Version 1.0
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Images by Popza10CM on DeviantArt.

Generic Style Warrior

In most worlds, fashion is a fairly simple and mundane part of life, important for the message or confidence it gives more than any level of actual power. For the style warriors, however, fashion is an actual source of strength and power. Welcome to a world of high fashion and badassery, which is apparently a real word. You will be spending the next ten years in this world, so have fun and stay fabulous.

+1000cp

Locations

Choose any of the following.

1. A Medieval World
2. A Fantasy World
3. A Sci-Fi World
4. A Modern World
5. Fashion Portal World: This is a world that's filled with portals to various other universes that have style warriors in them. You can find your way back here after entering one of the portals.

Origins

There are no specific backgrounds here, the default is a Drop In. However, you can choose to have memories of this world applicable to the perks you've purchased.

Age and Sex

Age and gender don't make much difference in this setting so pick whatever you want.

Perks

You get 5 Style Tokens. These can be redeemed to get anything you want here for free, with a maximum of two Style Tokens being able to be used for 300cp perks.

Fashionable (Free): Some people just don't know how to coordinate their wardrobe and pair up colors and patterns. You, fortunately, do. While this won't make you particularly fashionable on its own, it will ensure your outfit doesn't clash or come across as offensive.

Designer (100cp): You have ten years worth of experience with an art or craft of your choice, defaulting to tailoring and fashion design. This may be purchased multiple times, choosing a new art or craft with each purchase.

Confidence (100cp): You have a high level of self esteem, are not subject to stage fright or social anxiety, and can easily suppress your sense of shame. Taken altogether, this gives you a great deal of confidence and makes you nearly immune to any attempt to break you down. Also comes with skill in quips and one liners.

Evercleansed (100cp): Your body and clothing are constantly cleaning themselves, as if by magic. This means that any dirt or grime that builds up on you will slowly be removed, bad odors will be neutralized and scrubbed, and you will feel like you just got out of the shower. It will generally only take a minute, maybe two, to go from covered in dirt to completely cleaned. You can toggle this on or off at will.

Model Material (100cp): You have a stunning appearance, one that is distinctly you. You are free of blemishes, and any you acquire either fade entirely given time or add to your appearance instead of detracting from it. This is true of all of your features, even if your hair would be thrown in disarray, it is instead given a lightly tousled look that is attractive rather than messy. Even dirt and grime will become more tasteful in appearance.

I Make This Look Good (100cp): Somehow, you make even the most impractical, flashy, flamboyant, and/or downright silly of outfits look good, even when you can't be seen under them, as would be the case with something like a mascot outfit. You are also always able to get across how serious you are, even when in a ridiculous outfit that'd normally make it hard for you to be taken seriously.

Graceful (100cp): You have the balance and kinesthetic senses of a dancer and gymnast, the acrobatic and athletic prowess to match, and are incredibly surefooted even on less than ideal conditions. You could walk across slick ice in high heels without a problem. You are also immune to fashion accidents such that fighting in a skirt wouldn't have you flashing the people you're fighting.

Like A Glove (100cp): Any clothing you put on resizes to be a perfect fit and will remain in place, no matter how unlikely that would be normally. On top of this, the clothing can be put on and will come off easily when you want it to so that, even if you are working with incredibly tight pants, you will not have to contort your way into or out of them. Clothing returns to its original dimensions when removed.

Stylist (100cp): You know absolutely everything you need to know about hair and skin care, are exceptionally skilled in cutting and styling hair and nails, as well as how to match them to your outfit. You are also able to shave without any risk of cutting yourself or tan without any damage actually being done to your skin, which also makes you immune to sunburns. You can also toggle when your hair and nails grow.

Modification (100cp): Sometimes, you can't make your own clothing and need to resort to buying your clothes, so, you've learned to make modifications to such purchased clothing. Adding embroidery, fitting them, dying, and the like are all within your skill set. Anything you modify is treated as if you had made it yourself and can have any perks that apply to items you've crafted to the item, be it clothing or something else.

Practical Fashion (100cp): Some clothing just seems to get in the way, a corset will limit your ability to bend, heels can hurt after a time walking in them, and similar such things. This isn't so for you. You find that your clothing, hair, and accessories never seem to hurt you, get in your way, or restrict your movements unless you want them to for some reason.

Trend Setter (100cp): Your fashion and style gains an almost memetic quality to it, prompting others to take notice and follow the trends you set. This also gives you the ability to build up, develop, and maintain a reputation that you have some degree of control over and can direct. You can toggle this effect on or off at will.

Eye For Fashion (100cp): You have exceptional eyesight. You are able to see almost as far as an eagle, are a superchromat (the visual equivalent of having perfect pitch), have exceptional pattern recognition and night vision, and have enough dynamic vision that, even when moving at speeds that would blur sight for most, you can pick out fine details on anything you are observing.

Fashion Sense (100cp): More than just your ability to interpret fashion, you have an active ability to detect the trends and developments for what is and isn't fashionable wherever you happen to go. You don't even need to see the local fashion to do so. With some training, you can learn to pick out what individual people think is fashionable or aesthetically appealing, or even detect the clothing of people around you given considerable training.

Seamless Repairs (100cp): You are able to repair damage to an object with just a bit of focus, with the greater the focus applied, the faster it is repaired, leaving the object as good as new. You can also expend stamina (physical, mental, or magical) to accelerate the repairs. This works best with cloth but can work with other materials, though the harder a material is, the longer it takes to repair.

Master of Disguise (100cp): You have the ability to create incredibly realistic disguises and are a skilled enough actor to make such disguises believable even to those familiar with the one you are disguised as, if you are actually masquerading as a specific individual at least. This also allows you to create personas for yourself that you can switch between with a simple twist of thought.

Making A Statement (100cp): You have your own personal style that, regardless of what it is, is distinctly you and seems to emphasize who you are in some way. As long as you are wearing something you consider your personal style, your convictions and will are reinforced and you are more easily recognized. When you dress in another style, you find that it is harder for people to recognize you.

Master of Cosmetics (100cp): You have a great deal of skill in the creation and application in a truly wide array of cosmetic pigments, dyes, and paints to accent and enhance appearances. You also know how to adapt any magic or alchemical effect to be carried through these cosmetics.

Combined Styles (100cp): You have a knack for combining various styles, and not just in terms of fashion, but also styles of martial traditions, schools of magic, the creation of schizo-tech, and the like, synergizing them fairly well to create a properly combined styles. This initially works with styles of fashion, however, you can adapt this to the others described above, alongside others. This does not let you combine conflicting styles, however, they must have some level of compatibility.

Hardened Cloth (100cp): Your clothing is surprisingly durable, able to take much more punishment before it begins to show wear and tear, as well as acting as very light armor as it becomes resistant to cutting and piercing, at least when it would be advantageous for it to do so. You can still cut, tear, and pierce the clothing if you wish to do so for whatever reason. You can impart this quality into clothing you make as well.

Warrior's Training (100cp): You have had a substantial amount of training in combat and the physical conditioning necessary for the sort of combat you were trained for. You can choose how this training is applied, be it a speciality or specific sort of weapon or something more general in nature, with ten years of total experience. Additional purchases grant an additional ten years in combat related fields.

Form Equals Function (200cp): Looking good isn't very useful if it doesn't also work well, so, you've learned how to augment the function of an object based on how aesthetically pleasing it is. A suit of armor made of subpar materials and simple craftsmanship but that looks good will work just as well as one made with good materials and decent skill. More well-made armor made to look just as good would function even better than it otherwise would.

Deep Pockets (200cp): You have a knack for hiding things on your person and making them very difficult to find, even when by all rights they shouldn't fit. Any space available under your clothing just seems able to hold more than it should and leave little to no trace that something is actually there until you pull it out. You can always access or find what you have hidden on your person and need not worry about losing anything in this way.

Perfumer (200cp): You have a great deal of knowledge in the school of alchemy, though this is focused on one of the lesser known schools, that of the perfumer. You are able to create alchemical fragrances that carry a passive effect that lasts as long as the fragrance itself does as well as being able to inoculate others against such effects. You also gain an enhanced olfactory sense that is fine enough to aid in your alchemical pursuits.

Body Artistry (200cp): A counterpart to the perfumer's art, the practice of body artistry is a form of alchemy that focuses on the creation of alchemical pigments that can carry long term, and possibly permanent, effects based on what the pigments were made from. You gain the alchemical knowledge to create such pigments as well as how to apply them in patterns that help to channel and shape their effects. You also gain incredibly steady hands.

Glamour (200cp): You have an innate form of magic that allows you to alter and augment your physical appearance in a variety of ways, allowing you to effectively shapeshift within the limits of your species, at least to start. You are also able to make yourself seem more or less attractive, either drawing the eye or diverting it away in a subtle sort of charming effect. Given time, you could expand the range of the shapeshifting and possibly create illusions.

Magic Hair (200cp): Your hair is under your complete control, allowing you to cause it to grow, move, or change at your will, even given enough strength to act as additional limbs if you have enough of it. Additionally, your hair can be used to capture and store up magical power within braids of hair, which you can then tap into as needed, though it only remains contained as long as the braid is maintained.

Quickchange (200cp): You are able to immediately swap out your current clothing, even if that's nothing, with another set that is on your person or unattended near you, so long as they are able to fit. This can also be used to instantly remove any piece of clothing you may be wearing, including things that aren't really clothing such as rope or manacles. You can choose to have this be accompanied by a brief flash of light as the clothing changes or be an instant switch with no display other than the clothing changing.

Cloth Combatant (200cp): You have learned the art of cloth control, a common form of combat augmentation for style warriors. This allows you to telekinetically direct and move cloth, reinforce it to be more durable for protection or offense, or to patch clothing that has been damaged. This does require conscious effort to use, making it possible for someone to bypass such protections using surprise, however, you can train this to be a reflexive response in time.

Style Armor (200cp): Fashion doesn't always lend itself well to defense, cloth and leather simply don't carry much defensive potential compared to metal, so you've found a way to change this. Your clothing and body acquire all of the defensive properties of the most protective items you are currently wearing. By default, this works specifically with protective equipment, including normal clothing, and you know how to make protective gear look good.

Regalia (200cp): Also known as Layering. You have gained the ability to combine supernatural effects placed on you into a more potent and comprehensive whole. This works best with persistent effects, such as from enchanted clothing, to create new expressions of the combined enchantments that result in new or greater effects than each one singularly. With some training and practice you may be able to combine more active or temporary abilities to make combination attacks and abilities.

Controlled Malfunction (200cp): You have learned a method to prevent or reduce the damage done to your own body at the cost of damaging your clothing instead. When you would be injured from a specific event or attack, you can shift the damage that would have been done to your clothing, causing rips, tears, and holes to open up or for pieces to be entirely removed from the outfit. The more durable your clothing, the less damage it takes from this effect, with even mundane clothing able to absorb significant damage before being completely destroyed.

Songstress (200cp): You have learned how to use song magic. This grants you a heavenly singing voice, the ability to think of a song on the fly, the ability to sing even in combat, and surprising breath control. By infusing your songs with magic, you can cause a variety of bolstering effects on yourself and your allies or an equally varied set of hindering effects on your foes. This pairs exceptionally well with dance magic.

Battle Dancer (200cp): You have learned how to use dance magic. This grants you improved balance, greater coordination, precise footwork, the ability to create dances on the fly, and improved stamina. By infusing patterned steps and footwork with magic, you can draw out and channel magic through your body and weapons to, for example, channel supernatural cold through a strike. This pairs exceptionally well with song magic.

Attunement (200cp): You have the ability to establish a bond with a particular item and slowly attune with it, the longer and more often you wear or use the item, the more you attune to the item. This attunement makes the item more comfortable and natural to use/wear, makes it more resilient, and offers a minor improvement to its overall abilities based on how long you've attuned to it, possibly even opening up new abilities in items that have supernatural qualities to them already. At first, you will only be able to attune to a single item at a time, but can be expanded over time so you can attune to up to ten items at a time. Attunements will lessen if not maintained, but not immediately and at a relatively slow pace.

Accessorizing (200cp): For most, accessories are such things as a necklace, a handbag, or even just a hat, an accent to one's fashion… for yourself and other style warriors, however, this is the art of enchanting. You are able to weave a bit of magic into an article of clothing, a bit of jewelry, or even a weapon to add a temporary supernatural quality to it. These enchantments will start out fairly minor and be largely passive, however, with experimentation and research, you can learn to apply a wider variety of enchantments to a wider variety of items. Most enchantments are temporary, lasting longer the more time and material is invested into the enchanting process, however, if woven into an item as it is being crafted, these enchantments can become permanent.

Dimensional Wardrobe (300cp): You have an extradimensional space you can send or retrieve items from at will with a simple twist of thought. The space is the size of a fairly large apartment, can grow in size through meditation or long term use, and anything stored within will not degrade or spoil. You have an innate awareness of what is stored in this extradimensional space so you will not forget something within. Items stored in this extradimensional space are considered to be on your person but not worn or otherwise equipped.

Fashion Technician (300cp): You have studied one of the lesser traveled paths of the style warriors; that of the technician. Your studies have given you an understanding of advanced material sciences, engineering techniques, power generation, technological miniaturization and compression, and much more, as well as how to apply such knowledge to create fashionable and stylish creations. With the expertise provided by this perk, you could build a bleeding edge suit of power armor that gives the strength and durability of a tank while appearing like an entirely mundane business suit or make a technorganic steed that can transform into armored accents and a spear with only a bit of effort. Additionally, you are able to design and build more traditional technologies if you'd prefer, including a variety of helpful gadgets.

Rags to Riches (300cp): You are what is known as a raggamoffyn, part of an order of style warriors that spawned from the impoverished and forgotten, unable to get the high end outfits that most style warriors use. You are able to fuse together disparate pieces of clothing and draw on their history to form a new outfit, slowly blending their appearances and materials, as well as the histories within that condense into a legacy that grants some minor abilities. These composite outfits are stronger than they should be and any enchantments or modifications made to them mix with the legacy and both strengthen and direct the addition as they mix with the legacy of the outfit. You also gain a minor form of psionic ability that manifests as psychometry that lets you pick out some of the history of a touched object.

Stitch Witch (300cp): You are what is known as a stitch witch, a style warrior that has specialized in the use of magic. You are able to see and interact with threads of magic, allowing you to weave these threads into spells, and can anchor them to yourself using your own magical power to form threads to weave into the spell. The spells are cast by either unraveling the spell, requiring you weave a new spell to cast it again, or feed it stamina (physical, mental, or magical) from your own reserves. It is fairly easy to weave other forms of magic into this particular style of spellcasting.

Unraveler (300cp): You have studied the methods of a rare sect of style warriors known as the unravelers which specialize in the hunting and combating of other style warriors. You have the ability to sense supernatural effects within a wide range around you, starting at roughly 10 meters and expanding with practice; this includes magic, enchantments, alchemical effects, ki use, divine magic, and even some forms of advanced technology. However, the true power you have is your ability to unravel supernatural effects you are able to sense, weakening them with your will until they come apart at the seams and fail completely. This requires a constant exertion of will and can be mentally draining, however, magical energy can be used to substitute for the exertion of will. It is possible to counter this by reinforcing the supernatural effects, however, this creates a contest of wills that is just as draining for your opponent as it is for you.

Monstrous Fashion (300cp): You know how to harvest materials from various creatures and how to trap a portion of their essence within the harvested materials. Items made using these parts will carry some of the qualities of the creature (or creatures) the parts came from and clothing made in this way will impart the qualities on the wearer. Additionally, you can meld a part into other materials or objects in a rather slow process that adds some of the aesthetic characteristics of the creature onto the item.

Sincerest Form of Flattery (300cp): You have an impressive talent for reverse engineering, not just in terms of technology, but also techniques, magics, and fashion styles. If you see the inner workings of a machine, observe a technique or spell being performed, or spot a distinctive fashion style, you can figure out the basics of how to recreate whatever it is you observed. Without a more in depth look, these first attempts will be inefficient or wasteful in some way, however, with a few more repetitions or an in depth look into the workings, you can recreate it near perfectly, only needing to adjust to your specific capabilities to be able to utilize them effectively.

Color Theory (300cp): You have found a sort of meaning within color and have developed a method on which you can draw out that meaning to empower yourself based on the colors you wear. You can assign each of the ten base colors a Meaning (an attribute or quality) that is emphasized when you wear that color. For example, if you were to assign Mental Acuity to Blue, then wearing blue would improve your memory, increase your thinking speed, and bring the world into focus more readily, while assigning Aggression to Red would give you heightened reflexes, speed, and strength as well as reduce hesitation. These attributes can be fairly broad or be focused, and the more focused they are, the more intense their effects, however, the effects they have for you may be very different to the effects they have for anyone else that shares this ability.

The ten base colors are as follows: Red, Orange, Yellow, Green, Blue, Purple, Brown, Black, Grey, and White. Colors that lie between any two of the base colors, such as Chartreuse (green and yellow), Pink (red and white), or Mauve (purple and grey) have the effects of the two colors mixed and expressed at partial strength, proportional to the level they've been mixed to, a lighter pink would have an effect leaning more towards white, for example, making the attributes associated with white stronger while those associated with red would be reduced.

Modifiers, such as a color being metallic, can have an additional effect, however, these modifiers are not so easy to draw on and you will need to discover how to do so on your own, though you can still draw on the color without the modified effect if you so desire.

Living Cloth (300cp): You have found a lost art that allows a willing person to transform clothing and grant some, or all, of their power and abilities to the wearer for as long as they are worn. You can use this to transform a willing person or creature into an outfit that is representative of them on a fundamental level, appearing on your own body or that of another person nearby with the outfit changing to fit perfectly on the individual. By doing so, they are able to grant some of their power, abilities, and skills to the wearer, as much or as little as they desire to give. You can even use this ability on yourself to become an outfit for another person. At any time, an individual subject to this effect can choose to return to their original form, though they cannot transform back without your aid unless you teach them how to perform the transformation directly.

Additionally, you are able to treat your clothing as an extension of your body and your body as an extension of your clothing, allowing you to be counted as both your own body and your clothing whenever it would be beneficial for you to do so.

Somebody's *Fabulous!* (300cp): You possess a rare power amongst the style warriors, a reserve of power within yourself that you can draw on for many purposes. This reserve starts small but will grow with use and meditation and regenerates fairly quickly. How fast this reserve grows is based on your personal charisma, level of physical beauty, overall attractiveness, and how often you push your abilities with it. The energy can be used in a variety of ways, including being infused directly into an object to augment its appearance and ability, channeling it through the body to augment physical abilities, fueling and empowering magical abilities, and similar abilities, with new ones being able to be unlocked with time and training.

You cannot use a Style Token to gain this perk.

Items

You may spend your Style Tokens in this section if you are so inclined.

Expanded Handbag (100cp): A stylish handbag that always seems to fit what you are currently wearing, even changing appearance to match, can hold far more than its outer dimensions suggest, able to hold a small closet's worth of stuff without any apparent weight or bulk added to the bag. When you reach into the bag, you find exactly what you're looking for right on top, practically sliding into your hand on its own.

Repair Kit (100cp): Whether magical or technological, this repair kit has all the tools necessary to seamlessly repair virtually anything as well as a variety of general tools useful for making things, with an emphasis on clothing and cloth-based work. Anything repaired with this kit also gains a sort of ablative armor, a layer of energy or nano-tech that keeps it from being dirtied or damaged until it is fully used up. This doesn't protect you directly, but can make the clothing a bit more durable.

Adaptive Clothing Treatment (100cp): A simple box that, if an outfit is placed inside for a few hours, the clothing will gain the ability to alter its form when its wearer changes form. Clothing that has undergone this treatment will either change to fit the wearer as they transform or meld into their transformed state as they transform, still granting their benefits and applying some aesthetic qualities to the transformation.

Glamourweave Mirror (100cp): This mirror carries an odd sort of ability that allows you to make a set of clothing you are wearing appear as another set of clothing. This is a purely illusory effect as all it does is change the appearance of the clothing. It is a complete illusion, however, covering all senses it is possible to cover.

Charm Box (100cp): A jewelry box that has the ability to transform larger (but still handheld) objects, such as weapons and shields, into jewelry that resembles the object they become. At any time, the wearer can cause a transformed object back into its base form with a simple act of will. Once the object is allowed to return to its base form it needs to be put into the jewelry box again to turn it back into jewelry, unless you have another piece of jewelry in the box, which you can fuse with the object as an alternate form for the object it can switch between at will, which can have some effects on both forms of the object due to bleed over between the two objects.

Boutique (200cp): A common venture for pretty much any style warrior is to start a store with the sort of fashion you enjoy most, earning you a fairly regular and sizable profit. You do not need to be involved in the running of the store as it is run by competent staff NPCs that can design and make clothing effectively and are fashion minded enough to help people develop their own styles. If you do decide to add your own custom designs, however, you may earn some fame and lead to boosts in revenue for a time.

Magic Loom (200cp): Either made of highly advanced technology or long forgotten magics, this loom and wheel is designed to be able to spin nearly any material into thread and fashion any thread into cloth. Supernatural energies, odd materials, and even immaterial substances can be processed through this loom to turn them into thread and cloth with unique properties. This eases the incorporation of enchantments to the point that spells cast during the process become incorporated into the cloth as enchantments rather than needing special materials and techniques to do so. Technological devices put through the loom maintain their abilities while in cloth form.

With a lot of modification, it is possible you could have the loom create something other than cloth, though this would be a long term project.

Portable Penthouse (200cp): A designer suitcase that, if a button is pressed on it, will unfold into a large door that opens into what looks like a penthouse suite with a built in spa and gym. Resting in this suite helps to relieve stress and helps to ease the mind considerably, with the actual spa helping to heal and rest the body as well as having a slight beautifying effect and the gym being quite effective for physical conditioning and burning fats on the body.

Anyone resting in the penthouse with you can get a one time beautification from the spa that basically has the effect of airbrushing their looks and a one time physical enhancement from a session in the gym, shedding fat and building up physical abilities. Each of these takes one hour of time.

Style Weapon (200cp/300cp): These weapons are an uncommon implement used by skilled style warriors, not because they aren't sought after, but because there are so few able to make them. A style weapon draws on the force of personality, personal charisma, and social magnetism of the wielder to augment the strength of their strikes, as well as making their combat prowess and luck proportionally more pronounced. It is also a near perfect focus for any supernatural abilities you may have, offering greater control of those abilities.

For an additional 100cp, the style weapon possesses an additional trait, it imprints on your personality and slowly grows and develops new abilities as it is used, suited to your personal tastes and personality traits, slowly becoming an ideal weapon for you to utilize.

If you have the Accessorizing perk, you also get a book that details how to make a style weapon.

Mannequins (300cp): A half dozen life sized and life-like dolls that are fully animate, programmable, and have minor shapeshifting abilities to allow them to mimic the builds of other individuals. These dolls are a type of simplistic golem built from ceramic and wood that are meant to act as servants, models, and, after some time, companions, able to have skills installed into them over time.

Any doll will start out fairly simple and unintelligent, however, they can grow and develop over time to develop a personality and become fully realized individuals, going faster the more skills they have installed into them. They are not particularly durable, but some have been known to take up the path of the style warrior and have their forms upgraded in some way, which are maintained between jumps.

You can prevent them from developing a personality if you wish. However, if they develop personalities of their own, you can import them as companions, allowing them to share a single companion slot.

Symbiotic Outfit (300cp): This special outfit is actually a living creature, having the benefits of the Living Cloth perk, though only applied to itself. In its base form, this living outfit appears as a bundle of fibers, but it can shapeshift into any form of clothing it has ever seen and can absorb cloth and outfits to gain properties of whatever it absorbed, which it can then express at will. While its base form doesn't have much personal strength, it is able to augment the wearer as if it had the theoretical peak of human physical ability. It can communicate with you telepathically and is actually quite intelligent.

Additionally, the outfit can absorb some of the properties of individuals it has bonded to for long enough or has had enough samples of DNA assimilated, increasing the physical augmentation it grants and possibly developing new abilities they can grant to their wearer as well, though these developed abilities will be significantly weaker than the originals unless they can draw on many samples, increasing with the complexity and overall power of the ability they are trying to develop. These abilities can be merged and synergized with each other.

You cannot use a Style Token to gain this item.

Idol's Crown (300cp): An beautifully crafted crown that seems to go with just about anything no matter what it is. Someone that pays respects to the crown and places their hand on it develops abilities similar to those described in this document. If you choose to, you can cause the crown to crumble to dust and spread its effects to the entire world, spreading the abilities of the style warriors to the various denizens of the world. If you do, you'll get a new one at the start of your next jump.

You cannot use a Style Token to gain this item.

Companions

You may spend your Style Tokens in this section if you are so inclined.

Recruit Anyone (Free): Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import (50cp): You can import a companion, and they'll get 600cp to spend. They also get the 4 Style Tokens, which can be spent the same as yourself. Each additional purchase doubles the number of companions you can import. With four purchases, you can import all of your companions.

Fellow Stylist (50cp): This option allows you to create a new companion with 800cp and 5 Style Tokens to spend, which can be spent the same as yourself. Each additional purchase allows you to create another companion. You can choose the specifics of their appearance and personality, though they are guaranteed to get along well with you.

Drawbacks

Leave When The Story Finishes (+0cp, Toggle): You can leave when you've brought the story to a conclusion. When the "canon plot" ends or is made completely impossible, you can go. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Longer Stay (+50cp): You'll spend 5 more years here. Can be purchased multiple times. Can only provide up to +400cp for an additional 40 years in this jump.

Colorblind (+50cp): You are colorblind in one fashion or another, seeing a select few colors as something else entirely. With an additional purchase, you are completely colorblind, only able to see white, black, and shades of grey. With a final purchase, you literally see the world in black and white instead, like black ink on white paper.

Lowborn (+50cp): You have little in the way of resources, born and raised on the lowest rungs of society. This will make your time here harder, but it is not insurmountable. An additional purchase will ensure hardships that drain your funds will constantly plague you for your stay, making it even harder to surmount the issues you already face.

Prejudice (+50cp): You will have to deal with a measure of prejudice during your time in this jump, whether due to your gender, your race, or some other quality. This will make your time here harder, but it is not insurmountable. An additional purchase will make this prejudice more intense and lead to some extremists targeting you.

Interesting Times (+100cp): May you live in them. This will make your time here quite a bit more exciting as you will have little time to rest and relax. One event after another will need your attention on a nearly monthly basis. An additional purchase makes this a weekly occurrence and a final purchase makes it nearly daily.

Wardrobe Malfunctions (+100cp): You regularly have to deal with damage done to your clothing as they seem to just be less durable while you're wearing them. An additional purchase makes this more pronounced and any damage done to your clothing is emphasized, seeming to be disproportionate to what caused the damage. With a final purchase, you will find that you are often left completely exposed as your clothing simply seems to disintegrate when damaged enough.

Fashion Disaster (+100cp): You don't gain the Fashionable perk until the end of this jump. With an additional purchase, you have an actively bad fashion sense, though you can still work towards something better. With a final purchase, your fashion sense is so bad it hurts the sensibilities of and is actively offensive to other style warriors.

Item Lockout (+200cp): Your items and resources from previous jumps are locked for the duration of this jump. A second purchase of this drawback leaves your warehouse similarly inaccessible for the duration of this jump. The second purchase only grants +100cp.

Power Lockout (+200cp): Your perks and powers from previous jumps are locked for the duration of this jump and you are reduced to just your body mod. A second purchase leaves you without your body mod as well. The second purchase only grants +100cp.

Companion Lockout (+200cp): Your companions cannot enter the jump alongside you and are restricted to your warehouse until the jump ends. Companions can still be imported, they just cannot leave the warehouse.

Total Lockout (Special): This drawback can only be taken if you have the Item Lockout, Power Lockout, and Companion Lockout drawbacks. If you do, you gain an additional Style Token.

Delayed Gratification (+300cp): You don't get access to any purchases from this jump, save for Fashionable and whatever freebies you gain from your Style Tokens, until after the jump ends. You may work towards learning the effects of the perks you have purchased, however. With an additional purchase, you only gain the benefits of Fashionable, and nothing else. You can still work towards learning the effects of the perks you have purchased.

Rival Stylist (+300cp): You have an enemy that has a custom build from this doc using the same amount of CP that you spent, as well as their own set of Style Tokens. They don't like you and want to defeat you, though they don't necessarily want to kill you. Additional purchases can either cause you to get another rival or make one of your rivals willing, and possibly more than willing, to kill you. You only gain points for the first five rivals.

Renown (+300cp): Your abilities and skills don't stay a secret for long, everyone knows what you are capable of and it is easy for your enemies to find out the specifics. An additional purchase gives them a complete dossier of your abilities.

Deadly Fibers (+400cp): A parasitic form of living fiber has emerged, either hailing from deep underground, an escaped experiment, or coming from space, doesn't matter its origin, only that it seeks to take control of all that lives and breathes on the planet. These are similar to the Symbiotic Outfit, except they take control of the wearer and gain complete access to the abilities and traits of the host/wearer. While the wearer can resist, the longer they are under the control of the fibers, the less they are able to resist until they can't anymore.

Against such beings, the style warriors are a double edged sword, strong enough to combat the possessed hosts, but also ideal hosts for the fibers to take control of.

Fashion Wars (+400cp/+600cp): Your time here is not going to be very peaceful, I'm afraid. War is both on the horizon and inevitable, and the style warriors are likely to play a major role in this conflict. It will be nearly impossible to escape the war efforts and its knock on effects.

For an additional +200cp, you will be considered a pivotal part of the war efforts and will be dragged into it. Essentially, you are plot bound to the war efforts.

Choices

Now at the end of the jump you have one final choice to make... do you go **Home**, do you **Stay**, or do you **Move On** to your next jump?

Supplement Mode: You can choose to use this jump as a supplement and attach it to another jump.

Crossover Mode: Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Notes

Interactions: Certain perks have an additional effect when combined with each other. If you take both of the perks, you gain an additional benefit as described below. This does not include obvious interactions like Style Armor and Controlled Malfunction.

- *Deep Pockets + Dimensional Wardrobe:* Anything stored in your Wardrobe can be partially extended from it instead of being an entirely binary effect. You can manifest objects from your Wardrobe out of your clothing if you'd prefer to it just appearing.
- *Perfumer + Body Artistry:* You can expand on your knowledge of alchemy to include other forms you may encounter, allowing you to learn how to brew potions rather than just fragrances and pigments.
- *Body Artistry + Accessorizing:* You can anchor an enchantment to any tattoo or bit of body art, with permanent tattoos being able to anchor permanent enchantments.
- *Magic Hair + Cloth Combatant:* You can use your hair to form clothing around your body, Bayonetta Style and your hair counts as cloth for Cloth Combatant.
- *Magic Hair + Accessorizing:* Your hair acts as a perfect receptacle for magic even when not braided, and if styled or braided can have the level of magic it can hold increased by up to five times.
- *Magic Hair + Sitch Witch:* You hair can be styled to be used as a focus for your spells, able to hold up to one spell plus an additional three per foot of hair length, maxing out at ten spells at three feet of hair.
- *Cloth Combatant + Style Armor:* Cloth that you extend your control over is subject to the effects of Style Armor as if you were wearing the cloth in question.
- *Style Armor + Regalia:* While wearing multiple protective items, the protective qualities of lesser items are added at 1/16th their normal strength to the most protective item, using the increased protection for the effects of the Style Armor perk.
- *Regalia + Rags to Riches:* Your ability to form raggamoffyn outfits is sped up considerably and the resulting Legacy of the outfits are stronger and more robust.
- *Songstress + Battle Dancer:* You can combine the effects of dance and song magic to create more common forms of spell, such as channeling the ice magic mentioned under battle dancer and into your voice to create a storm of ice crystals.
- *Attunement + Making A Statement:* You are able to create a Signature Outfit, an outfit designed to exemplify your personal style. This outfit will always have an Attunement bond with you in addition to your normal bonds. The outfit will also change to match how your personal style evolves.
- *Accessorizing/Stitch Witch + Fashion Technician:* You can apply your technical knowledge towards magitech just as easily as normal technologies.
- *Accessorizing + Monstrous Fashion:* You can capture elemental qualities in clothing to have a dress that is seemingly made of smoke or a suit with a collar of fire. These qualities won't hurt the wearer.
- *Stitch Witch + Unraveler:* You can draw on the power of the supernatural effect you are unraveling to make a spell at the same time, tinged with the traits of the unraveled effect.
- *Unraveler + Sincerest Form of Flattery:* Unraveling an effect allows you to gain an understanding of it and how it works, effectively giving you an in depth look at the mechanics of what you are unraveling.