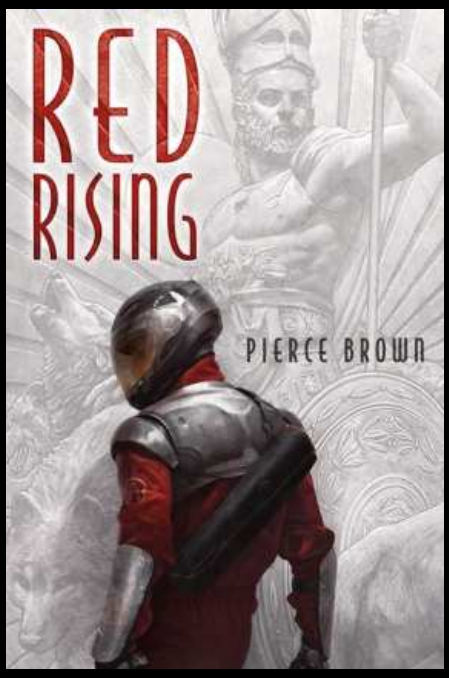


By John Smithos

“I would have lived in peace. But my enemies brought me war.”

Welcome to a world divided by Color, where a solar-system spanning Society dictates an interplanetary hegemony of function-based castes. At the bottom of society sit the Reds, a pygmy race of miners and workers who toil underneath the feet of the rest of the worlds, both figuratively and literally. At the top sit the Golds, the ruthlessly brilliant leaders of humanity who rule with iron fists and velvet gloves. In between them, a myriad of different Colors fill every role a society could need, from the militant Grays to the medicinal Yellows. This is a world where strength can be earned only by hardship, where one’s worth is defined by their scars.

You will enter this world the day a certain miner’s wife is hanged, the day her song echoes into the world for the first time, signaling the beginning of the end, if you do not interfere. You will leave the moment said miner accomplishes his goal of toppling the Society that took everything from him. Seven years, you will spend in this world.

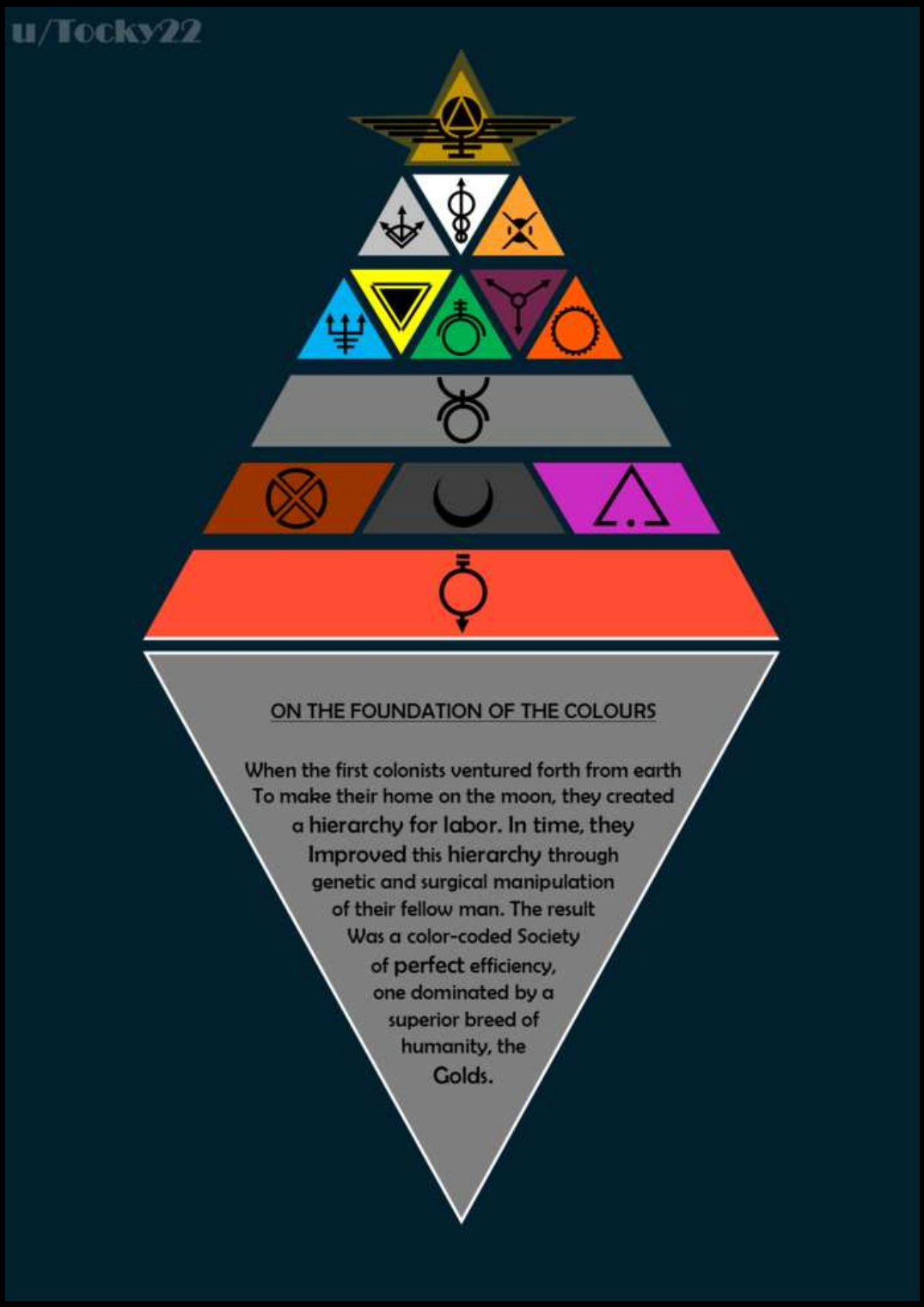
What mark will you leave on this world, Jumper? Will your name echo across the worlds, in chants of supplication? Will your titles be scorned by all? Or will you be nothing but another corpse in the pile, a casualty of a Society obsessed with progress and power?

Only time, and your efforts, will tell.

Take **1000 CP** to aid you in your new life.

Origins:

Pick your age and gender freely, within reason with respect to your future choices. A five year old cannot be a decorated soldier, for example. Golds cannot start as adults.



All Origins possess hair and eyes that match their Color (with the exception of Obsidians, whose hair is white) as well as sigils implanted in their hands that match their Color's symbol.

Drop-In [+300] - You are an anomaly. There has not been a human like you born in over half a millenia. You are bound to no Color and belong to no genus besides *homo sapiens*. On top of lacking the genetic and societal specialization of a 'normal' human, you will be regarded as an abomination by everyone besides your LowRed family, who disguised you for years as one of them. Singular uniqueness is not always a strength, and you are a prime example of that.

LowRed [+200] - You were born in the bowels of the earth. As a child, you were fed a steady diet of blood soup, flaxseed bread, and lies. The Society's propaganda convinced you that you were a pioneer, and explorer whose blood, sweat and tears would pave the way for the rest of humanity to colonize the land you toiled under. A sweet dream. Unfortunately, it was all a lie. Somehow, whether by circumstance or through your efforts, you figured out the truth; that humanity had already settled the lands above you, and that you were being used as nothing but cheap labor to mine out the precious Helium-3 that fueled much of the Society's endeavors. Now, you stand at a crossroads. Do you put your head down and keep on working, burrowing the secret within you? Do you attempt to escape? Or do you try to spread the word of your findings, consequences be damned?

Physically, you are one of the weakest of the Colors. Your smaller stature, combined with the substandard nutrition and care you received, have rendered you rather meagre when compared to the higher Colors.

LowColors [Free]

HighRed - You are better off than your lower-bred cousins, although that is not exactly saying much. Your kind are the garbagemen and street-sweepers of the Society. You grew up in a poorer area, in a cramped house shared by much of your family, but you at least had food on the table and a roof over your head. Do not let this delude you, though. You are still at the bottom of the ladder. Even the other LowColors turn their noses up at you. If you are of working age, you will start with a dirty, grimy, and monotonous job that pays little.

You are slightly healthier and fitter than the average LowRed.

Brown - Like the Reds, Browns are a servant race, except they are of a slightly more genteel disposition. Browns are servants in homes, businesses, and social institutions. You come from a long and storied line of attendants, cooks, janitors, farmers and nannies. If you are of working age, you will start with a job appropriate to your Color.

You are slightly larger and stronger than a Red.

Obsidian - In the Grim Darkness of an Obsidian's life, there is only war. After your Color tried and failed to rise up against the Golds in the "Dark Revolt," your people were sentenced to live

isolated lives in the polar regions of Earth and Mars. You were robbed of your knowledge of advanced technology and lived harsh lives competing with genetically engineered monsters in the freezing landscapes of your home. You were raised to worship the Golds as gods and to revere their technology as magic. If you are an adult, you will soon be picked up by a Julli slaver ship, to be shipped off into the Society's Legions.

Compared to your fellow LowColors, and indeed just about any Color besides Gold, you could aptly be described as 'monstrous.' Yours is the only Color that can rival and even surpass Gold in physical prowess, with strength sufficient to crush normal men with ease. You might even be able to crack the unbelievably dense bones of a Gold.

Pink - The pleasures of the flesh are something almost every human desires, deep down. Pinks were designed to meet those desires. You were bred and trained in all manner of eroticism in the Garden. Both your physical beauty and your powers of persuasion are quite high, especially regarding manners of seduction. If you are sexually mature, you will soon be put on the market for purchase and use.

You are a rose without much in the way of thorns. You are the weakest of all races, with fragile bones and almost non-existent musculature. These weaknesses are compounded by your extremely low pain tolerance.

MidColors [200]

Gray - You are Gray, and you are legion. Your color is the Society's leash and whip. You form the bulk of the police, military, and security personnel throughout The Society. You were bred for adaptability, efficiency, and systematic loyalty. If you are an adult, you will be deployed to a Legion, where you may choose to be filtered down into security or police roles.

You are not much stronger than most other MidColors. You are certainly not strong enough to compete physically with the other WarColors, but you are not particularly weak either.

Blue - A spacefaring Society needs its Astronavigators and Pilots, and that is where your Color comes in. You have been bred to crew starships, learning complex physics and mathematics while still in diapers. You grew up sharing everything, from food to living spaces to lovers. If you are an adult, you will be assigned to the crew of a ship. Pick any kind, from a leisure ship for HighColors to a military TorchShip. You also hold multiple PhDs in topics such as Astrophysics, Quantum Mathematics, and Geometry.

The only Color you could beat in an arm-wrestling contest would be a Pink. You aren't much of a fighter, or a worker, or a miner, or anything besides a pilot. You have also been marked with digiTats to let you sync to electronics.

Yellow - People get hurt, get sick, and get old. Without your Color, they would likely get 'not alive' as well. Your Color is well known as a group of experts in medicine. You possess the role of keeping people healthy physically and mentally. Yellows also have the more understated, but equally important role of acting as the chemists or biologists of the Society. If you are an adult, you may pick to be a doctor, psychologist, or scientist.

You stand equal to the average Brown physically.

Green - Greens thrive in the digital realm. You are one of the programmers and developers of technology for the Society. You grew up in a community that embraced transhumanism and cybernetics. The likelihood of you becoming an adult without bearing any tattoos, piercings, or questionable hairstyles is very low, as is the chance that you avoided using drugs of any kind. If you are an adult, you will have a job as an IT technician at a tech emporium or VR arcade. Alternatively, you could work in the military, fine-tuning the code behind the Society's military technology.

You stand equal to the average Brown physically. However, like Blues, you possess digiTats that let you sync with technology.

Violet - Art tends to spring freely from the mind of the insane, so it is fitting that the Society engineered their creatives to be so crazy. You are one of the artists, musicians, performers, and occasional architects of the Society, with the possibility of working in more exotic fields, such as genetic engineering and biological augmentations. You grew up in a tight-knit colony known as the Grove. Much like a Green, it is likely that you will have ingested a lot of drugs by the time

you reach adulthood. If you are an adult, you have a job as a creative mind or an entertainer. The option to become a Carver must be bought with CP.

You stand equal to the average Brown physically. However, you do have the odd quirk of having seven fingers on each hand.

Orange - Someone needs to maintain the hardware that the Society runs on, and that job falls upon the Oranges. You belong to a caste of mechanics, providing support in all manner of mechanical matters, from infrastructure to starship systems. If you are an adult, you have a job as a mechanic, technician, or engineer in an appropriate field. The option to become an artificer is purchased separately.

You stand equal to the average Brown physically.

HighColors [400]

Silver - Money makes the world go ‘round, and Silvers are the axis on which it revolves. You are part of a collective of financiers and businessmen. If the essence of upper management and accountants was squeezed out and transmuted into a species, Silver would be the result. You, like most other HighColors, enjoyed a life of privilege in your childhood, and will definitely continue living a comfy life with no rebellions to rock your comfy boat. If you are an adult, you will have a job at a financial institution or as a manager at a company of your choosing.

You stand equal to the average Brown physically.

White - The Society, for all its glamorous technology, is a surprisingly backward civilization, steeped heavily in tradition and superstition that have retained their inertia for seven centuries. You stand as an arbiter of those ideals. Whites are the priests and judges of Society. While their authority technically never supersedes a Gold, Mid and HighColors are loath to defy the words of a White. You experienced a cloistered, isolated upbringing in a monastery. If you are an adult, you may choose to either serve the Society in matters of ritual or law. Alternatively, you may choose to serve private individuals or companies as a negotiator.

Physically, you are somewhat frail, though you are still stronger than Pinks or Blues.

Copper - Even in the future, bureaucracy rears its ugly head with a vengeance. You belong to a people composed of administrators, lawyers and bureaucrats. Truly, the salt of the earth. You lived a life spent in the shadow of the glory of Gold and the wealth of Silver, but it was a comfortable one nonetheless. If you are an adult, you will have a job in administration or public affairs.

You stand equal to the average Brown physically.

Gold [600] - You stand at the apex of the Society. Some worship you, some suck up to you, and some rue your very existence, but they fear your Sigil all the same. You are one of humanity's rulers, a color created to shepherd humanity as it began its efforts of colonization. Your Color was bred to withstand the harsher environments of space, and you were bred to rule and dominate all other Colors. As a child, you likely lived a life of absolute luxury, although there are some families that are markedly less indulgent when it comes to raising their children.

You cannot start as an adult. You can enter the world a teenager at the cusp of adulthood at the oldest. In order to determine your role and standing, you must brave the Institute, a school that is meant to turn spoiled children into Iron Golds. You will be forced to undergo grueling physical and academic trials before being forced to kill another Gold in single combat. Only then may you have a chance to compete in the Institute, where you are sorted into Houses to spend a year fighting for dominance over huge tracts of land in a form of simulated warfare and nation development.

Depending on your performance you may graduate as a Peerless Scarred, Graduate, or Shamed. The Peerless are quickly put on the fast track to stardom. The Graduates can advance, but they still must earn their scars. The Shamed are sent to the distant, hard colonies like Pluto to oversee the first years of terraforming.

Physically, only the Obsidians have any hope of potentially overpowering you. Your bones are five times denser than average, and you boast a naturally impressive musculature. You also benefit from a variety of miscellaneous benefits, such as improved eyesight, increased longevity, more efficient cardiovascular systems, a dulled sense of pain, and higher intellect.

Locations:

Your birthplace, and the area you begin your adventure in. You may pick one of the locations for free, or roll if you desire to leave the details of your homeland up to fate. Each location provides a small bonus to assist you in your adventure, and may also modify your starting loyalties.

1. **Mercury** - A brutally hot world that is only habitable thanks to the Society's extreme terraforming efforts. Home to vast, warm seas, as well as a single main continent known as Helios. The northern regions of Helios are temperate, the south is downright tropical, and the center is dominated by a massive chalk desert known as the Waste of Ladon, devourer of armies. If you come from this planet, you gain a resistance to heat, parasites, and diseases. This resistance does not let you shrug these factors off, but they will never completely debilitate you.
2. **Venus** - An ocean world with four-fifths of the world being covered by water. The only land is found in island archipelagos, a world of white sands, canal cities, and pretentious culture. The planet is actually fairly hospitable, save for the dangerous aquatic wildlife that lurks in the deeper parts of the oceans. If you come from this planet, you gain an intuitive understanding of art and aesthetics. This is not as deep as a Violet's devotion or as broad as an Artificer's knowledge, but your talent could let you ingratiate yourself with most cliques that aren't actively hostile or dismissive of you.
3. **Earth** - The ancestral home of humanity. It has far more land than Venus and Mercury, and is used as the Inner Core's breadbasket, producing most of the Society's agricultural goods. One of the more climatically diverse planets, with tropical islands and coastlines clashing with stark deserts, desolate tundras, lush forests, and waving fields of wheat. If you come from this planet, you become far less affected by issues of hunger. You can subsist on far less calories than is average for your Color, and you also gain some talent for cooking if you did not already have the skills.
4. **Luna** - The center of the Society's power, Earth's satellite is the home of the prestigious office of the Society's Sovereign and the most important economic hub in the Sol System. A world with thin air that has grown thick with pollution, the surface of Luna bristles with towers that rise kilometers into the air, a moon of megacities, spaceports, and rampant corruption. If you come from this moon, you are more calculating than average for your Color, with an eye for strategy and a mind for tact. This does not mean you are superior to someone properly educated in these areas, but you are at least noticeably better.
5. **Mars** - The red planet, a world of temperate climates interspersed with dusty plains, capped with two frigid poles. A major economic player in the Society with its valuable exports of Helium-3 and Obsidian slave knights, Mars stands as a hub of metropolitan and industrial activity. If you come from this planet, you have a talent for combat and a mind that will adapt well to the rigors of war. A trained fighter of your Color would still mop the floor with you, but any civilian that is not significantly stronger than you would struggle to do much against your Martian fury.
6. **Moon Lords' Domain** - A series of Jovian and Saturnian moons, these worlds are as varied as the people that inhabit them. Io is a bitter, hostile world of volatile sulfur-deserts

and choking air. Europa is an ocean world whose inhabitants scurry about on archipelagos and mountains to avoid the massive, crashing waves. Ganymede is a kindly planet, greener and bluer than even Earth itself. One can find all of these worlds, and more, within the Moon Lords' Domain. If you come from this region, you are fiercely independent and have a knack for rooting out deception. You are no detective or rousing revolutionary, but you are of a gumptious, individualistic sort.

7. **Pluto** - Cold, lonely, and desolate. Those are the only words that can accurately describe Pluto. The dwarf planet is still undergoing terraforming, and as such is one of the most hostile places in the Sol System. Rising to prevalence will be difficult in such a place, but not impossible. If you come from this dwarf planet, your mind will have been polished to a mirror sheen. You are practically unreadable. Your body does not twitch or emote unless you are under great stress or experiencing powerful feelings, and you might even be able to look an angry Obsidian in the eyes without showing your fear in your face.
8. **The Void** - You were born in amongst stars. Whether on a deep-space mining vessel, an asteroid colony, or a pirate ship, you spent your life in a metal box surrounded by the unforgiving vacuum of space. Becoming a known or respected entity will be very difficult if this is your birthplace. If you come from this area, you are the very definition of efficiency. Your economy of motion supplements your bodily stamina, your direct way of thinking lets you find practical solutions to problems, and you are capable of planning so that you can use less resources for your endeavors.

Loyalty:

Your allegiance, or the faction you belong to. This might bind you to an uncaring or dogmatic authority, but it can also bring you benefits to augment your situation and perhaps even elevate you to a different strata. You may pick a loyalty for free, or you may roll if you wish to leave your allegiance up to fate. This choice will align with the default job provided to you by your Origin choice. For Golds, this choice represents where you wish to go after you graduate from the Institute.

1. **Private Enterprise** - You are an employee of a company, your specific role determined by your Color. You might be an essential part of a small family-run business, or you may be a cog in a massive corporate machine. If this is where your loyalties currently lie, you will have slightly more patience for irritating people and unreasonable situations. You are no saint, but you can work customer service without wanting to rip your hair out by the end of the day.
2. **Government Sector** - You answer directly to the Society, with your role being anything from simple maintenance to important military operations. If this is where your loyalties currently lie, you become more adept at twisting your words to fit a larger narrative. You aren't good at coming up with stories yourself, but if you are part of an organization with a message, you can more easily endear people to that message.
3. **Golden Tapestry** - You have sworn yourself into the service of a Gold. You might be a member of the kitchen staff, a maidservant, or even a pleasure slave, but you still have the benefit of your master's patronage. If this is where your loyalties currently lie, you become very good at sucking up to your superiors. If they already hate you or are very wary of you, you might not be able to pull the wool over their eyes, but a little ass-kissing can go a surprisingly long way sometimes.
4. **Free Agent** - You have not bound yourself to any particular organization. You lack the support and safety of numbers that the other options grant you, but you have far more freedom in how you conduct your manners. If your loyalties are currently your own, you gain a talent for precognition. This power is not supernatural, instead being based on context clues. It is also not infallible. However, a little foresight can help a lot in the right circumstances.

Perks:

Perks for your origin are 50% off, with the 100 CP perks being free. Capstone boost effects are limited to members of the corresponding origin.

Undiscounted:

Lingo [Free] - You are fluent in two different languages. The first is midLingo, the casual language that is used by most citizens of the Society in their everyday lives. The second is a Color-specific language, dialect, or communication mode, such as the Obsidians' Nordic speech or the code-speak of the Greens and Blues. Also, you can now swear like a sailor if you couldn't before.

Howl [Free] - If one of your noteworthy actions is accompanied by a strong visual or auditory cue, people will begin to pick up on it and imitate it. Anything from a pose to a dance or even a lusty howl can now spread like cognitohazard through the minds of anyone who sees you do something crazy. Can be turned off if you wish to be more discrete.

Flair For The Dramatic [100] - At will, you can exude style. Your eyes will burn with passion, the wind will whip your cape into a frenzy, and your hair will radiate from your head like a beautiful halo. This is great for intimidation, inspiration, and generally looking cool. Keep in mind that while this is a decent social amplifier, this will not change the opinions people have of you. People who despise you will not automatically think you are a steaming hot stud that they want nothing more to get with even if it means disgracing their Color and their lineage.

Apex Asshole [200] - Is someone trying to fuck with you? Beat the shit out of their kids and force them to watch. Did someone tie you down and piss on you? Ruin their moment of glory and take off their cousin's arm. Is someone trying to lead a revolt against your government? Impale their soldiers on stakes, and lace the area with mines so they'll die if they try to take them down. You are capable of being the worst of the worst, coming up with creative ways to destroy your enemy's morale in matters of love, hate, and war. Keep in mind that this does not mean you will necessarily have the stomach to follow through on these actions, nor will it guarantee that your execution will be perfect.

Carved [400] - You were not born into the color you currently are. You were born a lowRed and were *made* into something else. This serves as a powerful capstone booster and provides you with a false identity, but your very existence is illegal. If you are ever found out, the Board of Quality Control will sentence you to ritualistic torture and execution by a cult of puritanical Whites.

Drop-In:

Chameleon [100] - Thanks to the furtive lifestyle you've led for your entire life, you are capable of blending in well with most groups. Unless you are noticeably physically different from the group you are attempting to infiltrate, you can likely filter into their ranks unnoticed with careful applications of cosmetics and smart usage of costumes. You'll still need IDs and the like to get into higher security areas, but melding into a crowd on the street is a cakewalk.

Social Polymorph [200] - You can speak almost every language in the Sol System, imitate ninety percent of the dialects, and can augment your speech with every planetary dialect in existence. In addition, you have enough passing knowledge of each Color and culture's social customs that you wouldn't seem particularly out of place if you were to strike up a conversation. Outside of this universe, this perk will let you be a near-omniscient polyglot in just about any verse you visit.

The Truth, And Nothing But [400] - Nobody can lie to you. Not in person, not through a call, not through text. If something is untrue, then you automatically know it to be so, and also know how far they are bending the truth when they are lying to you. A literal machine could dictate several statements to you, and you'd know instantly if one was a lie. However, this doesn't tell you exactly *how* they are lying. For example, if there are 300 marbles in a box, someone could lie to you and say that there is only 1 marble in the box, or someone could tell you there are 599 marbles. Each lie would be identical to you, because they are both quantitative lies that stretch the truth by the same number.

Merryweather Is Not At The Gates [600] - At will, you can exude a non-threatening aura. For up to 24 hours at a time, people will simply not think of you as a threat, even if they have seen you literally murder several people with your bare hands moments before you activated this perk. They will treat you like a neutral entity at worst, and will likely think of you as weak and ineffectual unless they are extremely paranoid. This perk has a cooldown period that is equal to twice the amount of time that you used the perk. One hour of usage means two hours of cooldown, etc. The perk's aura breaks automatically if you do something that conflicts with your non-threatening guise.

Capstone Boost - You can now make someone else appear to be a threat. For up to 24 hours at a time, you can make someone seem like public enemy number one. This follows the rules and limitations of the normal version of the perk, with two exceptions. One, the victim cannot remove the aura by themselves, and two, you can manually set how threatening the victim appears to be.

lowRed:

Humble [100] - This perk has two effects. First, you gain a stronger version of the benefit provided by the **Private Enterprise** loyalty selection. You could tolerate someone literally spitting on you, your people, and everybody that you stand for. They'll notice that you're made, but you will never lose control and attack them. Secondly, you will almost never underestimate an opponent. Even if someone is attempting to make themselves look weak and frail, you could see right through it. The only way you could underestimate someone is if you were supernaturally compelled to do so.

Pitviper Slayer [200] - You are a master of timing. Unless you are severely fatigued, injured, or otherwise distracted, you will never miss your cue, mess up a rhythm, or perform an action too late or too soon. Great for tense situations and dramatic entrances. In addition to your impeccable punctuality, you also gain skill with a slingBlade and possess a supernal skill for killing serpentine creatures.

Dancer [400] - You are a world-class dancer. Your kinesthetic acuity increases to the point that just about any dance is unbelievably easy to learn just from performing it once or twice. You might even be able to imitate certain physical actions just by watching someone perform them. Your balance and footwork are so precise that you can easily dance around most Colors, and you can even match genetically-engineered warColors with your frightening agility, if not your outright speed.

Helldiver [600] - You were forged in the fires of an industrial hell, and you have come out all the stronger for it. You are the core of your mining community's Helium-3 excavations. As a Helldiver, not only are you exceptionally athletic for a Red, but your manual dexterity is quite literally unmatched, even by Golds. You are an expert with the mining drills used by the Reds to extract Helium-3 from the rocks, and this proficiency even transfers over somewhat to other machinery and vehicles, although it doesn't exactly match the ability of a dedicated professional. As a final benefit, your thought processes are sped up to the point that you can perform complicated mathematics in your head while riding a massive, screaming machine that melts through rock and steel with ease.

Capstone Boost - Whatever lunatic that decided to Carve you into a Red made sure you got something out of it. You possess balls of steel and a heart that can survive a full dose of pitviper venom. You are one of the toughest bastards in existence, with incredible resistance to both pain and terror. Even an encounter with the Fear Knight wouldn't be enough to break you. As if that weren't enough, your heart is essentially a mean, lean machine. You will never die of shock or cardiac arrest, and poison is markedly less effective on you.

highRed:

Stairway Out Of Hell [100] - Through nothing but sheer will, you can rise above your station, even if every chain and seam of your society is straining to push you back down. From a janitor to a maintenance officer, cashier to manager, garbage man to plant worker. This perk has limits. You will not be securing a position on the Board of Quality Control as a Red, for example, but as long as you are qualified and the position is not astronomically out of your reach, you can get to it. This perk applies to other verses you travel to, letting you subtly loosen your chains of almost any disadvantageous state.

Thorough [200] - You are one methodical motherfucker. You do not miss things. You do not skip over important details. And you certainly could never be described as 'flaky.' Your capacity for patience and your attention to detail is astounding, far above and beyond what would normally be needed for a Red's duties. You also have a talent for noticing breaks in a pattern. From a single discolored tile to a slight crack in the wall, irregularities simply cannot escape your notice.

Red Rage [400] - Anger is a powerful motivator. You understand that, and you know exactly how to make it even more motivational. Your words are powerful and incendiary. With a whisper, you can inspire jealousy and resentment between two good friends. With a rousing speech, you could whip up a flash mob and turn it into a riot. The sweet promise of vengeful vindication is the core of your persuasive prowess, and you are a master of dangling it in front of your human weapons.

Son Of Ares [600] - You have a talent for terrorism. Combining decent marksmanship, roguish charisma, and extensive knowledge of asymmetrical and guerilla warfare, you are well-poised to become an enemy of whatever civilization you set your eyes on. This perk also nets you a group of informants and suppliers who are willing to assist you at a discount of their normal prices, which will be immensely helpful in getting any operations off the ground. This web of shadows will spring up in any verse you visit after this one, waiting for you to call on their services.

Capstone Boost: - You can fight armored cavalry with sticks and stones. You can take on forcePikes and stunWeapons with a medieval armory. You can use police assets to topple a military garrison. Technological and logistical advantages mean little to you now. Good generals worry about tactics while great ones worry about logistics. You worry about neither. Small-scale strategy applied to a large scale can help you win impossible battles and wage disadvantageous wars.

Brown:

A Most Genteel Slave [100] - You are proficient in a non-military or administrative profession of your choice, enough to secure your place in just about any enterprise that doesn't call for a savant or highly-trained specialist. You also know how to dress and present yourself in a manner that does not offend the highColors you are likely to be serving, and gain enough knowledge of highLingo to be considered passably fluent.

Mesmerizing Work Ethic [200] - Through your hard work, you have stumbled upon an eclectic form of self and mass-hypnotization. Essentially, by focusing hard on your labor, you can alter your mind so that your body performs the actions automatically and you gain access to a private mental space where you can spend time thinking, processing information, or calming yourself down. Being jostled out of your routine ruins this hypnotic state. The mass-hypnosis comes from your ability to get people to pay attention to your work. By adding a little bit of sway to your work, you can get people to focus on your actions even when they really shouldn't be. This has a variety of uses, from distracting security guards so people can sneak by, attempting a circumstantial assassination by distracting someone working on something volatile, or even just fucking with people.

Invisible Man [400] - People have a problem seeing you. You don't have the literal cloaking effect of a ghostCloak around you. People can still 'see' you, but they don't notice you. If you aren't trying to get their attention, aren't trying to hurt them, and are acting like they would expect a Brown to act, you can essentially erase your presence from their minds. If you are careful enough, you might even be able to walk past a Gold razormaster without them realizing you were there. This doesn't erase your presence from physical recordings, however.

FIGMENTUM ES [600] - You are in possession of, and are currently synced to, the Figment, a highly advanced implant that has attached itself to your brain. The Figment looks like a silvery metallic squid, which might sound gross, but you should make an effort to suppress any squeamishness you feel. The Figment grants you benefits such as advanced hearing, X-ray vision, and even a tactical feedback HUD. Keep in mind that the Figment will not turn you into a soldier. It is a tool, not a superpower, and can thus be disabled and damaged. It can be repaired, but you would need to take a trip to a Womb. There is only one Womb in each **Location**.

Capstone Boost - You have a Womb implanted into you, a powerful piece of nanotechnology that lets you automatically repair damage to the Figment. It also gives you the power to create more Figments and bestow them on others. Be warned, however. If the Figment decides that another host is better suited for the Womb, the nanotech will worm its way out of you and do its best to reach the other person, leaving you with only a baseline Figment to work with until you can 'convince' the Figment your rival is not deserving of the privilege.

Obsidian:

Obsidian Physiology [Free and exclusive to Obsidians] - You were built for war and refined by the bitter cold of your homeland. You are a physical monster, possessing strength greater than the average Gold. You barely feel pain, the cold is a mere nuisance to you, and you possess a pulsing, animal vigor that lets you survive grievous wounds that would worry even a Peerless Scarred.

A Trio of Crows [200] - You are trained to fight in tight-knit pairs of trios. With a bond-sibling or two at your side, your combined fighting force is greater than the sum of its parts, and you experience an odd phenomenon where you feel an extrasensory connection with your comrades. This comes at the cost of feeling somewhat unsettled when fighting alone, but that drawback can be overcome with discipline or bloodlust.

Skuggi [400] - If slave knights are bludgeoning hammers, you are a scalpel. You are precise, stealthy, and conniving. Your talent for the subtle arts of killing were noted and trained by your chieftain, which led to you becoming a terror in the shadows. You are no less powerful than any of your brethren, but you now possess another option when engaging the enemy. Your most powerful role is now far more comparable to that of an elite Gray than a traditional Obsidian berserker.

Stained [600] - You are to Obsidians what Peerless Scarred are to Golds. Your strength belongs to a tier of its own, your frame containing enough power to smash armored men into pulp simply by running into them. You are not as skilled as an elite Gold, but your power and brutality are enough to make up for that deficiency. There are precious few in the Society that can best you in single combat, and there are even fewer that dare attempt it up close. If you aren't an Obsidian, you lose out on the physical benefits of taking this perk, but you still gain the combat prowess and military discipline.

Capstone Boost - Your carving left you tainted with the Void. Your body now contains a trace of Ascomanni blood, conferring several benefits to you. You are well suited to life in microgravity, suffering few ill effects from staying in near-zero-G for extended periods of time. You are also not as affected by the vacuum of space, suffering only a little discomfort from the lack of atmospheric pressure, although you are still limited by your need to breathe and your vulnerability to radiation.

Pink:

Venusian Visage [100] - You are pleasing to look at. You are not a ravishing beauty that poets will tell tales of for years to come, but you are at least considered above average. Your facial features are symmetrical, your skin is free of blemishes, you naturally emit a pleasant scent, and your body is hairless aside from your scalp and eyebrows. Complimenting your looks, you have been trained in the arts of seduction, and have a variety of sexual and faux-romantic experiences under your belt.

Body Language [200] - Communicating with your body has never been easier. This perk gives you fluency in a sign language of your choice and gives you remarkable insight into reading people's posture and gestures. Just from looking at the way someone stands, you can read their general mood even if it doesn't show on their face. If you look more carefully, such as when they are performing work, you can gain a more complete map of their mental state, such as determining their stressors and habits. Finally, this perk also lets you predict what they are likely to do next. Be careful, as someone who has completely mastered their body might be able to deceive even you.

Psychosonics [400] - You are capable of emitting near-inaudible, high frequency sounds that can be used to hypnotize individuals with weak minds. Even strong-willed people are not immune to your ability, as you can slowly wear down on their mental state. This is highly useful in all manners of social and communicative contexts, from negotiations, interrogations, and deception, and it also works on animals that aren't sapient. This does rely on your target being organic in nature though, and it doesn't work through electronic channels unless the communication equipment is very sensitive.

Rose [600] - You are one of the most valuable Pinks in existence. Not only is your beauty and charisma far greater than most of your kin, but any other Pink skills you have are also enhanced. However, the most noteworthy ability you gain from this perk is shadow dancing. Shadow dancing is a proportional mimicking of body language that is meant to allow a Pink to bond with their target. On top of letting you sniff out lies, it also gives you an intoxicating presence that can, if given enough time, make someone literally addicted to you.

Capstone Boost - You have been given wings that are adorned with dozens of beautiful white feathers. Except you can't fly with them. Even a Pink would be too heavy to fly with organic wings. Instead, you have been given the ability to manufacture a variety of powerful chemicals that you can secrete through your wings. You could let out a stronger version of a Pink's natural pheromones, create caustic acid that only your skin is immune to, or produce a poison so potent it could liquify flesh and disintegrate organs. You can apply these chemicals in two ways. You can waft it out by waving your wings, which lets out less-concentrated doses. Or you could apply it by brushing your feathers against whatever you want to affect, which would let you exert the full power of your chemical weaponry near instantaneously.

Gray:

Starship Trooper [100] - You are well versed in most aspects of warfare. You're fit enough to tough out Basic Training, can shoot straight in any condition that a soldier could reasonably be expected to fight in, and are accustomed to long periods of boredom, exhaustion, and near-starvation. Also, you can smoke big-ass cigars without risking lung cancer.

Strength In Numbers [200] - Your presence in a Legion is a massive force amplifier. The benefits a large group gets from having you as a part of their forces is massive. Unlike the **Trio of Crows** perk, this has a much more muted effect when you are in a small group. The great strength of this perk is that the larger your army or organization gets, the larger the increase in power becomes, with no real limit to this amplification.

Dragoon [400] - Remember what I said about shooting straight? Fuck that. You can shoot any gorydamned way you please, and there is nothing anyone else can do about it except take cover or die. You could snipe a target from a kilometer away while a hypercane is raging around you, quickscope a mech pilot out of their cockpit with an anti-tank rifle, and will look absolutely badass while doing it. It doesn't matter if someone can crush your skull like an egg if they can't touch you, right? As an added bonus, engraving your gun *does* give you a tactical advantage, increasing the accuracy and stopping power of your shots up to 10 percent depending on the complexity of your engraving.

Lurcher [600] - There are Grays, and then there are *Grays*. You're technically both, but you feel you are more in line with the latter group. You're one of the best damn soldiers the worlds have ever seen. Most Skuggi couldn't keep up with you, and your skills are further amplified when you work with other specialists and professionals. You're stealthy, are an expert with infiltration and tactical equipment, and you have been genetically engineered to have superior senses and use combat drugs without too many adverse symptoms.

Capstone Boost - All of your limbs have been replaced with vat-grown combat augs. Your arms are built for lifting strength and precision, capable of holding and aiming heavy weapons as easily as a handgun. Your legs are built for explosive force, capable of launching you several meters into the air and are capable of absorbing the impact of such a fall. Your kicks are now deadly, with the force matching the power of an average Gold's punch. However, your torso and head have been left unaugmented, and they now represent glaring weak points on your physique. Keep that in mind when attempting to lift extremely heavy objects or fighting the other warColors up close.

Blue:

Egghead [100] - You're smart. Really fucking smart. Your knowledge of astrophysics and navigation theory are impeccable. Your powers of calculation have also been vastly improved, a product of your time at the Midnight School. This increased mental acuity allows you to interface with machines and vehicles without being overwhelmed by the heavy flow of information that comes with such an intimate connection. You are also decently capable of handling most vehicles.

Colloway [200] - You are an ace of aces. When you are in the cockpit of a ripWing, the enemy armada feels a shudder of terror. Your mastery over vacuum and in-atmosphere fighter combat is unbelievable, to the point that it must be seen to be believed. You rarely need more than a second of lock-on to tear an enemy fighter from the sky, and your bombing runs are works of art that deserve to be recorded in history books. Your resistance to G-forces and your total inability to get airsick mean you have incredible sortie endurance, meaning you can stay in the sky for as long as it's necessary to get the mission done before landing, refueling, and doing it all over again.

Fullmetal God [400] - Get in the robot, Rhonna! You are an unbelievable terror in mech combat. Field commanders will rest easy when they see that you're a part of their Drachenjager division, for you could lay waste to armies with your talents. Your skills are sufficient to match five other mechs of comparable size in combat at once, ending in the total ruination of all other mechs before your own steed collapses from the strain. Also, you gain the inexplicable ability to grow longer hair without interfering with your ability to pilot a mech, and bear an uncanny resemblance to your commanding officer's dead spouse. Unnerving, but certainly not something to worry about.

Orion [600] - A great Helmsman and an ever better Admiral. That's what you are, and that's what you'll always be, no matter what anyone else says. Your ability to stretch starships to their limits is remarkable. Your flagships seem to strain to perform better at your discretion, moving faster and hitting harder than their specs say they should be able to. Maneuvering and fighting in the vastness of space becomes child's play to you, and your abilities only grow the more ships you have under your command. Even the greatest Imperators must bow their head in respect of your talents, for you are a hunter of the stars.

Capstone Boost - Your strategic abilities expand to every manner of vehicle combat in existence. Tank divisions become unstoppable storms of murderous firepower. Mech corps become furiously potent adamantine armies. An aquatic fleet becomes powerful enough to control an entire ocean with only a dozen-odd vessels, even if your enemies have comparable technology.

Yellow:

Jumper, MD [100] - You are a very capable medical professional, with a solid general understanding of every Color's biology. You also gain a specialization into a specific field of medicine, from General Surgery to Urology. You also are guaranteed to look good in a lab coat. Johnny Sins would be proud.

Synthesis [200] - Poisons. Curatives. Aphrodisiacs. Sedatives. Painkillers. People-killers. You can make all of these and more. You are limited in the sense that you need equipment and materials to actually create these drugs, but you are unbelievably talented in their production and application. Not only can you make them faster and with less of a material cost, but you also know exactly how to use them so they have their maximum effect. Need to keep a child from screaming in pain? Painlessly inject a painkiller and quiet them down in seconds. Need to give someone a drug that makes every second stretch out into an hour, so thirty seconds of torture can feel like a day in Hell? Needle in, screams come out.

Pressure Points [400] - Humans are surprisingly full of vulnerabilities. There are places that can debilitate or even kill if you poke at them hard enough, and you know each and every one of them. Not only are your hands precise enough to actually hit these points, but you can regulate your strength to ensure you don't accidentally kill someone. You can paralyze someone permanently or for an hour, knock someone unconscious or kill them, and you will never do anything by mistake. While this technically allows you to kill even Golds with a single blow, if your target is durable or fast enough, your strike might be intercepted or even turn out to be ineffectual against your target's strong body.

Doctor Who? [600] - This perk can give one of two effects. The first option is simple; you are the best doctor in existence, but no one will know your name. This doesn't mean people don't remember you. If you introduce yourself as Amy, they'll recall your name and face, but your identity as a doctor and as a person will be permanently separated from one another. You are capable of surviving off your talents, but you will never gain fame or recognition, even if your medical treatments are practically supernatural in their efficacy. The second option is the exact opposite; you are a decent doctor, perfectly acceptable for a Yellow, but the fame and recognition you gain for your actions is disproportionately large for your talents. You can become rich and famous for your surgical talents even if your sutures look just like any other doctor's work.

Capstone Boost - You gain the ability to apply the effects of **Doctor Who?** To one other skill you possess. This follows the same rules and limitations as the parent perk, with the added bonus that nobody will find it odd (as in the Society won't see you as an aberration because you are a renowned singer despite being born a Yellow.)

Green:

Cyber Brain [100] - You are a citizen of the ether. Your mind is well adapted for the digital world, and you are capable of navigating cyberspace while avoiding most imminent dangers such as non-targeted hacks and malware. You are also well-acquainted with code and tech, enough to land you a decent IT job in most places.

Bliss on Mushrooms [200] - Performance-enhancing drugs get a bad rep for no reason, in your opinion. Of course, that's probably because you react to those drugs in an unusual way. Firstly, any benefit you gain from taking a drug is doubled. Steroids make you bulkier and cognito-boosters overclock your brain twice as much. Secondly, it prevents you from getting addicted to drugs, even if they are purely recreational. Thirdly, it prevents drug side effects from combining. This doesn't prevent aftereffects, it only stops them from compounding off of each other. For example, imagine you took two drugs, one that results in your arms losing muscle, and another that makes you lose the use of your legs. Each effect would still happen, but they wouldn't compound together to make something even worse.

Machines Are Just Better [400] - Interfacing with machines usually comes with some amount of lag or separation. Technology has made connecting with machines near seamless, but it hasn't bridged the gap completely just yet. You aren't subject to those limitations. In fact, machines only enhance what you can do. If you were capable of playing basketball, and you synced with a basketball android, you could wipe the floor with the best of the best even if your machine was limited to the strength of a human. This applies to things like forging, weaving, or even playing instruments, with the only limitation being that you need a sufficiently advanced machine interface.

3L31T3 H4CK3R [600] - You are not a hacker. You are a code wizard. Entire cybersecurity departments of banks and megacorps cannot compete with your software prowess. Cryptography, firewalls, and secure networks are just nuisances to you, and the only thing that can impede your progress when it comes to digital infiltration would be sheer numbers of security measures.

Capstone Boost - To say that you know the ins and outs of code would be an insult to your skill. You could cripple the communications systems of entire planets with just ten minutes of work. There is nothing people can do but attempt to mitigate the damage and run crisis control, because your presence in a system is undetectable until you decide to draw attention to yourself. Not only is this skill powerful, it also lets you work fast. Remote warfare is an impossibility when you're around, for you'll just take control of every drone on the field. Preventing you from hacking a system long enough to track and detain you would be possible only if you were very sloppy, lazy, and unwilling to move from one place to another.

Violet:

Rage Against The Machine [100] - You have mesmerizing talent for a single discipline of art. While the quality of your work is without question, its utility comes more from its effect on your charisma than the artistic value. Your art magnifies the persuasiveness of any argument you make while also imparting an emotional 'nudge' onto anyone who experiences it. The magnitude of these abilities is directly proportional to the complexity of the art piece. A quick-and-dirty ditty by the sea shore will let you gently direct a few individuals to seek out a revolutionary group of your choice. A full album might actually spark the embers of a whole new revolution, or fuel the fires of an existing one.

Nirvana [200] - Drugs no longer hurt you. Not only are you incapable of being addicted to them, but any other nasty side effects you might experience from snorting a line of crack off a Pink's ass will never happen to you. You can take all the psychedelics you want without killing yourself, which will surely make your mother proud. As an added bonus, you are completely immune to poisons and venoms. Now you'll never have to watch your favorite Pink die because you made them taste-test your meals. Keep in mind that this immunity does not extend to acid.

Blow Up The Outside World [400] - This perk has two main effects. First off, you will never be affected negatively by social movements that your art influences. If you technically belong to the bourgeois and you start a massive worker's revolution, you will not find yourself on the chopping block unless you go out of your way to throw your lot in with your fellow nobles. The second effect is that your art has a warding effect. Buildings that have been blessed with your murals or are playing your music on loop will not be targeted by bombs, missiles, and other long-range weapons. You could technically protect a whole city like this, but enemies will still be able to attack on foot. This protection extends to vehicles as well, although the more similarities there are between your artworks, the less powerful the protection will be per wardee. For the purposes of this perk, music is less powerful than visual arts.

Carver [600] - With permission from the Board of Quality Control, you trained with both Yellow geneticists and Violet artists, combining the powers of two Colors to gain the ability to Carve. Carvers use advanced technology to manipulate and augment biological life. An experienced Carver can create apex predators that can hunt Golds and Obsidians, and masters of their craft can create beasts that can match smaller military vehicles. Purchasing this perk grants you skills equal to an industry professional with a decade or so of experience, enough to let you make some powerful beasties. Of course, you could make harmless, beautiful things as well, but what's the fun in that?

Capstone Boost - This perk has two effects. First, you immediately gain incredible skill with Carving, enough to let you create great dragons and monstrous behemoths if you put your mind to it. Second, you gain the ability to Carve humans. This lets you modify, bless, and cripple people with your augmentations, but the most dangerous facet of this ability is that you can Carve people into Colors other than their own birth. Ensure that the Board does not hear of this, or you might find yourself on the carving block.

Orange:

Adeptus Mechanicus [100] - You know your way around a monkey wrench. And a bandsaw. And a lathe. And most power tools and industrial equipment. Suffice it to say, machining and engineering are your specialty. You are more than skilled enough in tool usage, mathematics, and basic engineering/architectural principles to secure a living, ethically or otherwise. In addition, people tend to respect your workshop. If they came in to voice disagreements, they'll speak their peace, but they won't fuck with your projects or damage your equipment. Even if someone came just to kill you, they would cause as little damage to your workshop as possible.

Enhance, Enhance, Enhance [200] - They can make it, you can make it better. If you can get your hands on any existing piece of technology and the appropriate prerequisite materials, you can upgrade said tech in almost any way. gravBoots overheating too much? Now they're as cool as a spring breeze. Car problems? Yeah, it sucks that everyone's jealous of your suped-up ride. Broken heart? Well, you can't fix that, but can make some wicked supercharged sex toys if that's what you need. If you have the time to teach others, you can instruct them on how to improve one piece of tech per day.

Improv [400] - MacGyver, eat your heart out. This perk lets you do things that most engineers would die for. First, it lets you understand the dimensions and properties of an object on sight, no matter what it is. Second, it allows you to work with your bare hands or with minimal tools. You can't weld with your fingers, but you can scramble together a temporary welder that'll do the job. Thirdly, it allows you to plot things out perfectly in your head, as if an architectural CAD program had been downloaded into your brain.

Artificer [600] - There are those that are so impressive that even Gold has to give their respect at times. You are one of them. You are the inheritor of a legacy of greats. Archimedes and da Vinci would be proud to know that such exquisite engineering is continuing to take place in the mind of a human. Great public works of art, horrifying engines of destruction, hyper-utilitarian workhorses and self-indulgent magnum opuses. Your resume already includes at least one of each of these types of projects, and you may choose to specialize in one of these categories at the slight expense of all others.

Capstone Boost - Gilstrates would do well to refrain from calling himself 'master maker.' There's a new powerhouse in town, Jumper, and you won't have to go far to find them. If you set your mind to it, there are few acts of mechanical creation that exceed your talents. When it comes to the physical workings of technology, no one has insight that is as broad and deep as yours. In addition, your talents still have room to grow, and their rate of growth increases exponentially the less time you give yourself to breathe. Slam into a corner and rattle through your blueprints, and you will find yourself becoming better and better, giving you more time to piss into crystal decanters and demand sardines from militant rebellions.

Silver:

Money For Nothing [100] - Silvers are rich as hell, and you do not buck that trend. This perk grants you a sizable sum of credits to use as you wish, and also grants you some form of slow passive income. Said income will not let you act foolishly and spend all your money without thinking. That will put you in debt faster than a Red on Wall Street. However, this passive income will *always* be there, no matter what situation you find yourself in. Are you in an alien realm where currency is traded in golden elf fetuses? Fate itself will ruin the happiness of many elven parents by teleporting fetuses right out of the womb. You also gain enough skill with money to ensure you can manage a business' finances without it collapsing, although you are not guaranteed runaway success.

Quality Goods [200] - Business is reliant on trust, on the assurance that partners aren't willing to sacrifice financial safety and their reputation to short someone else out on goods. This perk lets you enforce that trust on the very fabric of the world. As long as you make your best effort to provide people with the best goods and services, *everyone* you buy from will do the same for you. This is universal, but it only applies to people who would have done business with you otherwise, of course. You start out on each jump with a clean slate, and also have a buffer that lets you cheat maybe one deal a year without ruining your business karma.

The Man Who Sold The World [400] - You can sell anything to anyone. Sell water to a fish, sell time to a clock. Any market will be receptive to what you are offering, even if it doesn't necessarily make sense. This opens up a lot of avenues for business that wouldn't be available otherwise. You are also guaranteed to never lose money on a deal. You might not necessarily turn a profit, but a business venture will never result in a loss. Combined, these two effects let you be a lot riskier with your investments and let you conduct more business in unconventional ways.

Quicksilver [600] - No one knows what it means to be rich. Golds are far too stuck-up with their obsessions with 'hardship.' Coppers are far too eager to sit on their rusty behinds to actually experience the greatness of wealth. Whites are nothing but a cult of puritanical prudes. The lower Colors aren't even worth mentioning, of course. You have an absolutely massive base of assets, money, and capital, and you have the skills and connections necessary to get even more.

Capstone Boost - There is an old Earth myth about dragons. Sinuous, scaly creatures that breathe fire and treasure virgin maidens. Beyond satisfying their lust and gluttony though, they fall prey to the strongest sin of all; greed. These beasts of legends sat on mountains of gold and jewelry, indulging in their baser instincts and, according to some, enhancing their strength. You have a similar ability. The more wealth you accumulate, the better everything about you becomes. Your strength, intelligence, and appearance improve until they reach the peak of a normal human's parameters. If you possess superhuman abilities, they will also be magnified by your wealth.

White:

Chance [100] - You have been trained to fulfill the expected offices of a White. You have been given a thorough education in Society laws and the justice system, and understand much of the verse's history when it comes to judicial decisions and their aftereffects. No one could accuse you of being uneducated, but keep in mind that this knowledge doesn't do much against criminals and certain politicians who fly a little too high for you to touch at the moment.

Word Of Mouth, Word Of God [200] - You can implant a seed of 'truth' into the world. A whispered rumor, nothing more but a rumor, will leak out into the world, fermenting in the stink of mankind and spreading its roots through heart after heart. This seed will germinate from person to person as they talk about it intently. As the number of people who know of this 'truth' grows, so will their devotion to it. If you make a public proclamation that either confirms or denies this truth, the seed will rupture, and people will be thrown into rapturous glory or violent anger. The strength of these emotions will grow the longer you sit on an issue. A week of waiting could result in a boost in morale or a smattering of mutinous actions. A few years of waiting could result in a permanent increase in the average happiness of a country or the complete implosion of a civilization.

Justice... [400] - Most lawyers will pack their bags and leave if they see you on the other side of the courtroom. You're just that good. Your ability to gather and organize evidence into highly cohesive arguments is unbelievable. Your deductive, forensic, and legal abilities synergize perfectly to assist you in matters of law. When it is your turn to speak the world itself bends to your will, granting you a minor version of the **Flair For The Dramatic** perk while giving you more time to speak without being cut off. Finally, you look incredibly good in a suit. **Jumper, MD** has got nothing on you, Atticus.

...For All [600] - There are some people who fly too high for others to touch. Like Icarus, other arbiters of justice fall from heaven when they try to touch these burning stars, but you're different. The wealth and prestige of the individual you are prosecuting does not matter. It's as easy to get a multi-trillionaire implicated as it is a normal denizen of suburbia. This also protects you from things like assassination attempts and threats as long as you are currently involved in a court case. The other people involved in a case are also protected. The jury cannot be threatened or bribed, and the judge will be as impartial as would be true to their character.

Capstone Boost - Whereas normally, the parent perk grants you the ability to render power a non-factor, now power becomes an even greater asset...for *you*. That's right, the bigger the target, the harder they fall. This ability's strength increases linearly in accordance with either their net worth or the amount of people they can influence with a normal action. The well-off owner of a local business would only be slightly more at risk, but a high-ranking politico or a weapons magnate have a very good reason to fear your presence.

Copper:

Management 101 [100] - You are an efficient, effective Copper. A master of pushing pencils, crossing “t’s” and dotting “i’s.” Most governments would be more than satisfied with your abilities, and the few that aren’t won’t be gunning for your head until they’ve gone through most of your department first, giving you plenty of time to see the writing on the wall and run. You’re also really good at kissing ass. Figuratively, of course. It can be literal if you’d like, but that is too far even for most Coppers.

Human Resources [200] - Unlike the majority of your Color, you are capable of human empathy. This oft-derided quality lets you manage the emotional state of your underlings remarkably well. Those under you will find themselves less stressed and more content than their peers, even if they are performing harder work. On the flip side, when you appeal to your superiors, they are more likely to be lenient with you, as your puppy dog eyes work even in situations where they really shouldn’t.

Brick In The Wall [400] - If anonymity is strength, there is no greater consolidation of strength than numbers. The larger the organization you belong to is, the easier it is to let the large network of people absorb things like misfortune, hatred, and enmity. This perk works like this: imagine that your company is mostly made up of insect people in a society where dog people are the dominant and racist majority. Instead of your company receiving huge amounts of hatred for being a “hive of gnats,” the hatred received will be equal to the hatred society could muster for one person divided by the number of people in your company. It is a mitigation of social stigma through powerful inverse proportionality.

You Are The Wall [600] - Like Atlas holding the sky on his shoulders, you can manage seemingly insurmountable administrative burdens. Organizing multiple meetings between several groups of politicians, drafting up a schedule for a charity function, and reviewing a dozen timetables for errors, all in one morning? Easy work. Because you are so essential to the operation of your organization, your positive traits begin to leak out into the rest of your coworkers. If you are very punctual and polite, you’ll notice people arriving early and properly saying their “please” and “thank you’s.” If you are a badass who could shred cheese on your abs, people will become significantly fitter and more grizzled.

Capstone Boost - The size of an organization is usually something that needs to be managed carefully. Too small, and it might not be able to achieve its goals. Too large, and it becomes cumbersome, tripping over itself. You no longer need to concern yourself with such matters. Administration is the same no matter how huge or varied the departments are, and the logistics seem to magically resolve themselves whenever you turn away. Maybe one of the interns fixed things up for you?

Gold:

Goldblood [Free and exclusive to Golds] - You were built to lead humanity. Boasting ultra-dense bones and powerful muscles, only Obsidians have a chance at surpassing your might. You are over six feet tall, and most of your bodily functions are significantly better than any other Color's: your eyesight is clearer and sharper; you will naturally live for over a century and a half unless you lead an unhealthy lifestyle; your heart and lungs are unmatched in their efficiency; you have fewer pain receptors; and a combination of a larger cranium and several brain implants ensures you learn very quickly.

realPolitik [200] - You are well versed in the customs of the cutthroat politics of the Golds. highLingo flows from your tongue like butter, your Dancing Mask conceals most of your facial expressions, and you are equally capable of dispensing soothing compliments and wicked barbs. You would not seem out of place in a Lunese court and could even tangle with the Sovereign's inner circle without getting your throat slit. Alternatively, you could subscribe to the Moon Lords' school of thought, which involves direct, pragmatic, and uncompromising speech that does not allow for slippery arguments.

Razor Sharp [400] - Your mind and your sword arm are refined and powerful. Your brain absorbs knowledge like a sponge and files it away into neat little folders, your mind a steel trap that devours information. Your skill in close combat is consummate. You aren't quite at the level of Aja au Grimmus or Lorn au Arcos, but rest easy that you can gut the average warrior with relative ease, even if they are wielding a gun and you are not, and you can always improve. This prowess extends to your ability to command troops as well, letting your forces become an able contender in the realm of infantry combat.

Iron Gold [600] - Golds exalt their ancestors. Not the ancient humans that birthed them, but the violent warmongers that conquered the empires of Old Earth. These Golds were built tough and bred to be tougher, tall and lean killers who stood on the bridges of their warships and rained hellfire down upon ancestral humanity. They were known as Iron Golds, and you are considered one of the first of their kind to be born in many generations. You have a natural athleticism that can put most Peerless Scarred to shame, are a terror with the razor, and have an aptitude for commanding troops that seems almost supernatural. You are a functional admiral and a decent logistics officer, but these proficiencies pale in the face of your ability to command ground troops. If you put your mind to it, you can ensure that your name will be recorded in the annals of history as one of the greats.

Capstone Boost - Whoever Carved you must have been insane, or at least very high. At over seven feet tall, you are well above average for a Gold, and your other physical traits are enhanced as well. Your bones are six times stronger than an average human, your strength and speed are monstrous, and your brain has been enhanced to give you unbelievable talent for extrapolation and out-of-the-box thinking. Be very thankful to whoever was insane enough to take on the challenge of Carving a man into a God.

Items:

There are no discounts for items, but you have been provided with a 600 CP bonus to use in this section only.

General:

Color-specific Gear [Free] - Equipment you will need to do day-to-day jobs as expected by your color. These will include things like janitorial or scientific equipment, but not things like weapons or armor. Those are purchased separately.

Burner Stash [Free] - If you want, you can have all the cigars you want. As many as you can stomach to smoke. You aren't immune to their addictive or debilitating effects, but you can burn your life with abandon if that is what you want. Just know that I am very disappointed with your choices.

Pixie Wear [50] - You've got some great threads. It makes you look like the prissiest Pixie that's ever crawled down from their Lunese tower, but you can make a great first impression with most people. The poor will sneer at you, but they will be captivated by your aura. The rich and powerful will like you more, and might be willing to give you the time of the day even if you're a lowColor.

Transportation [100/200/400] - The exact nature of this item changes depending on your Color and the CP you pay. Please fanwank responsibly when it comes to determining what is reasonable for a person of a Color to have. Lower Colors can choose to get the lower rank version of a higher Color transport (a Brown can get a gravBike for 200 CP, for example).

For 100 CP, you will have some kind of transportation that would be readily accessible to the masses. For lowColors, it is likely to be an electric bike. For midColors, it is likely to be a car. For highColors, it will be a gravBike or hoverCar.

For 200 CP, your transport will not be much faster, but it will be more compact and easier to carry, and might give you another dimension of movement. For lowColors, you will have a hoverBoard. For midColors, you will have skipBoots. For highColors, you will have gravBoots.

For 400 CP, your transport will be more comfortable, faster, and might have some offensive capabilities. For lowColors, you will have a clawDrill or equivalent. For midColors, you will have a decent airship for personal use. For highColors, you will have either a high-end airship or a mediocre starship.

Weapons:

stunWeapons [50] - Armaments meant to paralyze, immobilize, or knock opponents unconscious. Not *always* non-lethal, but you usually have to try pretty hard to kill someone with these. These can include: stunFists and tacNets for ranged weapons; Thumpers and stunPikes for melee weapons; scatterFlashes and stunGrenades for explosives.

massWeaponry [100] - Armaments that are likely the most similar to what you are familiar with, if you are from the same Earth as I am. They are more powerful, efficient, and accurate than those firearms though. These can include: Scorchers and railRifles for ranged weapons; slingBlades and duroSteel swords for melee weapons; Sarissa Missiles and longMalice cannons for explosives.

pulseWeaponry [200] - These are some of the most powerful Armaments Society has access to. These are the weapons that are meant to kill warColors, being capable of vaporizing flesh and melting hyper-dense bones. These can include: pulseFists and and Plasma Rifles for ranged weapons; ionBlades and pulseBlades for melee weapons; pulseRockets and pulseCannons for explosives.

Razor [200/Free for Golds] - Do not use this to shave. Repeat after me. Do *not* use this to shave. This weapon is incredibly dangerous for more than one reason. First of all, when it is in blade configuration, it possesses an edge that is practically mono-molecular. Secondly, it is near indestructible, capable of taking shots from cannons without breaking under the stress. It is also a highly variable weapon. Using a toggle on the hilt, you can cause the razor to change shape into a variety of configurations, from standard straight blade to curved scimitar. Finally, you can turn it into a two-meter long whip. If you wrap said whip around a limb and turn the razor back into a blade, it will cut the limb right off, going through the most powerful armor in the worlds.

It is *highly* illegal for any Color except a Gold to possess this. Because you paid CP for this, no one will find this if you stash it somewhere with the intent to hide it, but if you take it and start waving it around, that protective cognitive barrier will break. Mere possession of this weapon is grounds for death by excruiciating torture. Technically, you could sell this weapon for millions, but make sure your buyer isn't a sellout.

Armor:

Light Armor [50] - This category of armor isn't meant for front-line fighters. It is designed either for spec-ops units or to be worn under heavier armor for added protection and comfort. Things like scarabSkin and camouflage fatigues fall under this category. These vestments are tougher than normal clothes and can protect you from things like knives, but don't expect them to stop bullets or absorb much blunt force. Their main advantage is that they are more comfortable, lighter, and easier to transport and repair.

Combat Armor [100] - Now we are getting into things meant for straight-up combat. Things like recoilArmor or plated duroSteel armor. These can deflect bullets and take off some of the bludgeoning impact of blows. recoilArmor is lighter and can be taken off easier because it is made of smart matter, while duroSteel is stronger, but is more cumbersome. These armors serve as a midway point between light and heavy armor. You cannot wear combat armor under other armor, with the exception of starShells.

Heavy Armor [200] - In terms of personal protection, this is some of the best in all the worlds. Bullets will no longer be any concern to you, unless they are large enough to be considered cannon rounds. Even energy weapons will need some time to crack your defenses. The only reliable way for infantry to kill you quickly are explosives. Systems like pulseArmor fall under this category. pulseArmor is made of thick, duroSteel plates with a thin recoilArmor coating underneath, to allow for protection and maneuverability. It also features a powerful shield generator, which can create an energy field that provides additional protection. You could even deflect strikes from razors if they are weak or glancing blows. Heavy armor can only be worn under a starShell. The issue with heavy armor is that it is incredibly cumbersome and requires power to operate effectively. If it runs out of power, you won't be able to move unless you are a Gold or an Obsidian.

starShell [300] - Forget wearing armor. Why don't you just become a tank instead? With a starShell, you can achieve just that. Providing more protection than a tank while possessing enough air mobility to outmaneuver fighter jets, a soldier wearing this armor is the equal to an entire platoon of troops in conventional armors. As if that weren't enough, it also comes equipped with a pulseCannon and missile launchers. Unfortunately, this powerful weapons system comes with a few glaring issues. First, it is very expensive to repair and refit. Second, it is a bitch to transport due to its weight and size. Finally it consumes a huge amount of energy. Whereas heavy armor can sustain itself for one to two days of combat maneuvers on one charge, a starShell will last for a few hours of combat at most.

Companions:

Familiar Faces [first two free, 50 per import afterwards] - You may import any number of Companions into this jump. They can pick an Origin of their choice and gain 800 CP to spend on perks, as well as 400 CP to spend on items.

A Newfound Friend [100] - With this option, you may take any one character from this verse with you when you leave. If you would like, we offer the option of creating a quantum clone of the character, so the original can stay with their friends and family while the other gallivants off with you. You can decide which one is the “real” one, the original or the new, or even both. You’d be right either way.

Partner(s) [200] - Origin dependent choice. A group of people that compliment your skillset, Color, and motivations. A lowRed might gain a drilling crew to help in their Helium-3 mining endeavors. An Obsidian will likely be breaking bread with their two battle siblings. A Violet could see themselves luxuriating in the presence of six lesser artists, eager to learn from a master of the craft. A Gold’s arms will be linked with someone they trust, a partnered lancer, warrior, or courtesan, whose goals and emotions align with your own.

Time Modifiers:

Extended Stay [+0] - You may extend your stay, if you wish, past the default seven years you would normally be required to stay here. If you stay for too long, you may end up witnessing horrors you could not have even imagined, but the right duration might give you a nice vacation while letting you leave the Sol System before things start kicking up again.

Age of Iron [+300] - If you wish, you can choose to start during the time of the Lunese rebellion against Old Earth, the beginning of the Society's uprising. These are dangerous times, fraught with strife, nuclear war, and interplanetary conflict. I would advise you to bind yourself to the winning side as soon as possible, although you can choose the harder route if you would like.

Dark Age [+300] - Alternatively, you can choose to start after the events of the original Red Rising trilogy. The Reaper has killed Octavia au Lune, and elevated his wife to replace her. Now he leads his fleets and armies against the Societal remnants that linger around Mercury and Venus. Further away from the warming light of the sun, the Moon Lords plot and conspire against one another, their factions split between strained tolerance of the Slave King, hatred for the Society, and a desire to reestablish order to the Sol System. Meanwhile, the New Republic the Reaper created is already on the verge of fracturing, as substandard refugee systems and planetary divisions cause civil disputes and strife. As if that weren't enough, dark, horrible things have begun to sharpen their knives in the black void of deep space.

An Epoch of Suffering [+1000] - You may choose to combine the three above drawbacks, allowing you to stay in this world for close to seven hundred years. You will not age past a certain point (you may designate this if you wish) and no one will find your apparent immortality odd, but you will still need to deal with all the vice, violence, and war that come with the times, as they are now unpreventable.

Drawbacks:

Hatchet Face [+100] - Sorry, but you're ugly. It's not just in a generic way, where your features are just a bit too unrefined or weak. Rather, there's one particular feature of yours that stands out. You might have a large nose, pockmarked skin, or the worst case of female-pattern balding that the Worlds have ever seen. Regardless, you will be made fun of. This *can* be treated, but it will be a long, painful, and annoying process, and people will still remember you as "that ugly fuck."

Repulsive [+100] - Whereas the last Drawback had to do with a feature of your body, this is something related to your actions. You have one habit that really makes people wrinkle their noses. This could be something like refusing to wash your armor for fear of erasing the good luck that kept you alive so far, which will make you smell like shit. Actions speak louder than your words, as they say.

Color Theory [+200] - You're not exactly the most accepting of other Colors. Even if you are a mine-born lowRed, you'll still find a way to turn your nose up at anything that doesn't bleed and act Red. This doesn't alter your character in a major way, as in it doesn't force you to randomly shout about how much you hate other Colors when you normally wouldn't, but it does compel you to be completely honest about your feelings. You will not hold back when you speak about other Colors, and it will also color your internal perceptions of others as well.

Private Eye, or Dick [+200] - You rub people the wrong way. Whenever you meet people of other class or Color, they tend to either get a bad impression of you thanks to how you look or talk. Even if you meet someone of your particular group, you are guaranteed to make one particular faux pas that will somewhat put them off. Note that this does not immediately cause people to hate your guts. It just makes social situations that much harder. If you have any kind of social perks, this drawback scales up the severity such that you will need to either come well-prepared to any social encounter or have especially quick thinking.

Watchlists [+400] - You have managed to piss off one of the authorities of this verse. What exactly this entails depends upon where and when you are. For example, if you are on Luna during the reign of Octavia au Lune, then you will have the fury of the Praetorian Guard against you. If you are on Mars during the Reign of the Reaper, you might have the Howlers arrayed against you. They won't necessarily be aiming to kill, but they are under the impression that you have just caused a huge wrench in their plans and have hurt someone very near and dear to their leader, so you are pretty much guaranteed to suffer if they catch you.

Shitlist [+400] - Well. Unfortunately for you, one of this verse's most capable and influential figures has personally decided that your continued existence is a vigorous *fuck you* to them. They are highly capable, will approach you at least somewhat intelligently (as in they won't run in guns blazing into your fortified camp), and have a vague idea of your capabilities and what forces you have at your disposal. Examples include Cassius au Bellona, The Fear Knight, Ragnar Volarus, and Lysander au Lune. Don't try to cheese this by picking Lysander during a time when he is still a child. You can only pick capable, healthy adults during their respective time period.

No Jumper, YOU are the Reaper! [+600] - Darrow is no more. Now you are the Reaper, the future hero of the lowColors, ruination of kings, Slave King of the Core planets. Or, you will be if you don't die.

First off, all extraversal abilities and access to the warehouse are locked off. You will only have what you purchased in this JumpDoc.

Secondly, you will essentially be the main character of the Red Rising series, except without any of his bullshit insane luck that he has. Meaning that if you don't explicitly plan or prepare for it, you won't ever get your ass pulled out of they frying pan like he did.

Thirdly, you have to take the **Extended Stay** and **Dark Age** modifiers. You do not gain extra points from this.

Good luck Jumper. Oh, wait. You don't have any.

Ending:

Stay - While this particular instance of the Sol System isn't the cleanest, nicest, or prettiest place to settle down, it's not all bad. There are *some* nice sights and good people here. If you want to make this your permanent place of residence, go right ahead.

Go Home - Did seeing this world's version of Earth make you long for yours? Or did seeing people fight so fiercely to defend their homes make you wonder what instances of those might have happened in your birthplace? Regardless of the reason, you've had enough of wandering the multiverse. Go home, lay down your arms, take a break. You've earned it.

Continue - The fight never stops. Progress, conquest, victory. Whether it's one of these, all of them, or something else entirely, you just can't help but chase it. Go on Jumper, and reach greater heights amongst the stars.