

The Jump – Again (v 3.0)

By Arionix

You arrive in a land unlike any other; Set in a far future rich in culture and sentient beings. Come inhabit an exotic world and chisel through a layer cake of thousand-year-old civilisations. On the horizon, Qud's jungles strangle chrome steeples and rusted archways to the earth. Further and beyond, the fabled Spindle rises above the fray and pierces the cloud-ribboned sky.

Play the role of a mutant from the salt-spangled jungles of Qud, or as a true-kin descendant from one of the few remaining eco-domes.

Here, you can do anything you imagine: Dig a tunnel to the bottoms of the world, purchase rare books from an albino ape mayor, contract a fungal infection and grow secret spilling tongues from your body, and more.

Take 1000 Qud Points, and step forth into the world of Caves of Qud.

Choose Starting Location

You may freely choose your starting location from the options below. Alternatively, you may take +100 QP and roll a 1d7 to decide.

1. Joppa

Ants in the viridian chaff, the farmers sap the last drops of pristine moisture out of the salt-spangled earth.

2. Six Day Stilt

The Six Day Stilt rises from the dunes like a petrified kraken corpse, bearing down upon the vacant flats.

3. Kyakukya

A jungle village of ape-god worshippers and their giant mushroom dwellings.

4. Ezra

A village next to the Omonporch: The hallowed ground upon which the Spindle, a lengthless needle of Maya blue, meets the earth from where it pierces the firmament.

5. Yd Freehold

Dyed pipework topology mounted in the spongebed is a lodestar to the lyrical community.

6. Grit Gate

Still erect is the superior half of the clossal gate inscribed with the runes of a hundred indecipherable tongues. Beneath its chrome palings a wide passage opens into the jungle loam.

7. Free Choice / Village in the salt marsh, salt dunes, desert canyons or the hills

You may freely choose from the locations above - or you may choose a village in the above-mentioned biomes.

Character Creation

Age and Gender

The lands of Qud care little for one's age and gender. You may freely choose any reasonable age.

Genotype

An important quality about yourself. In either case, your chosen form becomes a separate alt-form for future use.

Mutant



You are a mutant, of the most common genotype that roams the lands of Qud. You have access to mutations, several of which can be selected during character creation and through living in Qud.

Mutants generally have worse starting gear than true kin, get diminished benefits from tonics and don't have access to cybernetics.

The Putus Templar will be hostile on sight.



True Kin

You are one of the direct, unmutated descendants of the ancient civilisation that once called Qud home, the great Eaters. You have access to cybernetics, one of which can be chosen during character creation and others through exploring Qud. You can also make use of becoming nooks.

True Kin generally have better starting gear than mutants and get stronger positive effects from tonics without suffering adverse reactions.

They cannot get mutations at character creation.

Origin

All origins offer different perks and starting gear. Any origin may be taken as a drop-in option. Callings and Castes provide different starting equipment and reputations.

The following origins are free and are exclusive to those of the Mutant genotype.



Learned Saint

You are a kind saint who has happened upon Qud. With a gentle smile on your face, you are here to guide others to a path of betterment. You may choose between the Calling of the Apostle, and the Calling of the Scholar.



Warrior

You've known how to fight since you were young. While you've left your settlement and reached Qud, you are free to protect the weak or hurt them. You may choose between the Calling of the Warden, and the Calling of the Marauder.



Mysterious Stranger

There is little known about you, for you've kept your past to yourself. No one knows where you are from, what you desire and what you will do. Regardless, you are in Qud. You may choose between the Calling of the Gunslinger, and the Calling of the Nomad.



Tinker

You have arrived at Qud for one reason and one reason only: to uncover the treasures that lie deep below the earth and create marvels of science. You may choose between the Calling of the Tinker, and the Calling of the Arconaut.



Greybeard

You are much older than the others and have spent an age exploring. You arrived at Qud, and knew it was yet another adventure that awaited you. You may choose between the Calling of the Greybeard, and the Calling of the Pilgrim.



Merchant

Even as ages pass, the world still runs on trading and bartering. As such, even if you were a farmer once, you've perfected the act of trading. You may choose between the Calling of the Water Merchant, and the Calling of the Watervine Farmer.

The following origins cost 100 QP are exclusive to those of the True Kin genotype. Each arcology has four castes associated with it.



The Toxic Arboreta of Ekumekiyye, the Holy City

You hail from the Holy City from within a grand jungle away from Qud. Your teaching and training has much prepared you for the strive ahead, and your unique growth has made you more resistant to bleeding than most.

You may choose between the following castes:

- Horticulturist
- Priest of All Suns
- Priest of All Moons
- Syzygyrior



The Ice-Sheathed Arcology of Ibul

You hail from Ibul, a city of lamplighted streets covered in snow and ice. With nothing of your family's estates, you've ventured out of numb Ibul into the wide world, and have found yourself in Qud. Having grown up in Ibul, you are more resistant to the cold than most.

You may choose between the following castes:

- Artifex
- Consul
- Praetorian
- Eunuch



The Crustal Mortars of Yawningmoon

You hail from near the Fuming God Sea where seawater crashes into sunrock and erupts in mephitic vapour, and have wandered into Qud for its riches. Having grown up in such a hot clime, you are more resistant to the heat than most.

You may choose between the following castes:

- Child of the Hearth
- Child of the Wheel
- Child of the Deep
- Fuming God-Child

Genotype Perks

Genotypes get their perks discounted by 50%. All perks, unless stated, can be toggled on or off.

General Perks



Songs of Qud [Free]

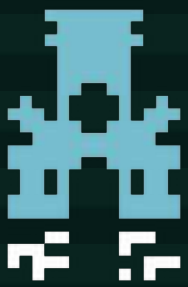
You get access to the OST for Caves of Qud, and it becomes available to play in your warehouse of equivalent. You may also choose to hear it in appropriate areas and share it with others.



Physical Fitness [100 QP]

The lands of Qud are vast and wide, with wild forests, craggy hills, peaceful flower fields and more. With almost no vehicles, the people here travel by foot, and you will not be any different.

If bought, you are able to safely walk over and through all sorts of terrain except those which are obvious - such as lava - without getting sore. You will still need to eat and drink to recover your stamina, however.



The Attribute System [Free / 200 QP]

In Caves of Qud, one's strengths and weaknesses are determined by one's attributes - which may also be referred to as stats. This perk abstracts your (and other's) strengths and weaknesses into numbers for measurements. It also shows which items or armour affect these stats.

These attributes are as follows:

- **Strength** focuses on the damage dealt by melee weapons and one's abilities that focus on brute force and heavy lifting.
- **Agility** focuses on one's ability to dodge attacks and their accuracy with weapons. It also affects one's abilities that require finesse.
- **Toughness** focuses on one's ability to absorb

damage before death and determines their resistances against poison and illness. It also affects one's abilities that focus on endurance.

- **Willpower** focuses on one's resistance against mental attacks and self-discipline.
- **Intelligence** focuses on observation and recalling history. It may be used for tinkering, cooking, gathering and wayfaring. It is also used for examining artifacts and first aid.
- **Ego** affects how much items are traded for and focuses on one's abilities related to persuasion.

This perk is free for this jump but costs 200 QP to keep. Additionally, you gain 2 attribute points (if you are a mutant) or 4 attribute points (if you are a True Kin) to spend on these attributes after each year during this jump.

After this jump, you gain 3 points per year instead.

Your chosen origin affects your starting attributes as well. Those can be seen in the Items section of this document.

Perks for Mutants



As it Goes [200 QP | Free for Mutants]
Qud is home to people from all walks of life, which each one different from the next. And yet, most settle peacefully in villages and settlements. This perk lets your non-standard physical attributes - such as multiple arms - to register as normal when interacting with others; You'd hardly be given a second glance.

This does not affect those purposely looking for differences, such as the Putus Templar.



Glimmer Hunter [400 QP | Discounted for Mutants]
One's psychic glimmer represents how noticeable they are in the vast psychic aether, and as one betters their mental mutations and Ego, this glimmer only glows brighter.

This increase in glimmer increases the frequency, strength and number of those who desire to absorb their mind.

This perk has two distinct functions:

It allows you to sense the psychic glimmer of other psychics, with their strength only making it more noticeable. It also renders your glimmer almost invisible to other psychics.



Mutator [600 QP | Discounted for Mutants]
One of the strangest beings in Qud are the gamma moths, small insects able to mutate other beings at a glance. Through some strange process, this a version of this ability has found its way into you as well.

Your strange biology allows you to copy a random mutation found in another mutant after you have consumed their flesh or body fluid. For a week, you are able to choose if you wish this mutation to remain in you or not.

You are also able to fire a mutating gaze that cannot penetrate through creatures. If it strikes a creature, it manifests in them the mutation you had in mind.

Post-jump, this perk includes other biological features as mutations as well.

Perks for True Kin



Lore Seeker [200 QP | Free for True Kin]
You have a hunger for secrets and even grander skills to seek them - and Qud is rife with them. This perk allows you naturally lead others into giving you information when talking; Perhaps you can know of a water weep's location, a place holding a relic or a tyrant's hidden settlement.



Pure Blooded [400 QP | Discounted for True Kin]
There is a reason why only few who walk through Qud's expanse are not mutated, and it just might be because of their blood.

This perk grants impossibly pure blood, letting you act as a perfect blood donor and recipient. You can also no longer face adverse reactions from medications (although you can still suffer an overdose if you aren't careful). Moreover, every operation done on you - granted it benefits you - will succeed.



Gutsmonger [600 QP | Discounted for True Kin]
Owning to their lineage, the True Kin are able to make use of the many cybernetics present throughout Qud. As these are ancient relics from a bygone era, not many still understand the craft of making them - but you do.

This perk allows you to understand and modify cybernetic implants of all kinds, such that you can reliably make your own as long as you have the right materials. Your implants - like other implants found in Qud - can never cause the recipient's body to overreact and can be used in becoming nooks.

Post-jump, you may research and develop cybernetic implants that copy abilities (including supernatural ones) not found in regular humans.

Origin Perks

Origins get their 100 QP perks for free and have other perks discounted by 50%. All perks, unless stated, can be toggled on or off. Those of the True Kin origin may buy any one 200 QP perk at a discount (excluding their own).

Know that as these perks - excluding general perks - are based on skills, they may be learned by a jumper by talking to the right people or gaining enough experience with the skill itself.

Buying the skills with QP renders them fiat backed; They can **never** be forgotten unless the jumper wishes to do so temporarily.

General Perks



Making Camp [Free]

When you're on the road and the nearest settlement in hours away, you can now prepare a perfect campfire.

Here, you can cook a simple yet decent meal that fully sates your hunger and thirst as long as you have fresh water. You don't need ingredients for this meal either - they will appear for the meal and disappear. You may also use this campfire to preserve your foods.



Your thirst is mine, my water is yours [Free / 200 QP]

Fresh water is a rare commodity in Qud and therefore, it has gained a grand status.

Such is the case for the Water Ritual, which allows one to share secrets, recipes and skills with others. This sacred ritual also affects the reputation one has with different factions and as such, knowing a faction's reputation in the eyes of another's is included here.

This is free for this jump and can be taken into future jumps by paying 200 QP.



Journaler [100 QP]

Walking the breadth of Qud shall lead you through many settlements, down many ruins and have you investigate many relics and shrines. This perk makes you an expert at writing journals, so have fun and explore away.

Learned Saint Perks



Nostrums [100 QP | Free for Learned Saint]
You now know how to treat bleeding, poison, illness, and disease onset for you and your companions at a campfire or an oven. Bandages you apply are much more effective at stopping bleeding.

This also gives you an impeccable bedside manner, letting your patients feel safe and comfortable as you heal them.



Meditation [200 QP | Discounted for Learned Saint]
You now know the perfect manner of meditation. While meditating, you regenerate three times as fast, and negative statuses (such as confusion or illnesses) wear out three times as fast.

The only thing you can do while meditating is wait, and you automatically start meditating if you rest for at least three minutes.



Intimidation [200 QP | Discounted for Learned Saint]
You have learned how to intimidate others into leaving you alone. The act requires some practice and depends a little on your other abilities, but you can easily buy yourself time by scaring off someone stronger than you without much issue.



Inspiring Presence [400 QP | Discounted for Learned Saint]
Your influence extends to the people around you; teachings should be spread, not kept to oneself.

You now know the right words which would allow intelligent creatures to join you. Your words embolden your companions, letting them do more and making them hardier and healthier.

Warrior Perks



Butchery [100 QP | Free for Warrior]
You now possess the knowledge and ability to butcher fresh ingredients and other usable parts from animal corpses.

This may be used to retrieve cybernetic implants from the corpses of implanted Putus Templar. Body parts that conta contain cybernetics are also unable to be consumed as food.



Axe Proficiency [200 QP | Discounted for Warrior]
You are skilled with axes.

With an axe, you know the angles needed to maximise damage to armour, both natural and artificial. You also know where to aim for a foe's vitals, or to dismember them.



Sword and Shield Proficiency [200 QP | Discounted for Warrior]
You have mastered the sword and shield, and skills related to them come naturally. With a shield, you are able to more effectively block sudden attacks, and with a sword, you gain access to three different stances:

- The Aggressive stance focuses on offence at the cost of defence.
- The Defensive stance focuses on defence and avoiding attacks.
- The Duelling stance focuses on landing hits.

You may lung at opponents, swipe to knock them down or knock away their weapons; Your options are not limited.



Bow and Rifle Proficiency [400 QP | Discounted for Warrior]
You have mastered the use of the bow and rifle, letting you aim and fire at foes from far away. As soon as you've drawn a bead on a target, your shot is sure to hit.

This shot may suppress a foe and knock away their weapons, connect through any obstacle, or make them bleed or worse.

Mysterious Stranger Perks



Mind's Compass [100 QP | Free for Mysterious Stranger]
You can almost no longer get lost and are much better at judging distances when looking at maps. If you do somehow lose your way, you are able to easily know where you are by looking at a map or notable landmark.



Fasting Way [200 QP | Discounted for Mysterious Stranger]
You have learned how to live on very little and make more from less.

You hunger and thirst at one-sixth rate. Metabolic effects from meals last six times as long, and you suffer no penalty for becoming famished.



Basic Combat Tactics [200 QP | Discounted for Mysterious Stranger]
You are now aware of basic combat tactics. Your ability to dodge attacks is no longer hampered by actions such as sprinting, and you are much better at throwing things further and with greater accuracy. Moreover, plans come naturally to you and they have a higher chance of success.



Fastest Gun in the Rust [400 QP | Discounted for Mysterious Stranger]
You have gained immense experience in the wielding of handguns and pistols.

With a steady hand, you are much more accurate with firing guns, even if you are wielding two at a time or sprinting. You know to aim for a foe's weak points or to have them drop their weapons.

Finally, you fire pistols about 40% faster than the average person.

Tinker Perks



Gadget Inspector [100 QP | Free for Tinker]
You are much more successful at examining artifacts, and you can safely and efficiently deploy wiring. Whenever you step over garbage, you astutely rifle through it and occasionally discover scrap. Additionally, you harvest extra scrap from robots you destroy.

You may build items from low-tier schematics and can also recharge energy cells and capacitors.



Disassembly and Repair [200 QP | Discounted for Tinker]
You can disassemble scrap and artifacts for bits, which can be used to repair broken items or creatures.



Remote Weaponry [200 QP | Discounted for Tinker]
You may lay down grenades as mines or set them as timed bombs. You are also much better at disarming them.

You may also deploy missile weapons as static turrets that automatically target your foes.



Tinker II [400 QP | Discounted for Tinker]
You have gained much experience in the art of tinkering. You may build items from medium-tier schematics.

Any act related to tinkering also takes much less time and you yield more bits from any scrap or artifacts you disassemble (even if you don't have Disassembly and Repair, although the yield is comparatively less).

Greybeard Perks



Customs and Folklore [100 QP | Free for Greybeard]
You have mastered the art of improving relationships. More reputation can be gained from water rituals and other social acts.

Whenever you rifle through trash, there's a 5% chance you piece together clues and learn a random secret about the world.



Calloused [200 QP | Discounted for Greybeard]
You take 15% less damage from heating and cooling effects. Additionally, the severities of effects that change your temperature are reduced by 15%.

Poison also has a reduced effect on you (-50%) and lasts for only half as long.



Shake It Off [200 QP | Discounted for Greybeard]
You are much more resistant to getting dazed or stunned, and have an increased chance of shaking off the effect.

You can sprint for longer, swim twice as quick as before and may ingest one additional tonic without it reacting adversely to a tonic you've already ingested.



Cudgel Proficiency [400 QP | Discounted for Greybeard]
You are skilled with crushing and bludgeoning weapons.

You know how to maximise damage with such weapons, and know how hard to hit a foe to daze them- if they were already dazed, you know how hard to hit them so they fall unconscious.

With a cudgel, you can also hit an opponent hard enough to push them away from you. If they hit a wall, that wall may break - depending on its strength against yours.

As an added bonus, you are also much better at breaking down walls.

Merchant Perks



Strapping Shoulders [100 QP | Free for Merchant]
You find yourself to be much more in shape and have learned how to effectively carry items.

You may carry up to 350 lbs of items without issue.



Wilderness Lore [200 QP | Discounted for Merchant]
You have much greater chances of interesting encounters while travelling.

You may happen upon a settlement or ruins you might have missed otherwise, or where a massacre may have happened.



Harvestry [200 QP | Discounted for Merchant]
You can harvest fresh ingredients and other usable parts from plants.

You also learn farming extremely quickly.



Snake Oiler [400 QP | Discounted for Merchant]
You are skilled with trading and bartering, able to haggle for vastly cheaper prices while promoting your items as being much more expensive than they should be.

You also know how speak with customers, whether it involves being nice or berating them if it comes down to a fight.

Perks for The Toxic Arboreta of Ekumekiyye, the Holy City



Multiweapon Mastery [100 QP | Free for The Toxic Arboreta of Ekumekiyye, the Holy City]
You are a master at fighting with multiple weapons at once. This also makes you ambidextrous.



Apothecary [200 QP | Discounted for The Toxic Arboreta of Ekumekiyye, the Holy City]
You are a master at physicking. Any healing techniques you apply are twice as effective and last twice as long.

You can voluntarily amputate your own limbs and the limbs of infected companions at a campfire, without major blood loss and risk of infection.



Carbide Chef [400 QP | Discounted for The Toxic Arboreta of Ekumekiyye, the Holy City]
You are a master of cooking, letting you imbue specific properties and abilities into the meals you cook - depending on the ingredients used; ingredients from plants and animals will have a tendency of granting you their abilities temporarily.

After a notable moment, you become inspired to make your own recipe. When cooked, you are able to decide its effects from a selection of three - you may even replicate abilities not present in normal humans.

Perks for The Ice-Sheathed Arcology of Ibul



Acrobatics [100 QP | Free for The Ice-Sheathed Arcology of Ibul]
You are much more acrobatic than before, able to flinch out of the way of projectiles if you see them coming. Dodging becomes second nature to you, and you can jump a horizontal distance of up to five meters without missing a beat.



Short Blade Expertise [200 QP | Discounted for The Ice-Sheathed Arcology of Ibul]
You are skilled with small one-handed knives and blades.

Attacks you make with short blades are almost guaranteed to make foes bleed, and you know where to hit to hobble them. You also keep an eye open for any openings a foe offers, and are quick to act on them.

You are also able to maximise damage with short blades, and this damage increases with each negative effect (such as bleeding or poison) your foe suffers from.



Reverse Engineer [400 QP | Discounted for The Ice-Sheathed Arcology of Ibul]
You have gained a lot of experience in the art of tinkering. You may build items from high-tier schematics.

Whenever you disassemble an item, you have a 30% chance to learn how to build the item. If the item was modded, you also have a 15% chance per mod to learn the mod. (If Disassembly and Repair are not bought, these chances fall to 20% and 5% respectively.)

Perks for the The Crustal Mortars of Yawningmoon



Single Weapon Mastery [100 QP | Free for The Crustal Mortars of Yawningmoon]

You may choose not to make offhand attacks in exchange for mastery with a single weapon. With a single weapon, you are far more aware of an enemy's movements, and know when to make opportune attacks.

Your attacks hit faster and harder, giving foe's little time to react.



Lionheart [200 QP | Discounted for The Crustal Mortars of Yawningmoon]

You possess a strong resistance against mental attacks, and remain confused and terrified for far less. Techniques that seek to dominate your mind have a much higher chance of failure.



Tank [400 QP | Discounted for The Crustal Mortars of Yawningmoon]

You are a master with heavy ranged weapons. Your shots never seem to miss their mark and you can carry weapons such as heavy machine guns (which may weigh upwards of 40 lbs) without issue - as if they weigh nothing. While aiming, it is impossible for another to move you from your location.

You can also throw grenades further and at much greater accuracy.

Mutations

Mutations are one aspect of character creation here. They provide the bulk of character customisation for jumpers who are mutants or mutated humans. Due to their variety and number, they may be considered roughly analogous to the cybernetics available to True Kin.

Mutations are attributes of a character that grant them new abilities, alter their anatomy, or bolster their stats, among other things. Most mutations have levels that can be raised via **mutation points (MP)**, increasing their power. These points are most commonly generated by a mutant's genome as they make discoveries, make lasting friendships or decimates worthy foes; The gain of **MP** is quicker at the start, but slows with time. Other potential sources include gamma moths, sparking baetyls and Eater's nectar injectors.

Many mutations possess a cooldown which depends on a person's Willpower. As their Willpower increases, these cooldowns decrease. The cooldowns listed here are in accordance to the Willpower of an average person.

On Alt Forms: All mutations gained through this jump (excluding certain defects) will be permanent to your alt-form. Mutations imbued in other forms may be lost with the help of becoming nooks.

On Buying Mutations: A jumper may buy a mutation at any point during their jump by spending **4 MP**. Barring specific choices, they will be allowed to pick mutation from a choice of three.

On Upgrading Mutations: You may upgrade a mutation by spending **1 MP** on it. Mutations cannot be upgraded past level 10 using **MP**. Mutations costing **1 MP** cannot be upgraded.

True Kin are barred from buying mutations here. Mutants are given **12 MP** for their purchases here, though they may increase this amount by taking on one defect.

Morphotypes

These limit which mutations can be selected and obtained.



Chimera [1 MP | You May Not Buy Mental Mutations]
You only manifest physical mutations.



Esper [1 MP | You May Not Buy Physical Mutations]
You only manifest mental mutations.



Unstable Genome [3 MP]
You gain one extra mutation each time you buy this, but the mutations don’t manifest right away. Whenever you experience a notable event, there’s a 33% chance that your genome destabilises and you get to choose from 3 random mutations.

Physical Mutations

These are positive mutations that physically alter the jumper internally or externally.



Adrenal Control [4 MP]

You regulate your body's release of adrenaline.

You can increase your body's adrenaline flow for 20 seconds. While it's flowing, you get increased quickness and other physical mutations gain increased rank.

Once used, this goes on a cooldown for 200 seconds.

Quickness Bonus	9 + Level %
Other Mutations' Rank Bonus	(Level / 3) + 1



Beak [1 MP | Occupies Face Slot]

Your face bears a sightly beak.

You gain a small boost to your Ego. You occasionally peck at your opponents. You gain boosted reputation with birds.

You may choose between a beak, bill, rostrum, frill or proboscis.



Burrowing Claws [3 MP | Occupies Left Hand and Right Hand Slot]

You bear spade-like claws that can burrow through the earth.

4 successful attacks dig through a wall - chances of an attack counting as successful depends on the material of a wall and the mutation's rank. Claws are also a short-blade class natural weapon that can deal damage to non-walls.

This damage increases steadily with the mutation's rank. You may dig passages up or down when outside of combat.



Corrosive Gas Generation [3 MP]

You release a burst of corrosive gas around yourself.

The strength and duration of gas released is determined by the mutation's rank. This has a base cooldown of 40 seconds.

Emission Duration	Level + 2 seconds



Carapace [3 MP | Occupies Body Slot | You May Not Buy Quills]

You are protected by a durable carapace.

You gain a rank based boost to your natural defences and your ability to resist heat and cold. You gain a small penalty to your ability to dodge attacks.

You may tighten your carapace and double your physical defences at a cost to your ability to dodge attacks as long as you remain still.

You cannot wear armour, and gain a large boost to your reputation with tortoises.

Heat Resistance	(5 + Level x 5) %
Cold Resistance	(5 + Level x 5) %



Double Muscled [3 MP]

You are possessed of hulking strength.

You gain a rank based boost to your natural strength, and a rank based chance to daze your opponent on a successful melee attack for 2-3 seconds.

Daze Chance	(13 + 2 x Level) %



Electrical Generation [4 MP]

You accrue electrical charge that you can use and discharge to deal damage.

Your maximum charge and the rate at which you accrue this charge depends on the mutation's rank. You may discharge all held charge to damage an object or creature in melee range. This charge may arc between objects and creatures adjacent to that creature, and the number of arcs depends on the mutation's rank.

You gain a small amount of charge from electrical damage taken, and may drink charge from energy cells or capacitors. You can provide charge to equipped devices that have integrated power systems.

Number of Arcs	2 + (2 x Level)



Electromagnetic Pulse [2 MP]

You generate an electromagnetic pulse that disables nearby artifacts and machines.

This covers a rank based area around the user for a rank based duration. This has a base cooldown of 200 seconds. This ability does not affect any items the user is carrying.

Duration (Minimum)	4 + (2 x Level) seconds
Duration (Maximum)	13 + (2 x Level) seconds

The radius is not determined by a formula. Instead, it is determined based on certain mutation rank thresholds:

If Level < 5	2.5 meters
If 5 ≤ Level < 9	5.5 meters
If Level ≥ 9	9.5 meters



Heightened Hearing [2 MP]

You are possessed of unnaturally acute hearing.

You detect the presence of creatures within a rank based radius of yourself (The radius is 40 meters at Rank 10 or greater). You have a rank based chance to identify nearby detected creatures.

Radius if Level < 10	3 + (Level x 2) meters
Chance to Identify	((100 + 10 x Level)/(Distance + 9)^2) x 100.0



Flaming Ray [4 MP | Occupies Hands, Feet or Face Slot | You May Not Buy Freezing Ray]

You emit a ray of flame from your hands, feet or face.

Emits a 12 meter ray of flame in the direction of your choice. The heat damage dealt and change in temperature depend on the mutation's rank. Melee attacks heat opponents by a number of degrees depending on the mutation's rank.

This has a base cooldown of 10 seconds.

Temperature Change	310° + (25° x Level)
Melee Temperature Change	(Level)d8°



Freezing Ray [4 MP | Occupies Hands, Feet or Face Slot | You May Not Buy Flaming Ray]

You emit a ray of frost from your hands, feet or face.

Emits a 12 meter ray of frost in the direction of your choice. The cold damage dealt and change in temperature depend on the mutation's rank. Melee attacks cool opponents by a number of degrees depending on the mutation's rank. Your brittle temperature is set to a level depending on the mutation's rank.

This has a base cooldown of 20 seconds.

Temperature Change	-120° - (7° x Level)
Melee Temperature Change	-(Level)d4°
Brittle Temperature	-600° + (-300° x Level)



Heightened Quickness [3 MP]

You are gifted with tremendous speed.

Quickness Bonus	13 + (2 x Level) %



Horns [4 MP | You May Not Buy Psionic Migraines (D)]

Horns jut out of your head.

20% chance on melee attack to your opponent. The damage dealt by your horns and the head armour they provide increases as the rank of this mutation increases. The mutation's rank also increases the damage your opponent suffers from bleeding and how hard it is to stop this bleeding. Horns are a short-blade class melee weapon.

You cannot wear helmets and gain a small boost to your reputation with antelopes and goatfolk.



Multiple Arms [4 MP]

You have an extra set of hands.

You have a rank based chance for each extra arm to deliver an additional melee attack whenever you make a melee attack.

Each increase in rank gives you more proficiency in your non-dominant arms and hands.



Multiple Legs [5 MP]

You have an extra set of legs.

You gain a rank based increased to your move speed and carry capacity.

Movement Speed Bonus	(20 x Level) %
Increased Carry Weight	(5 + Level) %



Night Vision [1 MP]

You see in the dark for a short radius around yourself.



Phasing [4 MP]

You may phase through solid objects for brief periods of time. Its cooldown and duration depend on the mutation's rank.

Duration	(6 + Level) seconds
Cooldown	(103 - (3 x Level)) seconds



Photosynthetic Skin [2 MP | You May Not Buy Albino (D) or Carnivorous (D)]

You replenish yourself by absorbing sunlight through your hearty green skin.

You can bask in the sunlight instead of eating a meal to gain a special metabolising effect for a number of days determined by the mutation's rank: You get a rank based boost to your natural healing rate and quickness.

While in the sunlight, you accrue starch and lignin that you can use as ingredients in meals you cook. You gain a rank based boost to your ability to dodge while occupying the same space as foliage.

You gain boosted reputation with roots, trees, vines, and the Consortium of Phyta.

Bask Bonus Duration	(Level - 1)/4 + 1 days
Regeneration Bonus	20 + (Level x 10) %
Quickness Bonus	13 + (Level x 2) %
Max Servings (Starch and Lignin)	Min ((Level - 1)/4 + 1, 6)



Quills [3 MP | Occupies Body Slot | You May Not Buy Carapace]

Hundreds of needle-pointed quills cover your body.

You are covered with a number of quills determined by the mutation's rank. May expel 10% of your quills in a burst around yourself. Quills regenerate at a rate determined by the mutation's rank.

You gain a rank based boost to your natural armour as long as you retain half your quills (This boost to natural defences is divided by half if so). Creatures attacking you in melee may impale themselves on your quills, breaking roughly 1% of them and reflecting 3% damage per quill broken. Your quills grow sharper with this mutation's rank, increasing damage.

Cannot wear body armour. Immune to other creatures' quills.

Base Quill Regeneration Rate	Level x 0.25 per second
Minimum Number of Quills	300 + 80(Level - 1) Quills
Maximum Number of Quills	300 + 120(Level - 1) Quills



Regeneration [4 MP]

Your wounds heal very quickly.

Your full natural healing rate applies in combat. You gain a rank based boost to your natural healing rate and have a rank based chance to regrow a missing limb each second. You have a rank based chance to remove a minor physical debuff at random each second.

Healing Rate Bonus	(0.1 + (0.1 x Level)) x 100 %
Limb Regen Chance	Level x 10 %
Remove Debuff Chance	1 + (Level / 3) %



Sleep Gas Generation [3 MP]

You release a burst of sleep gas around yourself.

The strength and duration of gas released is determined by the mutation's rank. This has a base cooldown of 40 seconds.

Emission Duration	Level + 2 seconds



Slime Glands [1 MP]

You produce a viscous slime that you can spit at things.

This covers an area with slime. Maximum range is 10 meters, and it covers an area with a radius of 1.5 meters.

This has a base cooldown of 40 seconds. You can walk over slime without slipping.



Spinnerets [3 MP]

You can spin sticky silk webs.

While spinning, you leave webs in your wake as you move. You spin for a duration determined by the mutation's rank, which also determines the strength of your webs. This mutation's rank also increases your resistance to forced movement.

This has a base cooldown of 80 seconds. You don't get stuck in other creatures' webs. You gain a good boost to your reputation with arachnids.

Spin Duration	Level + 5 seconds
Max Weight held by webs	120 + (80 x Level) lbs



Thick Fur [1 MP]

You are covered in a thick coat of fur, which protects you from the elements.

You are naturally 5% more resistant to the heat and cold compared to the usual person. You gain a small boost in reputation with apes, baboons, bears and grazing hedonists.



Stinger (Confusing Venom) [3 MP | Occupies Tail Slot | You May Not Buy Stinger (Paralysing Venom) or Stinger (Poisoning Venom)]

You bear a tail with a stinger that delivers confusing venom to your enemies.

20% chance on melee attack to sting your opponent. Stinger is a long blade and only needs to sting once. Stinger applies venom on damage.

The mutation's rank increases the strength and duration of confusion applied. You gain boosted reputation with arachnids.



Stinger (Paralysing Venom) [4 MP | Occupies Tail Slot | You May Not Buy Stinger (Confusing Venom) or Stinger (Poisoning Venom)]

You bear a tail with a stinger that delivers paralysing venom to your enemies.

20% chance on melee attack to sting your opponent. Stinger is a long blade and only needs to sting once. Stinger applies venom on damage.

The mutation's rank increases the strength and duration of paralysis applied. You gain boosted reputation with arachnids.



Stinger (Poisoning Venom) [4 MP | Occupies Tail Slot | You May Not Buy Stinger (Paralysing Venom) or Stinger (Confusing Venom)]

You bear a tail with a stinger that delivers poisonous venom to your enemies.

20% chance on melee attack to sting your opponent. Stinger is a long blade and only needs to sting once. Stinger applies venom on damage.

The mutation's rank increases the strength and duration of poison applied. You gain boosted reputation with arachnids.



Triple-jointed [3 MP]

Your joints stretch much further than usual.

This mutation increases your Agility by a value dependant on this mutation's rank. It also gives you a rank-based chance that you are able to do Agility based tasks with ease - these will not tire you out.



Two-headed [3 MP]

You have two heads.

Mental actions are easier to take by a percentage amount determined by the mutation's rank. You have a 50% chance per second to shake off a negative mental status effect.

Mental Action Ease	15 + (5 x Level) %



Two-hearted [3 MP]

You have two hearts.

This mutation raises your Toughness depending on its rank, and you are sprint for longer.

Sprint Duration Bonus	20 + (Level x 10) seconds



Wings [4 MP | Occupies Your Back Slot]

You fly.

You are able to sprint quicker and jump further. You travel faster and have a rank-based reduction in your chance of becoming lost.

Your mastery over flight also depends on this mutation's rank, as at lower ranks, you may rarely find yourself falling clumsily to the ground.

Mental Mutations

These are positive mutations that are related to controlling things with mental energy.



Beguiling [5 MP]

You beguile a nearby creature into serving you loyally.

Mental attack versus a creature with a mind, success depends on the mutation's rank and the user's Ego against the defender's mental armour.

The beguiled creature gains some bonus Toughness depending on the mutation's rank. This has a base cooldown of 50 seconds.



Burgeoning [3 MP]

You cause plants to spontaneously grow in a nearby area, hindering your enemies.

Max range: 10 meters and covers an area with a radius of 1.5 meters (plus any available adjacent meter). This has a base cooldown determined by the mutation's rank. The mutation's rank also determines the types of plants grown.

You gain boosted reputation with the Consortium of Phyta.

Cooldown	115 - (10 x Level) seconds



Clairvoyance [2 MP]

You briefly gain vision of a nearby area.

The radius and duration of this vision depends on the mutation's rank. This has a base cooldown of 100 seconds.

Area if Mutation Rank < 15	(3 + Level) meters
Duration	(19 + Level) seconds

If the mutation's rank is greater than 15, the radius is set to 25 meters.



Kindle [1 MP]

You ignite a small fire with your mind.

This has a base cooldown of 50 seconds, and a maximum range of 14 meters.



Confusion [4 MP]

You confuse nearby enemies.

Affected creatures act semi-randomly and receive a rank-based penalty to their mental abilities. Fires a cone of confusion with an angle and length determined by the mutation's rank. The duration of this confusion is also determined by the mutation's rank.

This has a base cooldown of 75 seconds.

Cone Angle	(29 + Level)°
Cone Length	4 + (Level/3) meters
Duration (Low End)	(Level/2 + 10) x 0.8 seconds
Duration (High End)	(Level/2 + 10) x 1.2 seconds



Cryokinesis [4 MP]

You chill a nearby area with your mind.

Chills the affected area over 3 seconds, with each second decreasing the temperature more. This has a maximum range of 10 meters and the affected area has a radius of 1.5 meters.

Increasing the mutation's rank increases the cooling effect. This has a base cooldown of 50 seconds.

Total Temperature Decrease	(- 20 - (60 x Level))/2 °



Disintegration [3 MP]

You disintegrate nearby matter.

The area of this disintegration has a radius of 4 meters centred around you, and deals rank-based damage to creatures and structural objects around you. This damage ignores armour and a creature's ability to dodge.

You are exhausted for 3 seconds after using this power.

This has a base cooldown of 75 seconds.



Sense Psychic [1 MP]

You can sense other mental mutants through the psychic aether.

You detect the presence of psychic enemies within a radius of 10 meters. There's a chance you identify detected enemies.



Domination [5 MP]

You garrote an adjacent creature's mind and control its actions while your own body lies dormant.

Success depends on the mutation's rank and the user's Ego versus the defender's mental armour.

This has a rank-based duration and has a cooldown of 75 seconds.

Duration	100 + (100 x Level) seconds

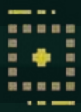


Ego Projection [4 MP]

Through sheer force of will, you perform uncanny feats.

Augments one physical attribute by an amount determined by your Ego. This has a rank-based duration and a base cooldown of 200 seconds.

Duration (Low End)	16 + (2 x Level) seconds
Duration (High End)	20 + (2 x Level) seconds



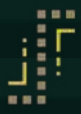
Force Bubble [4 MP]

You generate a force field around your person.

Creates a force field with a radius of 1.5 meters centred around yourself. This last for a rank-based duration and has a base cooldown of 100 seconds.

You may fire missile weapons through the force field.

Duration	9 + (3 x Level) seconds



Force Wall [3 MP]

You generate a wall of force that protects you from your enemies.

creates 10 continuous meters of immobile force field. This lasts for a rank-based duration and has a base cooldown of 100 seconds.

You may fire missile weapons through the force field.

Duration	14 + (2 x Level) seconds



Light Manipulation [4 MP]

You manipulate light to your advantage.

You produce ambient light within a rank-based radius of yourself. You may focus the light into a laser beam (doing so reduces the radius of your ambient light by 1.)

Laser damage increases with the mutation's rank. Ambient light radius increases by 1 meter every 15 seconds until it reaches its maximum value.

You gain a rank-based chance to reflect light-based damage.

Maximum Light Radius	4 + (Level/2) meters
Reflect Chance	(3 x Level) + 10 %



Mass Mind [4 MP]

You tap into the aggregate mind and steal power from other espers.

Refreshes all mental mutations. This has a cooldown determined by the mutation's rank and is unaffected by Willpower. Each use attracts slightly more attention from psychic interlopers.

Small chance each second from another esper to steal your powers, this chance decreases as the mutation gains rank and as the user's Willpower grows. You lose reputation with the Seekers of the Sightless Way.

Cooldown	550 - (50 x Level) seconds



Mental Mirror [2 MP]

You reflect mental attacks back at your attackers.

When you suffer a mental attack while Mental Mirror is off cooldown, you gain rank-based mental armour.

If the attack fails to penetrate your mental armour, it is reflected back at your attacker. This has a base cooldown of 50 seconds.



Telepathy [1 MP]

You may communicate with others through the psychic aether.

Chat with anyone in vision.



Precognition [4 MP]

You peer into your near future.

You may activate this power and then later revert to the point in time when you activated it. Duration between use and reversion depends on the mutation's rank.

This has a base cooldown of 500 seconds.

Duration	12 + (4 x Level) seconds



Psychometry [3 MP | You May Not Buy Dystechnia (D)]

You read the history of artifacts by touching them, learning what they do and how they were made.

Unerringly identify artifacts up to a complexity tier dependant on the mutation's rank. Learn how to construct identified artifacts up to a slightly lower tier (must have the appropriate Tinker power).

You may open security doors upon touching them.

Identify Complexity	4 + (Level/2)
Learnable Complexity	2 + ((Level - 1)/2)



Pyrokinesis [4 MP]

You heat a nearby area with your mind.

Toasts the affected area over 3 seconds, with each second increasing the temperature more. This has a maximum range of 10 meters and the affected area has a radius of 1.5 meters.

Increasing the mutation's rank increases the heating effect. This has a base cooldown of 50 seconds.

Total Temperature Increase	(310 + (30 x Level))/2 °



Space-Time Vortex [3 MP]

You sunder spacetime, sending things nearby careening through a tear in the cosmic fabric.

Summons a vortex that extinguishes everything in its path. Its cooldown depends on the mutation's rank. You may enter the vortex to teleport to a random location in Qud.

You gain boosted reputation with highly entropic beings.

Cooldown	550 - (50 x Level) seconds
Bonus Duration	Level - 10 seconds



Stunning Force [3 MP]

You invoke a concussive force in a nearby area, throwing enemies backward and stunning them.

This has a maximum range of 10 meters and covers an area with a radius of 4 meters. Creatures are pushed away from the centre of the blast, stunned and dealt crushing damage in up to 3 increments. The damage increases with the increase in the mutation's rank.

This has a base cooldown of 50 seconds.



Sunder Mind [4 MP]

You sunder the mind of an enemy, leaving them reeling in pain.

For up to 10 seconds, you engage in psychic combat with an opponent, dealing damage each second. Taking any other action will break the connection.

Each second, you make a mental attack against their mental armour. This damage increases with the mutation's rank - in the tenth second, you deal bonus damage equal to the total damage you've dealt so far. This has a range as far as the user can see.

This has a base cooldown of 80 seconds.



Syphon Vim [3 MP]

You bond with a nearby creature and leech its life force.

Mental attack versus an organic creature with a duration of 20 seconds. This has a base cooldown of 200 seconds.

The amount of health drained rises with the mutation's rank.



Teleport Other [2 MP]

You teleport an adjacent creature to a random nearby location. This has a base cooldown dependant on the mutation's rank.

Cooldown	115 - (10 x Level) seconds



Teleportation [5 MP]

You teleport to a nearby location.

Teleport to a random location within a designated area. The uncertainty radius depends on the mutation's rank.

This has a base cooldown dependant on the mutation's rank.

Cooldown	103 - (3 x Level) seconds
Uncertainty radius	13 - Level meters (min: 2)



Temporal Fugue [5 MP]

You quickly pass back and forth through time creating multiple copies of yourself.

The duration and the number of copies made depends on the mutation's rank. This has a base cooldown of 200 seconds.

Duration	20 + 2 x (Level/2) seconds
Copies	(Level - 1)/2 + 1



Time Dilation [4 MP]

You distort time around your person in order to slow down your enemies.

Creatures within 10 meters are slowed according to how close they are to you. This has a duration for 15 seconds and a cooldown of 150 seconds.

Quickness Penalty	$(9 - \text{Distance})^2$ x (0.0005 x Level + 0.0085) x 100 %

Cybernetics

Cybernetics are one aspect of character creation here. They provide the bulk of character customisation for jumpers who are True Kin, and are roughly analogous to the mutations available to mutants.

Cybernetics differ from mutations in that they are not obtained through one's personal experiences and spending points; instead, they are found throughout the world in various locations, and installed into the jumper's body at one point. They are unable to levelled as mutations are.

Most cybernetics are implanted and removed at becoming nooks.

Mutants are barred from buying cybernetics. True Kin jumpers may take any of the cybernetics from below, however certain cybernetics are only available to certain castes here.

Alternatively, a True Kin jumper may forgo taking a cybernetic. In that case, they start with a small boost to their Toughness, at the cost of starting with 0 tier license tier (instead of 2).



[Implant] - optical bioscanner (Face)

A minuscule graphene array that processes optical data against a repository of organic lifeforms.

You gain access to the precise hit point, armour, and dodge values of biological creatures, abstracted from minute observations.

Target body parts: Face
License points: 1
Only compatible with True Kin genotypes.



[Implant] - optical technoscanner (Face)

A minuscule graphene array that processes optical data against a repository of robotic lifeforms and artifacts.

You gain access to the precise hit point, armour, and dodge values of robotic creatures, abstracted from minute observations. You automatically identify artifacts.

Target body parts: Face
License points: 1
Only compatible with True Kin genotypes.



[Implant] - **dermal insulation** (Body • Head • Back)

Pillowy fiberglass scales tense around a supporting axis. Once installed, they'll unwind and inflate under the skin.

+6% heat resistance
+6% cold resistance
+6% electrical resistance
+6% acid resistance

Destroyed when uninstalled.
Target body parts: Body, Head, Back
License points: 2
Only compatible with True Kin genotypes



[Implant] - **hyper-elastic ankle tendons** (Feet)

Banded ropes of hydrogel are bundled into one.

+6% movespeed

Target body parts: Feet
License points: 2
Only compatible with True Kin genotypes



[Implant] - **inflatable axons** (Head)

Nanoscopic stents inflate the gossamer brain-threads that restrict the conduction of the will.

Activated. Cooldown 100 seconds.

You gain +40% quickness for 10 seconds, then you become sluggish for 10 seconds (-10% quickness).

Target body parts: Head
License points: 2
Only compatible with True Kin genotypes
Compute power on the local lattice increases this item's effectiveness.



[Implant] - **night vision** (Face)

Nerve-packed retina scatters incoming radiation and bends light so the irises turn jade.

You gain the ability to see in the dark.

Target body parts: Face

License points: 2
Only compatible with True Kin genotypes



[Implant] - **parabolic muscular subroutine** (Arm)

Nerve bundles so arranged to stimulate muscles in the arm along a parabolic slide rule.

Your throw range is increased by 2 meters.

When you throw something at a target inside your throw range, your throwing accuracy is 100%.

Target body parts: Arm
License points: 2
Only compatible with True Kin genotypes



[Implant] - **pentaceps** (Feet)

The quartet of knee joint extensors gain the assistance of a synthetic fifth.

Your Charge range is increased by 4 meters.

Target body parts: Feet
License points: 2
Only compatible with True Kin genotypes



[Implant] - **rapid release finger flexors** (Hands)

Neuronically charged tissue sheaths transmit the will faster than what cell biology had achieved.

You fire pistols 25% faster.

Target body parts: Hands
License points: 2
Only compatible with True Kin genotypes



[Implant] - **stabilizer arm locks** (Arm)

Chrome clasps fasten arm joints to emulate the stillness of unlife.

For the purpose of determining your accuracy with ranged attacks, your agility is treated as if it were much higher.

Target body parts: Arm
License points: 2

Only compatible with True Kin genotypes



[Implant] - translucent skin (Body • Back)

The diaphanous dermis throws the circulatory, muscular, and nervous networks into silhouetted relief.

You dodge attacks easier.

Target body parts: Body, Back
License points: 2
Only compatible with True Kin genotypes



[Implant] - nocturnal apex (Head) **[May Only be chosen by those of The Toxic Arboreta of Ekumekiyye, the Holy City Here]**

The metabolic rhythms of the Holy City's denizens are synchronized to their diurnal rituals: during the day, repose in prayer beneath the shade of a fluted ziggurat; during the night, prowl the toxic arboreta for sacrifices.

+10% to natural healing rate during the day.
Once per night, you can Prowl, gaining +6% agility and +10% move speed for 100 seconds.

Target body parts: Head
License points: 2
Only compatible with True Kin genotypes
Compute power on the local lattice increases this item's effectiveness.

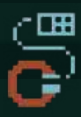


[Implant] - cherubic visage (Head) **[May Only be chosen by those of The Ice-Sheathed Arcology of Ibul Here]**

Carnal instructions dictate the reformation of the face's bone structure and plump tissue mass into a soft and angelic countenance. Through such thaumaturgy, the people of hoary Ibul, cradled in the breast of a collapsed ice shelf, wander its lamplighted streets in rosy-cheeked disinterest.

Gain a small boost to your Ego stat

Target body parts: Face
License points: 1
Only compatible with True Kin genotypes



[Implant] - air current microsensor (Body • Head) [May Only be chosen by those of The Crustal Mortars of Yawningmoon Here]

Near the Fuming God Sea, where seawater crashes into sunrock and erupts into mephitic vapor, a labyrinth of volcanic grottos form a dimensionless space where the utility of sight wanes. For the children of the deep, new senses wax in its stead.

Staircases and other up/down area transitions are always revealed to you.

Target body parts: Body, Head
License points: 2
Only compatible with True Kin genotypes

General Items

Jumpers are free to purchase any items presented down below. Items bought using QP are fiat backed; any alterations or upgrades made will be maintained between jumps, and if the item breaks or is lost forever, it will reappear in your warehouse or warehouse equivalent in the following week.

Conversely, items taken without QP (i.e. without the [Price] suffix) are not fiat-backed.

Most items can be freely found in Qud itself, but will not be fiat backed.

For certain items, please consult the appropriate sections in the Notes section of this document.

All origins are given a bonus 600 QP to spend on this section (and the following section for Origin specific items) only.



Explorer's Pack [Free]

You are given some items to aid your travels in Qud:

- A complete map of Qud that updates in accordance with your journal. After each jump, it creates a mundane copy of itself and shifts to map the next jump.
- A journal with an endless number of pages. You may get to your desired page from the automatically updating table of contents.
- An endless bag for your inventory. The items inside are not rendered weightless.



Bandage [50 QP]

It's worn silk gauze spooled about a wood rod and suited to staunch bleeding.

You are given ten bandages, and get a new one every two days, until you have forty bandages total.



Desalination Pellet [50 QP]

A chalky white cap of rice lattice sucks the salt from liquid volumes. The letter 'H' is etched on its face.

You are given five desalination pellets. You get a new

desalination pellet every day, until you have twenty desalination pellets total.

When applied to a container of liquid, or thrown into a pool of liquid on the ground, it removes up to 200 drams of salt, leaving behind the remaining liquid. Certain liquids change into other liquids under the effect of a desalination pellet.



Portable beehive [50 QP]

Bees crawl over the back-mounted slatted rack. A few more dart around nearby.

Gain boosted reputation with flowers. The bees slowly produce honey as well.



Miner's helmet [50 QP]

A dome of iron and hardened pulp contains its own source of illumination.



Fix-It Spray Foam [100 QP]

An aerosol can blown full of foaminating caulk.

You are given five cans. You get a new can every month, until you have twenty cans total.

It can be applied to repair a damaged item or inorganic creature.



A Collection of Bits [100 QP]

Bits are components used for tinkering, and you get a box full of them. This box contains a number of bits, and once all have been used up, it refills after two months have passed.

The distribution of bits present inside is random, with rarer bits appearing in lesser amounts and vice versa.



Portable wall [100 QP]

Tiny glyphs are inscribed on each exterior face of the handheld box. Though contrarians still puzzle over their meaning, most of Qud's prominent linguist cults have converged on a single interpretation: 'For When Both Nature

and Architects Have Failed You'. One brass pull ring separates you from the promise of those words.

Allows the user to ‘draw’ up to 9 meters of foamcrete wall.



Floating glowsphere [100 QP]

A phosphorescent opal-like fits in the palm of a hand and glows with the light of auroras absorbed chiliads ago. It floats about preternaturally.

Allows the user light in an area of radius 10 meters around them.



Ulnar simulators [200 QP]

Skin-tight gloves of a conducting mesh jolt the hands into high performance.

When powered, boosts the user’s Strength and Agility.



Precision nanon fingers [200 QP]

Fullerene finger extensors splay like fashionable court nails. Their girths are shrunk or unshrunk to task requirements by minuscule servos embedded in the webbing.

Your weapons' percentage-based effects are 3X as likely to occur, including the base chance for critical hits.



Gas mask [200 QP]

A durable plastic mask has been fitted with a simple filter to protect against noxious gas.

Reduces the effect of gases on its wearer. Also protects the wearer slightly against gases that don’t need to be inhaled to have an effect.



Helping hands [200 QP]

Gloved prosthetic hands attach to the ends of articulating rods. The control mechanism is housed in a false spine box.

Worn on back, provide the wearer two extra arm slots, two hands slots, and a gloves slot.



Relic [200 QP]

These are randomly generated items that have special significance within Qud's history. They can have unique relic powers not typically available on normal items or through tinkering.

While you are given the choice between it being a melee weapon, a ranged weapon, a shield or a piece of armour, you must roll your relic in the Relic Rolls section of the Notes section.



Mechanical wings [400 QP]

Force is pushed across bronze spines through an improbable series of flapping motions, whereupon parasols pop open to catch the mercurial wind.

Allows the wearer to fly. They gain boosted reputation with birds and winged mammals when worn.



Ontological anchor [400 QP]

Plutonic metal is etched with a two-dimensional projection of the rhombic dodecahedral honeycomb, allowing it to snap onto the ley lines of the local region.

Bracelet that projects a normality field in the vicinity of the object when dropped, suppressing reality-distorting effects such as teleportation, time dilation, and spacetime vortices. While equipped, it will instead only affect the wearer.



Spray-a-Brain [400 QP]

"SPRAY-A-BRAIN: If these walls could talk…"

A single-use item that can imbue an inanimate object with life. Once animated, the object remains independent and will not consider the creature that brought them to life to be their party leader.

It is also possible for the newly animated object to be hostile to its creator based on their faction association.

You are given five canisters of **spray-a-Brain** and are given a new one every three months.



Metamorphic polygel [400 QP]

Pink slime kneads the inner wall of a glass bottle and starts to take the shape of what's on the other side.

Can be used on an item in order to make an exact duplicate of it. This uses up the can of gel. You are given five cans of metamorphic polygel and are given a new one every three months.

Limitations:

- Cannot be used on items that house a soul.
- Cannot be used on items bought using 400 Choice Points or more. Mundane versions of those items are allowed.
- Duplicating a container will not duplicate its contents. Duplicating a liquid container does.
- Duplicating an item containing ammunition or an energy cell will not duplicate ammunition or the cell along with it.



Phials of cloning draught [400 QP]

Rare liquid able to clone any organic creature or item by either pouring it on them or being consumed by them.

You are given five phials of cloning draught which contain one dram of liquid each (enough to clone one creature) and are given a new one every three months.



Eaters' nectar injector [400 QP]

A glass tube and hype needle deliver a tonic directly to the bloodstream.

For Mutants and Equivalents:
You gain either a permanent small bonus to a random attribute or one mutation point.

For True Kin and Equivalents:
You gain one attribute point that can be used to boost any one attribute.

You are given five injectors, and are given a new one every three months.



Gamma moth terrarium [600 QP | Discounted for mutants]

Vast diaphanous wings painted in the furcate patterns of fractalized geometry bat the air of a glass cube. Ample feed and enrichment dots the enclosure, ensuring a peaceful existence.

Allows mutants to feed their mutations to gamma moths and have them transmit these elsewhere with their mutating gazes.

Post-jump, this may be used by True Kin. Mutations not found in Qud can also be accepted here.



Becoming nook [600 QP | Discounted for True Kin]

A rectangle of neutrofoam imprinted with the human form hangs beneath an arch of glass. Across the foam at eye level, glyphs loop on an elliptical screen. Surgical machinery, obscured by blinding light, beetles out from the underside of an enclosing dome.

Allows True Kin an interface, allowing them to safely and painlessly install, upgrade, or swap out cybernetics. Can store schematics of cybernetics scanned using it, which may be construction if the right materials have been gathered.

Post-jump, this may be used by mutants. Cybernetic implants not found in Qud can also be scanned here.



Schrodinger page from the Annals of Qud [600 QP]

Nary a scholar knows who composes the Annals of Qud or when the chronicling began. But the Quantivists devised a way to entangle their own pages with the official ledger, allowing them to insert themselves into the histories in a favourable light. A few such pages remain.

May be used to insert oneself in a world's history at any point, allowing the user to appear in a faction's official record. May be used to affect reputation.

You are given five pages, and receive a new one every six months.

Origin Specific Items

The following items are specific to a jumper's chosen origin. All origins gain their items costing 100 QP for free and receive others at a discounted price.

As mundane versions of these items exist, items bought using QP have certain qualities not found in their mundane kinds.

Certain items need to be rolled in the appropriate section in the Notes. These items are represented by this font.

General Starting Items

The following items are given to everyone regardless of their origin. These are free, and therefore, not fiat backed.

9-15  torches

2  empty waterskins

3-4  witchwood barks

Depending on the caste or calling you chose at the start, you are given different sets of starting items just like these ones.

Items for the Learned Saint



Compass Bracelet [100 QP | Free for the Learned Sage]

A glass lens encages a magnetized needle and sits inside a leather wristband.

Reduces the wearer's chance of getting lost by 30%. Wearing it with a destination in mind leads you to it.



Gyrocopter backpack [200 QP | Discounted for the Learned Sage]

Articulated blades unfold to form an aerial screw that gets blown upward by an air thruster mounted below. On activation, the equipper takes flight.

Gain slightly boosted reputation with birds and flying mammals.
50% chance per second to repel gases near its user.

Starting Items for the Learned Sage

For the Calling of the Apostle	For the Calling of the Scholar
Equipped	**Equipped**
1 staff 1 witchwood wreath 1 cloth robe 1 leather moccasins	1 staff 1 cloth robe 1 leather moccasins
Inventory	**Inventory**
2 waterskins with 32 drams of fresh water each 1 waterskin with 2d6+1 drams of honey 1-2 goat jerkies	2 waterskins with 32 drams of fresh water each 1 basic toolkit 1-2 goat jerkies 0-2 random **books**
Boosts and Reputation	**Boosts and Reputation**
+2 Ego	+2 Intelligence

Items for the Warrior



Pure furs [100 QP | Free for the Warrior]

It's a length of salt-sucked skin cut from a goat, or tomb ferret, and it's powdered with the white dust of the dead.

Slightly protects the wearer from the elements, and allows them to disguise themself as any animal.



Warden's token [200 QP | Discounted for the Warrior]

A silver shekel was stamped with the brave-red courage of the protector.

Allows the wearer entrance into any private place for the purpose of protection. Wearing it inspires trust in others.

Starting Items for the Warrior

For the Calling of the Warden	For the Calling of the Marauder
Equipped	**Equipped**
1 iron long sword 1 leather armour 1 iron buckler 1 leather moccasins	1 bronze battle axe 1 furs
Inventory	**Inventory**
1 waterskin with 32 drams of fresh water 1 canteen with 32 drams of fresh water 2-6 witchwood barks 8-10 goat jerkies	1 waterskin with 32 drams of fresh water 8-10 bear jerkies
Boosts and Reputation	**Boosts and Reputation**
+2 Strength +Boosted reputation with the Fellowship of Wardens	+2 Strength

Items for the Mysterious Stranger



Special Wide-brimmed hat [100 QP | Free for the Mysterious Stranger]

The crown is crushed by wear into a hundred papery creases, and the brim is stained in the fractal signatures of sweat and salt.

Prevents the wearer from getting blinded by sudden bright lights and decently protects their identity.



Perfected Recycling suit [200 QP | Discounted for the Mysterious Stranger]

Rubber tubes worm their way through salvaged elastyne filted with filters to recover wastewater from the overworked body.

Drastically reduces the wearer's water consumption to 1/4th the usual rate.

Starting Items for the Mysterious Stranger

For the Calling of the Gunslinger	For the Calling of the Nomad
Equipped	**Equipped**
2 chrome revolvers 1 woven tunic 1 wide-brimmed hat	1 recycling suit 1 goggles
Inventory	**Inventory**
1 waterskin with 32 drams of fresh water 225-275 lead slugs 3-4 beetle jerkies	1 canteen with 32 drams of fresh water 4-5 salthopper chips 1 desert kris
Boosts and Reputation	**Boosts and Reputation**
+2 Agility +Boosted reputation with mysterious strangers	+2 Toughness +Boosted reputation with the Issachari tribe

Items for the Tinker



Ultra toolkit [100 QP | Free for the Tinker]

An array of tinkering utensils clang against carbide: voltmeter, polyjack, soldering knife, ion shield, circuitboard, and three spare vacuum tubes.

Always has the tools needed to a disassemble a given artifact. The user is bound to get most, if not all of the disassembled item's bits. This does not require power.



Configurable data disk [200 QP | Discounted for the Tinker]

Beneath the metal shutter, a crystalline disk is grooved with microscopic pits that encode data.

Allows the user to scan and copy an artifact (or item mod)'s schematics, no matter how complex it is. Skill is still required to build the artifact itself.

Starting Items for the Tinker

For the Calling of the Tinker	For the Calling of the Arconaut
Equipped	**Equipped**
1 bronze dagger 1 cloth robe 1 leather moccasins	2 bronze daggers 1 short bow 1 pocketed vest 1 vinewood sap mask
Inventory	**Inventory**
1 waterskin with 32 drams of fresh water 1 basic toolkit 1-2 goat jerkies 1-4 things from **Junk 1** 3-4 things from **Artifact 1** 1-4 things **from Scrap 1**	1 waterskin with 32 drams of fresh water 1 canteen with 32 drams of fresh water 1 basic toolkit 30-50 wooden arrows 2-3 canned Have-It-Alls 1-4 things from **Junk 1** 3-4 things from **Artifact 1**

	1-4 things from Scrap 1
Boosts and Reputation	**Boosts and Reputation**
+2 Intelligence +Boosted reputation with the Barathrumites	+2 Agility

Items for the Greybeard



Mechanized walking stick [100 QP | Free for the Greybeard]

A long slate rod flares out at the bottom to hold capacitors and a concussive corm.

Allows the user ease when walking of difficult terrain. Can be used as a stun rod if flipped.



Reprogrammable recoiler [200 QP | Discounted for the Greybeard]

A small crystalline disk with a recessed button on top.

Allows the user to teleport back to a location they have visited. This recoiler is easily reprogrammable.

Starting Items for the Greybeard

For the Calling of the Greybeard	For the Calling of the Pilgrim
Equipped	**Equipped**
1 walking stick 1 short bow 1 furs 1 sandals	1 staff 1 cloth robe 1 sandals
Inventory	**Inventory**
1 waterskin with 32 drams of fresh water 30–50 wooden arrows 8–10 bear jerkies	2 waterskins with 32 drams of fresh water each 1 waterskin with 2d6+1 drams of wine 2–3 crusty loaf
Boosts and Reputation	**Boosts and Reputation**
+3 Willpower -1 Strength +Boosted reputation with bears	+2 Willpower

Items for the Merchant



Special hoversled [100 QP | Free for the Merchant]

A toboggan repels above the ground and gently rocks on an ethereal wave. It's encircled by a corona of wafting dust.

Special hoversled that can carry 150 lbs of weight.



Shining merchant's token [200 QP | Discounted for the Merchant]

A silver shekel was stamped with the vine-swathed scales of the bazaar.

Allows the user entrance to any settlement for the purpose of trade.

Starting Items for the Merchant

For the Calling of the Water Merchant	For the Calling of the Waterwine Farmer
Equipped	**Equipped**
1 bronze dagger 1 woven tunic 1 cloth robe 1 leather moccasins	1 iron vinereaper 1 woven tunic
Inventory	**Inventory**
2 empty waterskins 7 waterskins with 32 drams of fresh water each 1 canteen with 32 drams of fresh water 1-2 goat jerkies 1 merchant's token 3-4 things from **Junk 1** 2-3 things from **Artifact 1**	8-10 vinewafer sheafs 2-5 things from **Ingredients** 1 farmer's token 1 cookbook
Boosts and Reputation	**Boosts and Reputation**
+3 Ego	+2 Toughness

+Boosted reputation with Water Barons	

Items for The Toxic Arboreta of Ekumekiyye, the Holy City



Figurine Toolkit [100 QP | Free for The Toxic Arboreta of Ekumekiyye, the Holy City]

An array of tinkering utensils clang against wood: tweezers, a tiny hammer, pliers, inverted pliers, glass marbles, and three chisels.

Contains tools for carving figurines from stones and gems.



VISAGE [200 QP | Discounted for The Toxic Arboreta of Ekumekiyye, the Holy City]

Visual Instrument and Sensory Augmentation (G Edition)

Data is painted back and forth between the glass lunes of visor and wristlet. Whereas the outer trim shines gold on F Edition, on this model it fades to grey.

When worn, powered, and booted up, provides bioscanning, techscanning, and structural scanning.

Starting Items for The Toxic Arboreta of Ekumekiyye, the Holy City

For the Horticulturist	For the Priest of All Suns
Equipped	**Equipped**
1 bio-scanning bracelet (with a solar cell) 1 steel vinereaper 1 gas mask 1 cloth robe 1 leather moccasins 1 short bow	1 amber-tipped staff 1 cloth robe 1 scarlet shawl 1 smiling sun mask 1 sandals
Inventory	**Inventory**
3 waterskins with 32 drams of fresh water each 3-4 Ekuemekiyyen greens 30-50 wooden arrows	3 waterskins with 32 drams of fresh water each 3-4 Ekuemekiyyen greens 3d6 bandages

1d3+1 defoliant grenade mk I 1-3 salve injectors 2-6 injectors from **Injectors** 1-2 energy cells from **Cells** 0-1 things from **Trinkets 1** 0-2 things from **Artifact 1** 0-2 things from **Artifact 2**	30-50 wooden arrows 2-4 salve injectors 2-5 injectors from **Injectors** 1-2 energy cells from **Cells** 0-1 things from **Trinkets 1** 0-2 things from **Artifact 1** 0-2 things from **Artifact 2** 0-1 things from **Artifact 3**
Boosts and Reputation	**Boosts and Reputation**
+3 Intelligence +Increased protection vs. bleeding	+3 Ego +Increased protection vs. bleeding
----------	
For the Priest of All Moons	For the Syzygyrior
Equipped	**Equipped**
1 opal-pommelled **steel** battle axe 1 cloth robe 1 albino monkey braid 1 frowning moon mask 1 leather moccasins 1 compound bow	2 things from **Melee Weapons 2** 1 vine-weave tunic 1 panther's cloak 1 sun and moon mask 1 sandals
Inventory	Inventory
1 **steel** butcher knife 3 waterskins with 32 drams of fresh water each 3-4 Ekuemekiyyen greens 30-50 wooden arrows 1-3 salve injectors 2-5 injectors from **Injectors** 1-2 energy cells from **Cells** 0-1 things from **Trinkets 1** 0-2 things from **Artifact 1** 0-2 things from **Artifact 2**	1 waterskins with 32 drams of fresh water 3-4 Ekuemekiyyen greens 2-4 salve injectors 2-5 injectors from **Injectors** 0-2 things from **Artifact 1** 0-2 things from **Artifact 2**

0-1 things from **Artifact 3**	
Boosts and Reputation	**Boosts and Reputation**
+2 Toughness +2 Willpower +Increased protection vs. bleeding	+3 Agility +Increased protection vs. bleeding

Items for The Ice-Sheathed Arcology of Ibul



Brave banner [100 QP | Free for The Ice-Sheathed Arcology of Ibul]

Platinum stitch on a field of salt white brings recognition to the eyes of one's tribe. The banner has been sewn into a blue collar.

Greatly boosts the might and bravery of allies when raised.



Ultimate Droid scrambler [200 QP | Discounted for The Ice-Sheathed Arcology of Ibul]

A transmitter discoid beeps out staccato noise to create interference across short-range frequency bands.

Pacifies droids around the user. A variable setting increases its ability.

Starting Items for The Ice-Sheathed Arcology of Ibul

For the Artifex	For the Consul
Equipped	**Equipped**
1 stun rod	1 walking stick
1 studded leather armour	1 force bracelet
1 telescopic monocle	1 filthy toga
1 leather moccasins	1 sandals
Inventory	**Inventory**
3 waterskins with 32 drams of fresh water each	4 waterskins with 32 drams of fresh water each
2-3 food cubes	1 waterskin with 2d6+1 drams of wine
1 basic toolkit	2-3 food cubes
1-3 salve injectors	1 basic toolkit
2-4 injectors from **Injectors**	1-3 salve injectors
0-1 things from **Trinkets 1**	2-4 injectors from **Injectors**
1-4 things from **Junk 1**	1-2 energy cells from **Cells**
6-12 things from **Scrap 1**	0-1 things from **Trinkets 1**
2-4 energy cells from **Cells**	0-2 things from **Artifact 1**
1-2 things from **Artifact 2**	

0-2 things from **Artifact 3**	0-2 things from **Artifact 2** 1-2 things from **Artifact 3**
Boosts and Reputation	**Boosts and Reputation**
+3 Intelligence +15% cold resistance	+3 Ego +15% cold resistance
----------	
For the Praetorian	For the Eunuch
Equipped	**Equipped**
1 steel long sword 1 steel shield 1 Issachar rifle 1 chain mail 1 Praetorian's Cloak 1 leather boots	1 steel dagger 1 walking stick 1 chrome revolver 1 cloth robe 1 sandals
Inventory	Inventory
3 waterskins with 32 drams of fresh water each 2-3 food cubes 20-33 lead slugs 2-3 salve injectors 1-3 injectors from **Injectors** 1 energy cell from **Cells** 0-2 things from **Artifact 2**	1 waterskins with 32 drams of fresh water 2-3 crusty loaf 30-50 lead slugs 1-3 salve injectors 2-4 injectors from **Injectors** 1 energy cell from **Cells** 0-2 things from **Artifact 1** 0-2 things from **Artifact 2**
Boosts and Reputation	**Boosts and Reputation**
+2 Strength +1 Toughness +1 Willpower +15% cold resistance	+2 Agility +2 Intelligence +15% cold resistance

Items for The Crustal Mortars of Yawningmoon



Night-vision goggles [100 QP | Free for The Crustal Mortars of Yawningmoon]

Focus-ringed binoculars read the tells of infrared light and produce a textured picture of eye-warm greens.

When worn and powered, allows the wearer to see in perfect vision in a radius of 45 meters around themself.



Transkinetic cuffs [200 QP | Discounted for The Crustal Mortars of Yawningmoon]

A dial clicks at right intervals on the metal wrist, and mercurial silver courses through tubework along the plastifer sleeve.

When worn, powered, and booted up, allows the wearer to change their body temperature, which can help prevent freezing and burning.

Starting Items for The Crustal Mortars of Yawningmoon

For the Child of the Hearth	For the Child of the Wheel
Equipped	**Equipped**
1 steel mace	1 steel potter's knife
1 leather apron	1 steel hand axe
1 steel gauntlets	1 woven tunic
1 leather boots	1 leather moccasins
Inventory	**Inventory**
2 waterskins with 32 drams of fresh water each	3 waterskins with 32 drams of fresh water each
3-4 smoldered mushrooms	3-4 smoldered mushrooms
4-8 injectors from **Injectors**	4-8 injectors from **Injectors**
0-2 energy cells from **Cells**	1-2 energy cells from **Cells**
0-2 things from **Artifact 1**	0-1 things from **Trinkets 1**
0-2 things from **Artifact 2**	0-2 things from **Artifact 1**
0-1 things from **Artifact 3**	0-2 things from **Artifact 2**
	1-2 things from **Artifact 3**

Boosts and Reputation	Boosts and Reputation
+3 Strength +15% heat resistance	+1 Strength +2 Agility +1 Ego +15% heat resistance
----------	
For the Child of the Deep	For the Fuming God-Child
Equipped	Equipped
1 steel hand axe 1 studded leather armour 1 headlamp 1 magnetised boots 1 nanopneumatic jackhammer 1 structural scanning bracelet (with a combustion cell)	1 obsidian kris 1 billowing conch of the Aji 1 ash-stained robes 1 crimson hood 1 sandals
Inventory	Inventory
3 waterskins with 32 drams of fresh water each 3-4 smoldered mushrooms 2-4 injectors from **Injectors** 1-2 energy cells from **Cells** 0-1 things from **Trinkets 1** 0-2 things from **Artifact 1** 0-2 things from **Artifact 2** 0-1 things from Artifact 3	3 waterskins with 32 drams of fresh water each 3-4 smoldered mushrooms 4-9 injectors from **Injectors** 1-2 energy cells from **Cells** 0-1 things from **Trinkets 1** 0-2 things from **Artifact 1** 0-1 things from **Artifact 2** 0-1 things from **Artifact 3**
Boosts and Reputation	**Boosts and Reputation**
+3 Toughness +15% heat resistance	+4 Willpower +15% heat resistance

Companions

Companions can purchase more companions.

Old Friends - Companion Import

You may import your pre-existing companions into this setting.

For 50 QP, you may import up two companions. 100 QP lets you import up to four, and 200 QP lets you import up to eight. You may not import more than eight companions.

They receive 800 QP for their purchases and may take drawbacks to increase their QP.

New Tribe - Companion Export

You are free to take anyone along with you on your adventures and have given their consent. Note that manipulation of all kinds fail while they make this decision.

Special Companions [50 QP]

These chosen companions will only manifest in Qud if they are bought, which also ensures a very good first impression.

Marsh Taur



First seen wandering around the swamps of Qud, the Marsh Taur were swiftly pulled into the hold of a settlement. Still, their early life shines within them; They're fast and agile, and great with using an axe for battle - they do lack somewhat in intelligence, however.

Their mutations are Freezing Ray, Multiple Legs, Amphibious (D) and Teleportation.

Dream Tortoise



Having lived a life in the desert canyons of Qud, the Dream Tortoise desires an adventure of her own. While she may be older than most, her heart swells at the scent of relics; She's mighty strong and tough as well, with her heavy shell doing nothing to drag her down. For all her smarts, however, she isn't the greatest with people.

Her mutations are Carapace, Heightened Hearing, Horns, and Sleep Gas Generation.

Gunwing



Stalking through Qud's forests is the infamous assassin/bounty hunter, the Gunwing. With a beak that is almost always in a smirk, a pair of chrome revolvers, and his wide-brimmed hat, you'll be meeting quite the character. He isn't the strongest, but his impressive agility and smarts have gotten him out of more trouble than he can name; He's a bit mischievous, but sports a heart of gold.

His mutations are Beak, Heightened Quickness, Wings, and Force Bubble.

Star-Eye Esper



Spreading the good word of Resheph - and successful cultist - is the Star-eye esper. She's a little odd with how she speaks, and while not the strongest or most agile, her way with words has let her amass a small group of very loyal supporters.

Her mutations are Clairvoyance, Light Manipulation, Stunning Force, Teleport Other, and Sense Psychic.

Firefrond



Hailing from the Salt Marshes is the Firefrond. While they grew up in less than stellar circumstances, they've got a drive that has kept them going. They love reading, honest work, wearing faces, and the wide open plains. They're a genuinely decent person, apart from the 'wearing faces' bit.

Their mutations are Unstable Genome, Flaming Ray, Photosynthetic Skin, and Burgeoning.

bzzzt



Once wandering aimlessly through the Salt Dunes, bzzzt didn't know where she was or where to go. And yet, against all odds, she was taken in by the Six Day Stilt, which made her a proud Mechanimist. She's pretty strong, quick on her feet and tough, and has a good head on her shoulders. Although some may find her odd, she has a big heart that cares for anyyone she declares a friend.

Her mutations are Burrowing Claws, Electrical Generation, Heightened Hearing, Night Vision, Spinnerets, Thick Fur, and Socially Repugnant (D)

Praetorian Prime



Priding herself as a fighter of justice is the Praetorian Prime. She hails from Ibul, and left for her journey long ago, and as such, boasts a wealth of experience. She's strong and tough, and has enough willpower to breeze through almost everything.

She also has a cute little dog, who departed from Ibul alongside her.

Her cybernetic implant is night vision.

First Gardener



A young man having travelled to Qud from Ekumekiyye to research its many unique plants… and to check out the mighty spindle that can be seen from all over. He's a jack of all trades, and with his skill in navigating through jungles, he's mostly prepared for what Qud has to offer.

He's lethal, sharp-witted, and loves to tease.

His cybernetic implant is nocturnal apex.

First Child of the Hearth



An older man who has decided to brave the lands of Qud to test his strength and conviction. While his strength is nothing to sneeze at, he can be awfully jumpy at times and is not quite the smartest.

All that said, he can grow to be pleasant company around those he favours - and he can cook a mighty good meal.

His cybernetic implant is carbide hand bones.

Scenarios

Scenarios are optional challenges one may take to reap special rewards. You may take any of the following scenarios down below. Scenarios are not exclusive.

Scenario 1 - Mapping Out Histories

Qud's history had six Sultans, rulers who were in power during, and relevant to, Qud's history. While there are a number of tales of the first five - some say they were cats, some claim they were human, and many hope their true forms were fluid - the last Sultan of Qud, Resheph, has a rather consistent tale.

By accepting this scenario, you must uncover the complete history of the Sultans, and publish your findings in a book for all your fellow historians.

Limitations:

You may not use any Perk or Item that lets you scour the world for relics; You must rely only on the good words of the denizens - and from books and other such sources - of Qud to find information on the Sultans.

Reward:

A Historical Mind

Your mind has gained a certain quality that has made you hungry for knowledge and uncovering mysteries. You are better able to make connections - in a way that seems natural. As an added bonus, you gain the ability to remember even the smallest of topics.

This ability is made a facet of your being and can never be taken away, only set dormant if you decide to.

Scenario 2 - The Meaning of it All

Sometime after arriving in Qud, you will come across a certain item that could use a second look by a race of grand tinkers, the Barathrumites.

You may come to think of them as friends, or you may come to think of them as fools; However, be prepared for an adventure through the lands of Qud, one that will see you exploring almost every inch of it.

Limitations:

While there are no hard limits for this scenario, it is recommended that one only uses the abilities and items they are granted through this Jump Document. (At least that is the intended manner)

Reward:

The Golem

You gain the Golem you constructed near the end of this quest. For future settings, this Golem fills a spot between Companion and Item; It will not use a Companion slot and will gain only half of the Choice Points granted to main Companions.

By default, the Golem lacks a sentience of its own - but it may be granted through other means. In either case, the previous statements would still apply.

Drawbacks

Drawbacks may be taken to give oneself more Qud Points. As such, there is no limit to the amount of QP you can get through drawbacks.

General Drawbacks

You see a cave spider and stop moving [+ 100 QP]
You are far more skittish than usual; This doesn't affect your ability to fight or your social skills, but on your travels, you'll always be on the lookout for anything that might be hostile.

This may be a rimewyk or a lowly cave spider - but keeping an eye out is bound to get you distracted.

Pack Rat [+ 100 QP]
You compulsively lug around anything you can. Even the most mundane of objects - such as metal chairs - will catch your eye, and you'll be compelled to carry it around.

Directionally Challenged [+ 100 QP]
You were never the best with directions, and in Qud - even with the spindle appearing way in the distance - this is very much true.

You find yourself getting very easily lost.

Bleeding Pockets [+ 100 QP]
You have forgotten the art of trading; It does not matter how simple or shiny an item looks, because both would appear the same to you.

You'll have to use context clues to make the right purchases, lest you get scammed.

A certain manner of speech [+ 100 QP]
You find yourself talking in a manner befitting most of Qud's population. While this won't get you many questionable looks, it may be hard to properly say what you were aiming to say.

Extended Stay [+ 100 QP | May Be Bought Five Times]
For each purchase of this drawback, your time here is extended by an additional ten years. This can be bought a maximum of five times.

Distractions Abound! [+ 200 QP]
They say curiosity killed the cat, but you never got that memo. Whenever you come across a new lair, ruins, or a historical site, you are compelled to explore it - even if it reaches multiple strata into the earth.

Fetch Quests Galore [+ 200 QP]
You have an air about you that marks you as someone best suited for fetch quests. Expect to be burdened with fetch quests whenever you enter a new settlement.

This also makes sparking baetyls much more common.

Luckless [+ 200 QP]
You are slightly unluckier than usual. While this won't affect your standing with factions or your conversations with others, it may cause you to bite off more than you can chew.

The Putus Templar [+ 200 QP / + 400 QP (upgraded)]
The Putus Templar scour the land, subjugating mutants and those an affront to their way of life no matter where they go. Naturally, you also fall into this category.

For + 200 QP, the Putus Templar will be rare, but they will have you in their sights. This tier is mandatory and free for mutants.

> For an additional + 200 QP, you may upgrade this drawback. Now, not only are Putus Templar parties far more common, they are much better prepared as well.

Newly Arrived [+ 200 QP / + 500 QP (upgraded)]
You've entered Qud for the first time, so it is only fitting that you know very little about the area. Any knowledge you may have had about Caves of Qud has vanished from your mind.

> - For an additional + 300 QP, you may upgrade this drawback. If bought, you forget what you've purchased using this Jump Document.

An (Unfortunately) Resilient Genome [+ 400 QP | Exclusive to mutants]
Your genome is particularly resilient to change; In short, you won't be able to reap the benefits of beneficial mutations during your time here.

Defective mutations work as normal, but perhaps you can use them in ways they were not meant to be; With this defect, certain

defective mutations may let you make use of your beneficial mutations by accident.

You are not an aristocrat [+ 400 QP | Exclusive to True Kin]
Your family history is not as pure as you may have hoped. While it isn't anything obvious, the becoming nooks see all, and they do not recognise you as a True Kin.

That does not mean you cannot use cybernetics, but implanting them without a becoming nook will be very risky at best, and life-threatening at worse.

Pursued by Extradimensional Hunters [+ 400 QP]
Your arrival caused ripples to form throughout the psychic aether - and the cosmos themselves. For the duration of your stay here, you will be relentlessly hunted by extradimensional interlopers, slowly growing in strength as you grow stronger.

These hunters disappear after death, taking their inventories with them.

Memory Eaten [+ 400 QP]
Your arrival to Qud was imperfect, with your memories having been left far behind. As such, any knowledge you had of previous worlds, Perks and Items has vanished.

This drawback does not prevent you from using them, however.

Locked Out [+ 600 QP]
You cannot use any Perk or Item you may have bought in previous worlds. This even extends to your Warehouse or Warehouse-Equivalent; You are completely locked out and bound to Qud.

Defects

Unlike the General Drawbacks above, this section is for defects, or defective mutations. These drawbacks - in addition to QP - also provide MP.

For those of the True Kin origin, as they cannot get MP here, they are given an extra 50 QP for taking defects.

While you are able to take any number of defects, you only gain MP / extra QP from one defective mutation.

Physical Defects



Albino (D) [+ 200 QP][+ 2 MP | You May Not Buy Photosynthetic Skin]

Your skin, hair, and eyes are absent of pigment.

You regenerate at one-fifth the usual rate in the daylight.



Amphibious (D) [+ 400 QP][+ 3 MP]

Your skin must be kept moist with fresh water.

You pour water on yourself rather than drinking it to quench your thirst.

You require about two-thirds more water than usual.

You gain a small boost to your reputation with frogs.



Brittle Bones (D) [+ 400 QP][+ 4 MP]

Your bones are brittle.

You suffer 50% more damage from bludgeoning attacks, falling, and other sources of concussive damage.

This defect may be removed post-jump.



Carnivorous (D) [+ 200 QP][+ 2 MP | You May Not Buy Photosynthetic Skin]

You eat meat exclusively.

You get no satiation from food that aren't meat. If you eat raw food that isn't meat, there's a 50% chance you become ill for 2 hours. You can't cook with plant or fungus ingredients. You don't get ill when you eat raw meat. You can eat raw meat without being famished.



Cold Blooded (D) [+ 200 QP][+ 2 MP]

Your vitality depends on your temperature; at higher temperatures, you are more lively. At lower temperatures, you are more torpid.

Your base quickness is reduced by 10%, and increases as your temperature increases, and decreases as your temperature decreases.

You gain a small boost to your reputation with unshelled reptiles.



Electromagnetic Impulse (D) [+ 200 QP][+ 2 MP]

You involuntarily release electromagnetic pulses, deactivating robots and artifacts around yourself.

Small chance each round you're in combat that you release an electromagnetic pulse with a radius of 3 meters, deactivating robots and artifacts (including those you carry) for 11-20 seconds.



Hooks for Feet (D) [+ 200 QP][+ 4 MP][Occupies Feet Slot]

You have hooks for feet. You cannot wear shoes.



Irritable Genome (D) [+ 400 QP][+ 4 MP]

Your genome is irritable and unpredictable.

Whenever you spend a mutation point, the next mutation point you gain will be spent randomly. Whenever you buy a new mutation, you get a random one instead of a choice of three.

For True Kin, this defect manifests differently; Rarely, your genome will randomly shift for a few hours a day. During this period, you cannot access becoming nooks and will be given a random physical defect.

This defect may be removed post-jump.



Myopic (D) [+ 200 QP][+ 3 MP]

You are near-sighted. You can only clearly see up to a radius of 10 meters around you.



Nerve Poppy (D) [+ 200 QP][+ 2 MP]

You lack a developed sense of pain. You can only know your general state of health from how you look.



Spontaneous Combustion (D) [+ 400 QP][+ 3 MP]

You spontaneously erupt into flames.

Small chance each second you're in combat that you spontaneously erupt into flames.



Tonic Allergy (D) [+ 400 QP][+ 4 MP]

You are allergic to tonics.

The chance your mutant physiology reacts adversely to a tonic is increased to 33%.

If you react adversely this way to a salve or ubernostrum tonic, the adverse reaction effect is chosen randomly from among other tonic effects. You will still heal.

This defect may be removed post-jump.

Mental Defects



Amnesia (D) [+ 400 QP][+ 2 MP]

You forget things and places.

Whenever you learn a new secret, there's a small chance you forget a secret.

Whenever you return to a place you previously visited, there's a small chance you forget the layout.

This defect may be removed post-jump.



Blinking Tic (D) [+ 200 QP][+ 3 MP]

You teleport about uncontrollably. Small chance each round you're in combat that you randomly teleport to a nearby location.



Dystechnia (D) [+ 400 QP][+ 2 MP | You May Not Buy Psychometry]

You are befuddled by technological complexity.

You're much worse at examining artifacts. You can't have artifacts identified for you because you don't understand their explanations.

When you fail severely during artifact examination, the artifact explodes.



Evil Twin (D) [+ 600 QP][+ 3 MP]

Acting on some inscrutable impulse, a parallel version of yourself travels through space and time to destroy you.

Each time you embark on a new location, there's a small chance your evil twin has tracked you there and attempts to kill you.

Evil twins don’t drop items on death.

This defect may be removed post-jump.



Narcolepsy (D) [+ 200 QP][+ 3 MP]

You fall asleep involuntarily from time to time.

Small chance each second you're in combat that you fall asleep for 20-29 seconds.



Psionic Migraines (D) [+ 200 QP][+ 4 MP | You May Not Buy Horns]

You suffer from power psionic migraines that render your head extremely sensitive.

You can't wear hats or helmets.



Quantum Jitters (D) [+ 200 QP][+ 3 MP]

Your willful acts sometimes dent spacetime.

Whenever you use an ability, there's a small chance your focus slips and you dent spacetime in the local region, causing 1-2 spacetime vortices to appear. This chance increases the longer you go without using an ability.



Socially Repugnant (D) [+ 200 QP][+ 2 MP]

Others find it difficult to tolerate you in social settings.

You lose some reputation with every faction.

The End

Your adventures in Qud seem to have come to an end; Now you are presented with three different options, each with immense weight. In whichever case, live and drink water-sib.

Miles to go yet

Qud is but a sliver of land; There are plenty more worlds for one such as yourself to explore - bid this land farewell and be on your way.

Your place in the world

You have found peace in Qud; It is a very rare thing, and one that must be cherished. Remain in Qud for the remainder of your life, and perhaps go past even its boundaries.

Like waking from a dream

All stories must come to an end, and it seems that yours has as well. Appear back in your home world, with all the spoils of your adventures and memories to look back on.

Notes

For detailed information on Caves of Qud, please read through the official wiki or through playing the game itself.

For some explanation:

Temperature

Caves of Qud doesn't use Celsius or Fahrenheit. Rather, it uses T or °. In Qud, the default ambient temperature of the world is 25T. For each object, there are usually four important temperature thresholds:

- Brittle temperature, the temperature an object becomes frozen (by default, this is -100T)
- Freezing temperature, the temperature an object starts to freeze (default 0T)
- Flaming temperature, the temperature an object is set on fire (default 350T)
- Vapour temperature, the temperature an object is vaporised (and instantly destroyed). (default 10,000T)

Artifacts

In the same way that a person from the 1700s would not recognise or understand how to use a computer or smartphone, people in Qud do not immediately recognise or understand artifacts. Thus, before artifacts can be used, they must be inspected and identified.

If your world of origin, or any of the worlds you visited, had technology from the 2000s Earth or so, this isn't that much of a problem for you.

Relics

Relics are items that have special significance in the history of Qud. While usually found in historical sites, sultan reliquaries, or rarely in ruins, they can also be bought using this contract document.

Relics can appear with unique powers not typically available on normal items or through tinkering. This section for generating one's bought relic.

Relic (And Artifact) Tier

First, roll a 1d8 for your relic's tier. An explanation of tiers is given below:

Tier	Description	Examples
0-1	Early-to-mid ancient world technology. Wood, ceramics, natural fiber fabrics, bronze, iron, etc.	folding cot, clay pitcher, boar-skin gloves, bronze two-handed sword
2-3	Late ancient world, medieval, early modern, and basic contemporary tech. Steel, steam power, gunpowder, gears, pendula.	iron maiden, Barathrum clock, chrome revolver, chain coif
4-5	More sophisticated contemporary tech and near-future tech clearly inside our horizon of imagination. Folded carbide, efficient turbines, aerolizers, rocket power, circuits, vacuum tubes.	solar power station, flamethrower, recycling suit, laser pistol
6-7	Far-future tech, well in the domain of sci-fi. Still inside the horizon of our imagination but pushing toward it. Cloning, ubiquitous phase technology, crysteel, minor spacefolding/light-skipping.	hypertractor, nanoweave vest, Spray-a-Brain, powered exoskeleton
8	FAR future, science-fantasy, metaphysical tech. Spacetime folding, quantum manipulation, advanced metamaterials, highly efficient energy weapons, antimatter manipulation.	zetachrome pumps, antimatter cell, timecube, grav chair

Relic Powers

First, roll a 1d4 to determine the amount of unique relic powers. Then roll for a major power using the following formulae:

For weapons: Roll a 1d15 [As W:1-15]

For shields: Roll a 1d16 [As S:1-16]

For armours: Roll a 1d12 [As A:1-12]

Major Powers

Powers marked with an (E) require an energy cell to function. Gold-coloured values are randomly determined. Chrome-coloured values are decided based on the Tier of the armour or weapon (which you rolled before), which cab range from 1-8 (tier 1 items will have the lowest value shown below, while tier 8 items will have the highest value shown).

Power	Description	Rolls
Transmute into Gem	0.4-3.2% chance to transmute any attacked target into a gemstone when it is hit	[W:1]
Glazed	10-26% chance to dismember on hit.	[W:2]
Relic Freezing (E)	Weapon deals cold damage on hit, lowering the target's temperature. Can be overloaded for greater cold damage, and a higher tier leads to higher damage.	[W:3]
Beetle Host (E)	When powered, discharges a clockwork beetle friend on hit. Drains cell power quickly.	[W:4]
Fatecaller	50% of the time, the Fates have their way.	[W:5]
Improved Teleportation	Grants you Teleportation at level 1-8. If you already have Teleportation, its level is increased by 1-8.	[W:6]

Powered Strength Boost (E)	+1-2 to your Strength attribute.	[W:7] [S:1]
Powered Willpower Boost (E)	+1-2 to your Willpower attribute.	[W:8] [S:2]
Powered Ego Boost (E)	+1-2 to your Ego attribute.	[W:9] [S:3]
Improved Light Manipulation	Grants you Light Manipulation at level 1-8. If you already have Light Manipulation, its level is increased by 1-8.	[W:10] [S:4] [A:1]
Improved Temporal Fugue	Grants you Temporal Fugue at level 1-8. If you already have Temporal Fugue, its level is increased by 1-8.	[W:11] [S:5] [A:2]
Improved Electrical Generation	Grants you Electrical Generation at level 1-8. If you already have Electrical Generation, its level is increased by 1-8.	[W:12] [S:6] [A:3]
Loved by a Faction	Gain a massive boost to reputation with a certain faction.	[W:13] [S:7] [A:4]
Liked by a Faction	Gain a boost to reputation with a certain faction.	[W:14] [S:8] [A:5]
Faction Slayer	1-8% chance to behead a certain faction's members on hit. (behead chance only applies when using the item itself as a weapon) Lost some reputation with a certain faction.	[W:15] [S:9] [A:6]
Traveller's Boon - Movespeed (E)	+(1-4 + 8-32)% Movement speed +(20-40 + 0-70) lbs. carry capacity. (Movement speed bonus requires energy	[S:10] [A:7]

	cell, carry capacity does not.)	
Traveller's Boon - Teleporation	Grants you Teleportation at level 1-8. If you already have Teleportation, its level is increased by 1-8. +(20-40 + 0-70) lbs. carry capacity.	[S:11] [A:8]
Improved Clairvoyance	Grants you Clairvoyance at level 1-8. If you already have Clairvoyance, its level is increased by 1-8.	[S:12] [A:9]
Blink (E)	Whenever you're about to take damage, there's a 6-13% chance you blink away instead.	[S:13] [A:10]
Improved Attribute	+1-2 to your Strength, Intelligence, Willpower, or Ego attribute	[A:11]
Improved Cold Resistance	+1-2% Cold resistance	[A:12]
Reflect	Reflects 1-8% damage back at your attackers, rounded up.	[S:14]
Powered Intelligence Boost (E)	+1-2 to your Intelligence attribute	[S:15]
Powered Cold Resistance Boost (E)	+20-30% Cold Resistance	[S:16]

Minor Powers

In addition, Relic weapons, armour, and shields are guaranteed to have one of the following intrinsic qualities:

Item Type	Enhancement	Rolls
Melee Weapons (roll 1d5)	Your weapon can potentially do more damage.	1
	Your weapon is quicker than expected.	2
	Your weapon does slightly more damage.	3
	Your weapon does a lot more damage.	4
	Your weapon is more accurate.	5
Ranged Weapon (roll 1d8)	Spray Fire (shots do not go wild because of adjacent enemies)	1
	Increased rate of fire (on magazine-fed weapons, also increases ammo capacity by 1 if ammo capacity would become less than rate of fire.)	2
	Your weapon can potentially do more damage.	3
	Your weapon is quicker than expected.	4
	Your weapon does slightly more damage.	5
	Projectiles penetrate through creatures.	6
	Projectiles ignore armour	7
	Your weapon is much more accurate.	8
Shields (roll 1d4)	Your shield is better able to block attacks.	1
	Your chance to dodge attacks increases.	2
	You get a 5-10% increase in quickness.	3
	Your shield is sturdier	4

Armour (roll 1d7)	Your chance to dodge attacks increases.	1
	Your armour is sturdier.	2
	Your mental armour is sturdier.	3
	+10% increase to Cold, Heat, Acid, or Electrical Resistance.	4
	Gain a 1 point boost in any one attribute.	5
	Your attacks are more accurate.	6
	You get a 5-10% increase in quickness.	7

Item Rolls

This section is for the randomised items (shown in this text) within an origin's starting items.

Junk 1

Roll a 1d9 for the following:

1. 1 copper nugget
2. 1d6 torches
3. 1 starapple
4. 3d6 wooden arrows
5. staff
6. bronze dagger
7. leather armour
8. furs
9. 1 item from Trinkets

Artifact 1

Roll a 1d7 for the following:

1. 1 poison gas grenade mk1
2. 1 stun gas grenade mk I
3. 1 thermal grenade mk I
4. 1 freeze grenade mk I
5. 1 high explosive grenade mk I
6. 1 laborer security card

On getting a 7, roll a 1d4 for:

1. 1 bounding boots
2. 1 ganglionic teleprojector
3. 1 maintenance security card
4. 1 mechanical wings

Artifact 2

Roll a 1d8 for the following:

1. poison gas grenade mk I
2. acid gas grenade mk I
3. EMP grenade mk I
4. defoliant grenade mk I
5. fungicide grenade mk I
6. spring-turret grenade mk I
7. time dilation grenade mk I

On getting an 8, roll a 1d4 for:

1. 1 stun rod
2. 1 symbiotic firefly
3. 1 telemetric visor
4. 1 maintenance security card

Artifact 3

Roll a 1d6 for the following:

1. EMP grenade mk II
2. gravity grenade mk I
3. plasma grenade mk I
4. stasis grenade mk I
5. stun gas grenade mk I

On rolling a 6, roll a 1d4 for:

1. 1 small sphere of negative weight
2. random-point recoiler
3. 1 nuclear cell
4. 1 rocket stakes

Scrap 1

Roll a 1d6 for the following:

1. 1d2 bent metal sheet
2. 1d2 cracked lens
3. 1d2 fractured microchip
4. 1d2 corroded circuit board
5. 1d2 corroded circuit board
6. 1d2 failed energy relay

Trinkets 1

Roll a 1d6 for the following:

1. 1 box of crayons
2. 1 bubble level
3. 1 salt mill
4. 1 metal folding chair
5. 1 book: The Mimic and the Madpole
6. 1 random copper figurine

If you receive a box of crayons, you may roll a 1d500. On getting 1, you pull out a nanocrayon instead.

Injectors

Roll a 1d9 for the following:

1. 1 salve injector
2. 1 blaze injector
3. 1 sphynx salt injector
4. 1 skulk injector
5. 1 hulk honey injector
6. 1 rubbergum injector
7. 1 shade oil injector
8. 1 love injector

On rolling a 9, roll a 1d5. On rolling a 5, you get 1 ubernostrum injector. On any other number, you get 1 salve injector.

Cells

Roll a 1d5 for the following:

1. 1 chem cell
2. 1 solar cell
3. 1 fidget cell
4. 1 lead-acid cell
5. 1 combustion cell

Melee Weapons 2

Roll a 1d8 for the following:

1. 1 two-handed steel war hammer
2. 1 steel battle axe
3. 1 steel vinereaper
4. 1 steel warhammer
5. 1 steel dagger
6. 1 two-handed steel long sword

On rolling a 7 or an 8, roll a 1d6 for the following:

1. 1 carbide dagger
2. 1 carbide long sword
3. 1 carbide battle axe
4. 1 carbide hammer

On rolling a 5 or a 6, roll a 1d4 for the following:

1. 1 folded carbide dagger
2. 1 folded carbide long sword
3. 1 folded carbide battle axe
4. 1 carbide folding hammer

Changelog

V3.0

Ultra-Rewamp:

1. Changed the locations.
2. Genotypes and Origins:
    1. Genotypes are free.
    2. Added options for specialisations in Origins (Callings and Castes)
    3. True Kin origins now only cost 100.
3. Genotype Perks:
    1. Generally changed the wordings.
    2. General Perks:
        1. The Attribute system has been changed slightly.
    3. Mutant Perks:
        1. Guarded Glimmer was changed to Glimmer Hunter; It has a more active effect. It’s defensive quality has been slightly reduced.
        2. Mutating Bud was replaced by Mutator. It should hopefully make more sense, and it has been buffed slightly.
4. Origin Perks:
    1. Many perks had their names changed, and while most function the same - a few have been replaced entirely.
5. Items:
    1. Added a lot more items to hopefully add more variety. Some origins had their items replaced.
6. Companions:
    1. Gave companions some more character and designs.
7. Scenarios:
    1. New addition! Two scenarios have been added.
8. Drawbacks:

1. More drawbacks were added.

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v2.0

Revamp. Changes:

1. Added more starting locations
2. Replaced all the origins
3. Replaced a few Genotype Perks. Added the perks for attributes.
4. Added Origin-based perks, replacing the previous skill system.
5. Edited the Mutations so that you gain MP through ‘experiencing’ Qud or any setting. House-rule to what works best for your story as it’s a replacement for the level system.
6. Replaced the previous Item system (mostly!)
7. Added new companions!
8. Added new drawbacks.

Credits

- Freehold Games
- Sprite art credit: The official Caves of Qud Wiki and the game itself
- Drawn art credit: Me!

Thank you for reading this Jump Document.
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