania, the ability to power even mundane things as if with electricity, so that you can power your inventions on electricity instead of Mania.

Renaissance Man:

An 'In' [100 CP]:

You have a way of finding someone who is willing to help you get into new things. A knack for finding places that are for teaching the raw beginning of things that you personally feel the desire to learn and/or have taught to others. You could call it intuition but it's almost 100% accurate.

(Not so) Consistent Technology [200 CP]:

The average Genius has an Aesthetic that they fit into, kind of like a genre of legacy. You however, thanks to your many teachers, have a difference of opinion that makes you unique, Wonders built in your Aesthetic don't just 'feel' better but are better and you can switch your Aesthetic when you feel like a different Tech-Genre could be viable. You could have an airship that was built with the hard bulky like of a dieselpunk whilst the insides have the sleek holograms and AR of a cyberpunk.

Stress Testing [400 CP]:

The working of wonders is an act of Inspiration. It is not so fundamentally buried in the ways of science as to ignore other outlets and some folk in the Hermetic Order of 28 Spheres has turned you to their experiments in this area. With this perk you will be able to find and utilize the Clarke Line, this is in reference to Clarke's Law that states that sufficiently advanced magic is indistinguishable from sufficiently advanced technology, to create technology so close to magic as to count as it. The 'science' behind this must still always be consistent internally but it can now benefit from things that would usually only be the prudence of magic, including perks. This means that magic and perks that benefit magic can affect Wonders as if Wonders were magic.

A Master of the Axioms [600 CP]:

Axioms are the 'channels' of mania that make the most orderly and understandable Wonders happen. The Axioms are not reliable, by any means, let alone consistent. A genius can imagine them as knots of cohesion floating in a vast illuminated sea of Idea, little islands where things almost make sense, though the shoreline shifts fractally with every passing second. Mastering each of the Axioms in turn allows a Genius to gain control of aspects of his own Wondrous works. A master of Axioms can do things beyond the scope of his fellows and has a true grasp of the deeper weirdness that

comes with Mania. You have become a master of these powerful foundations. Most look at you in awe but you still feel there is further to go yet.

(See Notes for a full explanation of Axiom and this Capstone, along with it's boosted effects)

In addition to this mastery of the Axioms allows you to utilize any other engineering or technological knowledge that you have, allowing you to make those types of devices as Wonders as well, enhancing their traits by doing so. Aside from the ability to create wonders from technology your Inspiration also allows you to see how the various technologies could be used together. Though this insight is small and it will take work to realize.

Items [All items are discounted (half price) to their matching Origin, and a discounted 100 CP item is free.]

Wondrous Devices [50 CP per purchase, three purchases free]:

In a fit of Inspiration one can craft incredible things! This is a device of some sort that is basically a utility device on the level of a laptop computer, compact cellphone, or other useful thing, however it is in line with your Aesthetic, or a chosen Aesthetic if you have (Not so) Consistent Technology. Note however that these are Wonders and thus are subject to Havoc, unless you have a Mastery of the Pankosmoi Axiom. Example include a powerglove with holographic display and AR glasses instead of a laptop and a Martian Ray gun instead of a some lame bullet shooting gun.

Wonders of the Future [100 CP per purchase]:

Wonders need not stay constrained to the limits of the present. Things like a house able to clean up after itself, a flying car, or other wonders of the distant future are just examples or what you can create, given some time and resources. Buying this allows you to make a wonder of the future realized today, everything can be up to a middle class house should be fine.

Greater Wonders [200 CP per purchase]:

The craftsmanship of a Genius is usually constrained by the conventions that normal things are constrained by. That is to say, resources and manpower, but somehow you've managed to make a truly massive wonder. Anything from a flying fortress to an eighteen story anti giant monster city protector, a mech in other words, can be made here in line with your Aesthetic, or a chosen Aesthetic if you have (Not so) Consistent Technology. The greater Wonders are able to do things equivalent to the feats of high technology, such as supercomputers and spaceships, in highly compressed areas, a flying fortress may have a supercomputer AI pilot and that mech could have some seriously high tech weapons on it.

Drop-In

The General Store [100 CP]:

This is a general store that usually has a little of everything. While it never sells anything too rare you'll find perfectly serviceable knock-offs of any of the local stuff you could find in the world's civilian markets here in this store. The store line now follows you on your journeys and acts as a local establishment such as any other general store, just this one has a really wide view on what counts as product. Keeps updated inventory from world to world.

The Green Box [200 CP]:

A verdant steamer trunk closed with a simple lock, that can only be opened with a key you'll find on your person, always. Filled with an assortment of random bits and

doodads that would be considered rare crafting materials for your Aesthetic as well as dozens of other things that could be used to craft Wonders of other Aesthetics, in general it has a massive amount of parts that range from small computer chips to diesel truck engine parts. If you need more just close the box and open it again, it'll be full.

The Ugly Truth [400 CP]:

Hope you like rayguns, Jumper. This is the Ugly Truth, a massively advanced example of Katastrof, Axiom of Destruction, which when fired deals massive damage to basically anything. The weapon can perform attacks at will in the desired location, regardless of walls and other obstacles, detonating a blast wherever one aims it and skipping intervening space, but this is only it's 'gun' format which is safe, if dangerous enough to be classified as a Type 3 Destructive Weapon by modern standards. The 'raygun' format is much more than that, by pulling the trigger all that exists in the understanding of 'modern science' falls apart in an area of 100 meters, this includes things like physics and causality, the results are truly devastating though contained within the area of attack. The Ugly Truth exposes all lies, even the ones thought to be fact.

Something... Primordial [600 CP]:

The first of all truths that was broken and forsaken long ago has persisted in it's own limping manner. The First Bardo, created with advent of Fire and planning. You are an Outsider just like it always was and now you have come to find yourself the proud friend of a living Bardo that has existed since days primordial, after all the first thing humanity proved was that the world of shadows outside of their caves weren't filled with monsters.

A massive shadow of a predator that you can call up with a store of Manes whom can feed off fear as if it were raw Mania. Think of a shadow-wolf the size of a truck who moves fast enough to keep up with modern vehicles, and that's just the most basic Mane, inside is something akin to the world's most terrifying jungle crossed with a series of cities, three in all, that are claustrophobic in nature. You can create entrances to this place or summon Manes from it by doing classical cave markings on any stone surface with this simplistic coal stick.

Lemurian:

The Forbidden Truth [100 CP]:

You have a universal subscription to The Forbidden Truth, a tabloid series of papers that publish in any world you enter. These hot sheets keep up with the local conspiracies of the world. Allowing 'true believers' to know what's being hidden by the governments of the world. They're also astonishingly good at figuring out actual conspiracies. Updates every world to carry over. You can give out a subscription to anyone you wish at will.

Beholden Unto Me [200 CP]:
You have a cult of personality, literally, somehow allowing you to net a fellowship of two to eight humans who are Beholden to your views, meaning that even if they were Mere Mortals they would be able to use, maintain, and even help build Wonders within your Aesthetic's purview. These people can be anyone you wish, though their features are very average and mundane for the most part. They'll join you in future worlds, though they cannot be imported as companions, and any killed will be replaced in the next Jump with a new individual.

An Iron Fist, Clothed in Velvet [400 CP]:
A Bardo of your own design that follows your lead. It is the size of the city of Seattle, has Wondrous qualities, conforms to your Aesthetic and political outlooks. In general it is the perfect city for you to rule/govern. It has a tendency to open doors into itself so that it can get a few more people every now and again but hey that's just initiative on it's part.

Universe Bible [600 CP]:
The defined rules or procedures of a series as gleaned from writers, producers and directors which are followed to maintain a sense of pacing or continuity. These usually include:

- Main characters, supporting characters, and major recurring personas, and their basic relationships with each other.
- Standard 'prop and set' usages ("Plasma guns have three settings, and they work thusly...").
- What counts in the official storyline, including established history where necessary.
- The structure of The Verse including, both internal information such as history and notable persons, and meta-level advice like the rules of Crossover.
- Inherent Natural Laws (e.g., Magic A Is Not Magic B, Magic Must Defeat Magic, Minovsky Physics / Cartoon Physics, etc).

A universe bible is an actual physical document, it contains virtually everything about the series, and is constantly updated. Thus, if it's written in the universe bible, it's considered de-facto canon, even if it's never mentioned in the series itself. This leather bound tome carries all of this information and its major feature is that it 'writes in' the owner of the Universe Bible to the world, though others sensitive to the nature of the world may find the 'written in' character 'unnatural'.

A 'Real' Scientist:
Big Think [100 CP]:
A massive, room sized, supercomputer made to break down problems and deliver answers. Think of a civilian bleeding edge supercomputer of the modern era, but with

an actual AI Beholden to you coded into it. It has an emphasis on problem solving and critical thinking. This also stacks with any other engineering or technological knowledge you have, letting you incorporate and update the technology seamlessly as your own understanding expands.

The Good Dean Jumper [200 CP]:

A place where you can keep an eye on the local discoveries, have tons of access to the local scientists, large amounts of Mania, and in general a great place for a Genius would be a university, however with the bane that is the Jabir upon you you couldn't teach proper anything, much less Science, without either making an entire class Beholden or having them fail every test they go through. Like so many things though, you've figured out a workaround. You are now the eccentric Dean of a University that is kept to the modern standard of whatever first-world country you can name, as in it passes with flying colors anywhere, and this standard will hold even after this Jump. When you import this property it'll upgrade to meet the standard it is accustomed to, though it'll never downgrade.

Leonardo da Vinci's Journal [400 CP]:

An artifact from the time now known as the Renaissance, these works of a man who was part of one of the great movements of humanities Mania can be seen evidenced in everything around the modern era, however the most well known by far is those artifacts crafted, drawn, drafted, and painted by one Leonardo da Vinci. He was not the greatest of his age in anything singular but his ideas are the stuff of modern legend and looking at the devices he worked on one could see the raw, unrefined principles he was working with. This journal is a work akin to that great man's works which explain to all the internally consistent ideas of your Aesthetic, written in a way that the journal contains the element of Leonardo's genius that allowed him to translate his ideas to others so well.

By reading this journal anyone, even a Mere Mortal, would treat the Aesthetic in question as if it were normal science, 'getting around' the worst Havok. If you somehow have (Not so) Consistent Technology you instead have a single Journal per Aesthetic you've used, in a trunk that always seems to have enough room inside it just one more Journal, no matter the number already within, however the person affected by this item must read it through, not memorize it but at least once cover to cover, in order for the benefits to kick in.

Legion Fabrication Unit [600 CP]:

The end-point for many Genius' mass production needs is simply the beginning for you. This is a Wonder able to build other Wonders, a warehouse sized factory that accepts blueprints and raw materials and through the wonders of 3D printing, creates the

finished product of whole cloth by the dozens per hour as long as it has the materials to use as a base.

This facility comes with a default Air/Ground/Navy production of military automatons. If you have Big Think they can be controlled by child AI of Big Think itself, at no risk to Big Think, to grant a huge upgrade in the self-automation of the automatons.

Even better is the simplistic systems can be turned to another purpose. If the world has non-repeatable phenomena, such as magical devices in an otherwise non-magical world or technology so far beyond the norm as to be called 'extremely improbable', this system can analyze the structure and create a Wonder of roughly equal ability and function.

If you have A Correlation of Constants Between Physical Reality and Wondrous Artifice Creation then this ideal can be realized via the systems here as well. Allowing all Wonders created by this system to become simply mundane, though at a size and sudden need for fuel. For example a plasma pistol that could easily melt tank armored plate would find that it would need a massive battery and be around the size of an RPG.

Renaissance Man:

The Cassiopeia [100 CP]:

The unholy lovechild of the Antikythera Mechanism, an electronic microscope and your favored Aesthetic; an aborted experiment you never quite finished into a genuine Wonder. Still, it's oddly fascinating to tinker with; Doing Science to it before you work on something else allows you to cash more Mania than you'd normally be able to before entering Deep Inspiration, 'hugging' it calms down your Orphans and playing with it even gives mundanes a slightly higher threshold of disbelief when it comes to your projects.

The Special Agency for Fringe Science [200 CP]:

Truthfully, finding and coordinating the various Genii is the specialty of the Foundations but you personally have come up with a way of doing the same. This is a special foundation that follows after you through the worlds and holds Science Seminars globally and often has a Science Camp every year in which dozens of intelligent people filter through and a few handful turn out to be Genii. This foundation is solidly built and follows you through the worlds as you venture from it.

Fringe Institute Fab-Unit 20,000 [400 CP]:

A marvel of technological wonder, and an outright Wonder at that. This device can take mundane objects and combine them together whilst maintaining the best of the two items. When used the items merge together so that it keeps the chosen properties of

each, though without stacking redundant attributes. (Ex. A computer chip and a brand new superconductor would produce a new computer chip designed with the superconductor already in place. However, two nigh identical computer chips wouldn't make a computer chip twice as good as the originals.)

Adoption Papers [600 CP]:

This is something that can't be, yet is. Brought to you by a friend to your 'in' at 'some cost' clearing up 'some debt'. A blueprint of a work you've never put together but still it is in your style with no error. A reposed wonder three-hundred years ahead of it's time written out in gross detail through an accompanying journal allows you to fit all the pieces together, all you'll need to do is put it together. The finished product is a simple microchip that houses an AI. The true glory of this invention is the fact that the Ai itself is Inspired and because of programming always has a decent obligation to humanity. By inserting this technology into any willing mere mortal they will act as if they themselves had been Inspired, though not with the potential for growth that you have, never causing Havoc and even able to create Wonders.

Companions:

Beholden, Minions, Mooks, and Lackeys [Free]:

All your companions, now or in the future may count as Beholden to you and any other Genius companions. The use of Count in the sentence is for a reason, unlike the actual effects of having someone become Beholden this is only the benefits of such a relationship. Up to eight companions may also import into this Jump freely as your assistants or employees. Getting the freebie of your Origin.

A Like Minded Fellowship [200 CP]:

Up to eight your companions can be colleagues, fellow genii sharing your origin, with all freebies and 400 CP to spend each.

A Multi-Disciplinary Think Tank [500 CP]:

It's time to break out of the echo chamber, jumper. Eight of your companions can freely choose ANY Origin, with all freebies and 700 CP to spend each.

Drawbacks [Take up to +600 CP, you may take more drawbacks if you wish but gain no additional CP beyond the 600]:

Touch of the Beyond, World in Ebon Shadow [+000 CP]:
This world is one that has a great deal of history. An empress in death and marriage started a third age, the world has changed it's face and the sky has become more boundless. But through it all possibility has always been right there, to the side. A great intellect lies there, in the boundless possibilities of the Beyond, and this is where the power of the Geni is found there. Here in the world covered in a darkness cast by ebon shadow nothing has really changed, but the hints that were already there have been realized and the true nature of the Genius may have changed, or perhaps this is how it was always meant to be?

Jumper, the Truth is Out There [+000 or +200 CP]:
This is insane how can Vampires, Hunters, Immortals, Mummies, Changelings, Werewolves, and various other things exist and no one notice!? This connects all of your previous Jumps in the World of Darkness to this one's Canon. Everyone seems to have a convenient excuse as to how this happened with minimal fuss unless you take the [+200] version of this Drawback in which case everyone of the various faction local to you are finding new axes to grind with you, might have something to do with the fact that you suddenly have an annoying amount of 'scientific interest' in these creatures, some are small but a few might just upset whatever balance has been maintained locally to get at you.

Ham On! [+100 CP]:
You're the kinda guy who wears t-shirts that say stuff like 'Wanna See My Death Rays?' unironically and sometimes you just can't stop yourself from ranting for a while. Your day to day life will change a little because of this but when the world turns into a stage you can't help but try for the spotlight in the most cheesy and hammy way you can think of, using your various abilities to their maximum as long as they come out in a hammy or cheesy way.

Impossible is a Relative Term Here [+200 CP]:
Wonders are non-repeatable phenomena and as such all things in the world that could count as such should in fact be Wonders. This rule is something enforced upon yourself, by your own Mania. Your skills, powers, and perks, aside from ones from a World of Darkness Jump or those that are possible in your own world, are now Wonders and could possibly be copied by your fellow Genii. This means that interactions with Mere Mortals will cause Havoc and all your powers that have become Wonders now suffer from the same constraints of Obligation that your works of Inspiration do.

Obligation [Up to +300 CP]:

A Genius' flesh is mortal, but the mind is something greater, and the Inspiration enhances more than just their intellect. It somehow redefines their moral system, elevating her to a position of guardianship or stewardship over humanity. Though a genius might loathe the common man, they are charged with protecting and guiding their fellow human beings. This establishes a sliding scale between Noble Science Hero and the Mad Scientist that you actually are. Each 100 CP gained will lower your default nobility from Heroic to Anti-Hero to a Deranged Scientist who might do good.

Keep up a good front or you'll slowly spiral out of control, madness inevitably taking over every facet of your life until you become one of the Unmada, or if you're already one of the Unmada you'll lose control over your ideal to the point you'll be unmade.

Hollow Men [Up to 500 CP]:

These are the Clockstoppers. Enemies of Inspiration and brilliance of any sort, they despise the Inspired and seek to destroy them. Even if they do not know what geniuses are or what they do, they hate them nonetheless, and without thinking, reduce wonder to emptiness and wonders to scraps of metal.

Also called Hollow Men, Clockstoppers are otherwise regular mortals who lack the spark we ordinarily attribute to even the dullest and least imaginative human being. Instead of true motivation, they possess a kind of gnawing void, called Acedia. You have an affinity for attracting these folks and for every 100 CP you gain from this Drawback they grow stronger. At the point where you gain 500 they have gone from being able to insight Havoc in your Wonders if you've mistreated them to the ability to shunt Mania into the Void wholesale with nothing returning and ignoring all weapons of 'technology' since the advent of fire.

Anchor [+300 OR 600 CP]:

The Cold Ones: the last intelligent beings in End of the Universe, whose thoughts are measured by the stray background fluctuation of quantum nothingness. Each thought takes an hour, or an eon, but they persist nonetheless, and all they can do is persist, thinking of themselves and their eternal lives. These wretched gods are all that live at these end times, but they are not helpless: over the eons, they have learned of beings foolish enough to travel to the End of Time, and they wait patiently, weaving webs of stray photons and pseudo-matter, waiting to trap an unwary traveler, to feast on her warmth and ordered state, or even, if the Cold Ones dream, this is their dream, to return to a universe of light and warmth, free from the killing clutches of entropy.

Suddenly a flare of impossible Illumination and one of the Cold Ones clings to a beacon, an anchor of searing Illumination that impossibly persists even in it's passing. As you arrive to the world of darkness you'll be visited by a vision of a thing from beyond the death of a universe and they are screaming in a language that no being of intelligent life should know reaching down a chain of light towards you with the desperation of a person drowning. An eldritch horror horrified and desperately clinging to you. You feel you mind fracture a bit at the vision and experience a nose bleed.

You find that your Aesthetic has a companion, a 'secondary' source from which your Wonders can be designed and it is directly tied to eldritch horror. Using this Aesthetic has no ill effect on you but others feel their sanity being rent by merely being in the same room as the objects of mad artifice, though these things seem to work for Beholden under your command just fine.

For an additional 300 CP your hardship becomes greater. In addition, you'll find that with time you lose track of things if you don't craft using this secondary Aesthetic, a few minutes at first but as time goes on hours vanish between blackouts that leave you with Wonders that are unlike anything you would ever design, and perhaps you are not as alone with the light of your Illumination as you thought at first.

Their Anchor, your Inspiration, is enough that the Cold One could use it and your Wonders to leverage itself into the world.

Ten years you must stay the gate, but each year at least one of your Wonders wil hold the Eldritch Aesthetic of no choice of your own. You are the Key and the Gate, Jumper, marshal your will for this is a dangerous choice you make!

False Chain [+600 CP]:

Your memories are patently false. You are simply a Mane, a being brought forth by potentia and Mania, the chain you remember is not but a lie and you are faced with your creator, a simple person who made you of whole cloth with intense focus and investment of untold amounts of Mania. You are the Jumper of the Chain, a Mane born of the Bardos that you remember venturing through, and you can't seem to get anyone to think otherwise. As an additional slap on the wrist your 'creator' has 'written you into a corner' and all of your powers have returned to the Bardos of their origins, the chain you remember having only been a series of Bardos. If you want the powers back you simply will have to go through the Bardos in question and retrieve them from the local Manes, whilst protecting your erstwhile creator who now is basically your life support. What is reality and what is a product of Mania? How can you prove anything in this world that needs no proof?

What now? You can:
Stay.
Go Home.
Or move on to next Jump.

Notes:
The effects the Pankosmoi has on each capstone is as follows:

[What is Reality, if Not Real?]
Now needs not be invoked to cancel 'minor' Reality Warping, such as memory loss of a few hours time or instant loss of eyesight , the cost for invoking the ability stays the same but now the Genius benefits from their own Mania shielding them from Reality Warping, causing a resistance to overt changes in the local world. Subtle effects may still bypass the Genius' awareness and let effects bypass the active effects of this perk, but even if they are caught unawares they still benefit from their innate resistance.

[I AM RIGHT! You however are not necessarily, wrong.]
The power of your area of influence is now even greater. You can now make allowances for 'citizens', Manes and Mere Mortals who become Beholden to you, and some of the Manes and Beholden may become Inspired by your Mania. In addition, you can now use the Theme of your power to create defensive effects a Communist Control State Senator would have hidden spy drones floating 'conveniently' about whilst a Dieselpunk Nazi might have some Stormtrooper power armor hidden in his location these effects simply make the genius safer, but they are not absolute in their ability to bend causality.

The field can no longer be canceled except by powers that explicitly cancel magic/clarketech/reality warping. You no longer need to fear someone merely pointing out the problems as even then the field will hold steady with no problem.

[A Correlation of Constants Between Physical Reality and Wondrous Artifice Creation]
This perk evolves on an knowledge based level. Whereas before you could convert the Non-Repeatable into the Repeatable you can now do so for just the replacement of some systems, to compensate for the electricity now needed in place of Mania. In addition to this effect you can create massive generators of Mania which can mine Bardos and other pocket dimensions for their unreal energies (Virtually endless energy but you'll have to replace burnt out Bardos) and you have a total mastery of the Wonders you create, allowing you to create casual equivalents to any household, military, or social technology on earth with no commitment of Mania whatsoever. Ray guns that hit as hard as the hardest hitting pistol, communications arrays that reach

global levels, and even flying cars equal in speed to a jet and maneuverability to the very best helicopter are all examples of technologies that you can produce that are true technology, no longer are they Wonders but now scientific fact.

[A Master of the Axioms]
You have truly reached the apex of each of the Axioms. This total mastery has effects ranging from atomic bombs the size of decoder rings to time machines able to travel into the future and back again to scanners that can detect something anywhere at any time within the local heat death of the universe to massive scale of cloning. Kill sats able to instantly burning a city to ash and shields strong enough to stop said Kill sat are also things you can build. Incorporation of other engineering and technological perks will no longer true Wonders as the seamless integration gives birth Wonders that need no Mania to survive reality proper.

A master of Apokalypse, the Axiom that best represents discovery, could build a sensory platform capable of probing the truths and contrapositives that underlie material reality to reveal the truth of the world, anywhere within the local solar system. Boosted Mastery includes scanning all of reality for a singular object or scanning alternate dimensions.

An Epikrato, the Axionm of control, master can completely build a wonder to produce one of several results: to make crowds denser or sparser, to bring people or things to the genius through a series of improbably complex coincidences, to produce specific results within a complex unfolding event (that is, to rig elections, trigger riots, and produce other popular mass-events), and to manipulate wealth and the market. Each example is a distinct wonder. Boosted Mastery is a thing of fear, control over the mind can grow to the point where a Genius can completely control the unaware and even create life like hallucinations and sleeper agents tailored to keywords.

A master of Exelixi, Axiom of Healing, can resurrect the dead, at the cost of the Mania having a chance at changing the resurrected, heal even the most grievous wounds and preserve life in an inhospitable environment. Boosted Mastery can create immortality pills able to halt ageing for decades and cure any natural disease with ease, even things like biological faults are able to be healed at this point.

A master of Katastrof, Axiom of destruction, is capable of crafting weapons able to burn out hundreds of yards of area in an instant or vibrating swords able to loosen the molecular structure of object and people, both of which would have a tendency to ‘melt’ before such blade. Bombs that work like short lived low range black holes and rents in space-time in the shape of a sword held in place by a hilt of technology could

represent Boosted Master of the Axiom of destruction, weapons at this level easily slay cities.

A master of Prostasia, Axiom of Protection, can shield a football stadium from the strikes of a weapon able to reduce it to a crater. An orbital defense grid able to take the enitry of the planets nuclear arsenal and stand tall is the only example of Boosted Master of Prostasia that comes to mind.

Skafoi's masters could create vehicles able to travel the eddies of space at speeds around the Speed of Light, masters of this Axiom of travel speak of the ability to travel even the eddies of time but you have yet to reach such theories. Boosted Mastery of the Axiom of Travel grants the individual a firm grasp of space-time travel and the ability to even traverse the flows of time proper.

About Time Travel...

It's almost always a bad idea. But that hasn't stopped many masters of Skafoi from building time machines.

And time travel is possible. It's not even all that difficult for a powerful genius, but it is phenomenally dangerous. Now, we're all grownups here and we all know what time travel is and what it does, but the question is, what happens when I screw with the past, present, or future?

The timeline has a kind of "causality trench," and screwing things up requires a lot of effort. However this doesn't stop time travel from tricky business at the best and worst of times and time has anti-bodies for Inspired time travel, think eldritch monsters able to turn you to sand at a touch and hounds that can be anytime anywhere hunting you down and you get the usual low end things a time traveler has to deal with. Any time time has to correct itself it scales up the anti-bodies for the rest of your timeline, however the real problem for you that is, is the simple fact that in some timeline you will become a Guardian of Forever and that you is enforcing Causality as a sort of non-companion that kinda hate you if you abuse Time Travel tech but otherwise is a relatively decent dude/tte.

The Guardians of Forever enforce the unfolding of the grand sweep of history: the dinosaurs must perish, whether by an asteroid or a plague or a volcanic apocalypse. Rome will fall, as will the Spanish Empire and the Eternal Terran Dynasty of Yao Ming. The Guardians' solution is simple and expedient: whenever a major shake-up occurs, they travel back in time to shortly after the event (or sometimes during, if they cannot fix the problem afterward) and juggle events around so things unfold as they always have.

And yes, if you kill your own grandmother before your father is born, you will cease to exist. The universe, it turns out, doesn't care that much if your grandmother gets shot in the head and there's no shooter. You still go poof. Ditto if you bring your past self into the future.

About the Universe Bible...

This one has been asked after a few times so I thought to write out what it really does down here. The Universe Bible does several things:

1. Scans the entire Multiverse the instant you enter a world/Jump from the present to the Beginning of the Universe.
2. Compiles all knowledge in such a way that it is easy to read and comprehensive.
3. Refines the data by fiat to the point where you have an idea of what the hell the setting is actually about.
4. Inserts a plausible backstory into the world, should you not already have one.
5. Powers and Out of Context skills are always accounted for, being seen as Implausible but possible instead of outright impossible.
6. Edits to your own backstory can retroactively change small things, like the names of companies under your command or something like that.
7. Edits to the local worlds rules are impossible, though you can add to the local worlds canon you can't take away from it.
8. Once you've jumped a world it's Universe Bible, Annotated by yourself can be found in your Warehouse.

All of this would make the Universe Bible a 5 Dot Wonder of every Axiom,