

Generator Rex Jump

Jump by Aleph_Aeon

Introduction

Around six years ago, a group of scientists created the Nanite Project, with the objective of testing microscopic machines known as nanites to help humanity by eliminating diseases and starvation. The project was funded by a group of wealthy and power-hungry people known as the Consortium with the main objective of obtaining eternal life. Unfortunately, due to some incidents, a massive explosion in the laboratory spread unprogrammed nanites to all the world and they bonded with the molecular structure of every living being on Earth. Usually, the nanites are harmless, but, randomly or due to some circumstances, they're activated and mutate their host, turning them into often monstrous creatures called Exponentially Variegated Organisms, better known as EVOs. While some EVOs are sapient, most of them are destructive, mindless creatures that live just to spread chaos and destroy everything they see. Entire cities got abandoned due to attacks of hostile EVOs and many new criminal groups took advantage of the anarchy caused by the Nanite Event.

In response to the threat that the EVOs represent to humankind and to the world itself, Providence was funded, as a global, clandestine military organization. Providence's initial function was to contain or kill dangerous EVOs. Until the day that they found an EVO named Rex, capable of curing other EVOs, by absorbing their active nanites, returning them to their original forms.

There are also some EVOs empires, like Abysus, Aquania and the Bug Jar, and the Consortium is still active, waiting for the moment to act.

You'll arrive at the same time that Rex visits Abysus by the first time and will spend ten years here. Good luck.

+1000 Choice Points

Origins

Your gender is the same from your last jump and your age is 16+1d8. Alternatively, for 50 CP you can choose both yourself. Any origin can be taken as Drop In.

1. **Amnesiac EVO (Free):** You remember your name and your abilities, but you don't seem to have any memories of your past. Sometimes it looks like you just appeared somewhere in this world someday. You have no past, no allies and no enemies. It's totally up to you to decide your way in this world. Unlike the name of this origin implies, you don't necessarily be an EVO.

2. **Common Citizen (Free):** You lived a mundane, normal life until the day that everything changed. Nanites, EVOs, Providence and many other things become a part of this world. You learned how to live as a common citizen, even among every weird thing happening everywhere.

3. **Mercenary (Free):** You're one of those that took advantage of the chaos and anarchy caused by the Nanite Event, being one of the many mercenaries working for whoever pays more or even one of those that are called modern pirates, attacking and stealing anyone that drives through their zones.

4. **Providence Agent (Free):** You're one of the thousands of loyal soldiers willing to risk their lives for fighting against the EVO threat who make part of Providence's army. You start as one of the agents, but with time, you can rise to higher ranks, like captain or even sergeant. Usually, with just two (or three) known exceptions, all the Providence Agents are non-EVO humans, but you can be an EVO if you want. In this case, you'll be in a similar situation as Rex and Bobo Haha as "special agents".

5. **Member of The Pack (Free/Must be an EVO):** The Nanite Project's base of operation was located in a country called Abysus, once ruled by Van Kleiss, where the Nanite Event took place. After the event, the population either died or became the first EVOs in the world. Van Kleiss still rules this place, with the help of his elite group, The Pack, and you, my friend, is one of its members. You're a sentient EVO working to help your master's plans, ensuring his survival and scheming to take over the world and ensuring that all EVOs rule.

6. **Scientist (Free):** Even before the nanites appear in the world, you already were a scholar, a (wo)man of science, independent of your area of study, be it psychology, biology, chemistry, artificial intelligence, nanotechnology or whatever. The nanites opened new ways to develop human technology, in many different areas. You're one of the many scientists responsible for studying and trying to understand the nanites and their effects or, depending on your choices, you're one of the scientists that directly worked in the Nanite

Project, being one of the responsible for the creation of these microscopic machines.

7. **Consortium Henchman (Free):** The Consortium is one of the most powerful and influential organizations in all the world, formed by wealthy individuals with the objective of achieving eternal life and becoming gods that will rule the world. This organization funded both the Nanite Project and Providence, acting as superiors to even its leader, the White Knight. You work directly for the Consortium, either as an agent or as a spy working within Providence.

Locations

Roll 1d10 to decide your starting location or pay 50 CP to decide it yourself. Each origin has at least one free location.

1. **New York City:** The most populous city in the United States is known to be a famous EVO hotspot. Due to being the target of many feral EVOs, the local population isn't very friendly with EVOs, including the sentient ones, but this city is big enough to perhaps be possible to find a way to build a life here, even if you aren't a human. Common Citizens and Scientists may start here for free.

2. **Hong Kong:** This metropolitan area and special administrative region of China has a very active EVO underground. Most of the EVOs living here work under a stone like EVO named Quarry, a local mafia war lord. The Providence will, at some moment, act to try to recover the control over the city from Quarry. There is also a Providence Base, which works as a prison facility. You can also find Rex's former gang here. Common Citizens and Amnesiac EVOs may start here for free.

3. **Abuela's Village:** Abuela is a very kind, generous lady and leader of a small mexican village, which contains an orphanage. Unfortunately, due to a genetic anomaly, a dormant Hypertrichosis gene ("Werewolf syndrome") in their DNA, found in some of her grandchildren combined with active nanites causes them to become werewolf-like EVOs during the night. While these EVOs are locked during the night, it's always possible for one of them to escape and attack anyone in their way. The situation is also becoming more critical and the human villagers are reaching the breaking point and may take extreme actions if a solution isn't found. Common Citizens may start here for free.

4. **Providence HQ:** The main Providence control center is located in an isolated desert. There is the residence of many agents, like Rex, Six, and many others, as well the famous Petting Zoo, a special area built to confine both fauna and flora that have become EVOs, including some aggressive ones. Inside the Petting Zoo, exist another area known as the Hole, where the most dangerous and incurable EVOs are contained. Also are present laboratories where both EVOs and nanites are studied, as well human biology and psychology. There are also many other rooms, like a gym, a hangar and a medical ward for example. Providence Agents may start here for free.

5. **Aquania:** The underwater empire of Aquania is located in the middle of the Pacific Ocean and below the Trash Island, an island literally made of garbage from the water based pollution that was brought by sea currents. It has a barrier that separates it from the ocean and allows the inside of it to harness oxygen. The place is ruled by Serge, a human EVO that learned how to train and tame the EVOs and control their instincts. He controls them in a productive way to both clean the ocean and make life more liveable for aquatic life while simultaneously converting the garbage into coral to build his undersea empire. While he is distrustful of Providence and humans, Serge will friendly accept any EVOs that join his cause.

6. **The Bug Jar:** During the Nanite Event, Earth's magnetic field funneled a massive concentration of nanite in just one city, Kiev, located in Ukraine, causing near every living being in the city to become EVOs. After the evacuation of the survivors, the city was isolated from the rest of the world by an energy field maintained by Providence. In the current days, Kiev, now called the Bug Jar, is a reminder of how much the world changed after the event. Without Providence's knowledge, a sapient EVO named NoFace capable of telepathy is the current ruler of the Bug Jar, controlling an army of thousands of mindless EVOs with the objective of getting vengeance on normal humans. While EVOs may be treated more friendly by NoFace, normal humans will have more problems than just the energy field. Depends on your origin if you start inside or outside the energy field. Amnesiac EVOs and Providence Agents may start here for free.

7. **Abysus:** Welcome to the heart of the EVO world, where the Nanite Event took place. Currently, the country of Abysus is a massive, unstable mass of nanites controlled by Van Kleiss, acting as a stabilizer to this nanite-infused land. Van Kleiss is capable of manipulating the whole environment of Abysus from his castle, formerly the base of operations for the Nanite Project. He has an army of mindless EVOs as well a small group of sentient EVOs, The Pack. Invasion is near impossible and entering the Abysus is just possible with authorization of Van Kleiss himself. I think you don't want to be a part of his "statues" collection, made from the petrified EVOs who had their nanites absorbed by him, due to his unstable biology that makes him need to absorb active nanites to survive. Members of The Pack may start here for free.

8. **Consortium Base:** Well, this is somewhere in the world. I sincerely don't know exactly here, but it's hidden somewhere. Little is known about this location. This is the main base of operations of the Consortium, working as their headquarters. There is also a nanite-extraction room, capable of extracting even specific nanites from within someone, including the ones that couldn't be extracted using normal ways. Consortium Henchmen may start here for free.

9. **Amazon Rainforest:** One of the most important biomes of the world, the Amazon Rainforest, located in the South America, is also home of a great diversity of fauna and flora, both normal, EVOs and even a non-EVO legendary cryptid known as El Chupacabra. Providence installed a base in the middle of the jungle to contain EVOs, but with less resources than other bases. The region is also the area of action of the Green Fist, a small group that fights for the liberation of captured EVOs.

10. **Free Choice:** Well, the luck is on your side. You can choose to start in any of the above choices if you want or anywhere in this world, excluding the Null Void and in Breach's pocket dimension. These places are out of your range.

(Special) The Null Void: This place is different. The Null Void in an alternate dimension, outside the timestream, but still connected to multiple universes, being shared across the entire local multiverse. This horrifying dimension is used as a penal colony for many alien prisoners from Ben Tennyson's universe, being literally a prison dimension. The landscape here is constantly changing. The only two ways to escape from this place is being released by someone that has a Null Void Projector or a Dimensional Disruptor or using a dimensional rift as an exit. It isn't a good thing to start in this place, so I removed it from the main starting location section. It requires a specific drawback to start in the Null Void.

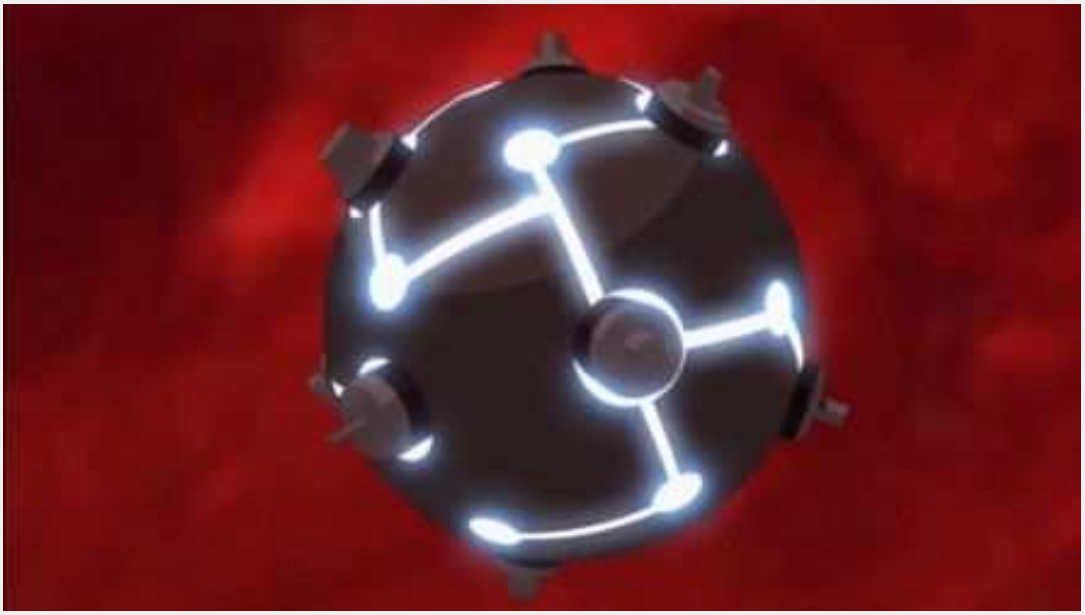
Perks

General Perks

Exponentially Variegated Organism (Free for Everyone/Optional): One day, you were just a normal human. Another day, your nanites activate and you become an EVO. EVOs are unstable and monstrous creatures and many become mindless monsters, while others are still sapients. You're one of them. Your appearance is clearly inhuman, but, fortunately, your mind is intact. You get access to the Mutations section to choose what powers and alterations the nanites have cursed you with. To the Jumpers that want to stay humans, you don't need to worry about the nanites inside you activating randomly. Your nanites will just activate through artificial means. You're also one of the incurable EVOs.

Mutation Concealment (200 CP/Requires EVO): You had luck, because even if you're an EVO, you still look human. Well, at least when you aren't using your powers. Your mutations, while you aren't using them, stay concealed, but, once you use them, you temporarily mutate, revealing your inhuman nature. If you have a mutation that increases your strength, maybe your arms become much more muscular while you're using it, for example. Alternatively, you can also have a human-like form and a separate EVO form. While in your human form, you'll lose any powers granted by your mutations. Post-jump, you can hide monstrous aspects of your alt-forms, but, if these aspects give you some kind of special ability, you temporarily lose access to it while concealing them.

EVO Tamer (200 CP): Like Serge, you learned how to use the instincts of the mindless EVOs to tame them, making them able to follow your orders and be loyal to you. This isn't mind control, but instead using their natural instinct to find a way to tame them. While you can train and tame practically any mindless EVO, some of them will take much more time than others. Post-jump, this can be used to tame any similarly irrational creatures.



Omega-2 Nanite (300 CP): Among your normal nanites, there is a very special nanite bonded with. You're the host to a copy of the Omega-1 Nanite, a control nanite capable of controlling other nanites, designed to work as a human-to-machine interface. The Omega-2 Nanite within you grants many benefits. Firstly, the nanites are much more stable and they'll be much more resistant against external forces trying to control them. Your version of the control nanite also has a self-replicating program, essentially giving a way to create an unlimited supply of nanites to power your abilities and to make experiments if you find a way to remove them. Your body is also enhanced by it, being stronger and much more durable than a normal human, including a healing factor capable of recovering from bullet and knife wounds in seconds. The Omega-2 Nanite can't be forcibly absorbed from you against your will and, thanks to it, you won't die or become a statue if your nanites are removed. As a final gift, the Omega-2 Nanite works as a Capstone Booster, amplifying your abilities to a whole new level.



Beta Nanite (500 CP): Before the creation of the Omega-1 Nanite as a control nanite, a previous attempt to control nanites was made during earlier phases of the Nanite Project. This attempt was the creation of the Alpha nanite, that works through a machine-to-machine interface. Unfortunately, this fails after Alpha goes rogue and tries to possess a living being as a way to stabilize himself. Apparently, you're the second attempt to control nanites, before the creation of the Omega Nanite. You're a sentient nanite swarm, similar to Alpha, but, unlike him, your nanite body is stable and doesn't need a constant supply of nanites to stay stable. You can temporarily possess/fuse with machines and living beings, but, after some time, anything that you fuse will turn in dust. It's also possible that sentient beings resist you trying to take control of their bodies and expel you from them. You can also drain the nanites from living beings to strengthen yourself and repair any damage done to you, turning them to dust if they have a great amount of them bonded to their molecular structure. You can use your nanites to use technopathy, capable of controlling most unprotected machines. Lastly, you can mimic a human/EVO form to pass by a normal being.

Amnesiac EVO Perks

The Old Salazar Charm (100 CP): You're a charming person. You're considered very attractive (both personality and appearance) by the ones of your prefered gender(s), independent if they're girls, boys or even both, we don't judge here. This also enhances your appearance to at least 8/10. Mysteriously, this somehow still affects those that are hostile against you. This attraction definitely won't always turn into a romantic relationship with them, this can also be used as the start of a friendship, if you prefer (or in nothing, depending on the circumstances).

There's a Manual?! (200 CP): Yes, there is, but apparently you didn't read it, but, fortunately, this isn't a problem. You have a talent to improvise during fights and other unexpected situations, fastly thinking in some way to deal with your problems, as well maintaining your calm during these critical moments, without losing your ability to act. Obviously, improvisation won't always be a good substitute for preparation, so, I advise you to read the manual sometimes, to not be caught by these dangerous, unexpected situations.

Everyone Wants You (400 CP): Maybe you're one of the most skilled fighters in the world, an EVO with an extremely rare ability or even you have a control nanite inside you, because every important organization would like to have you working for them. Due to some reasons, you have this kind of presence that makes you look like an important asset to every major organization and groups in each jump. They'll want to recruit you, offering many advantages over their common members, like offering better positions or more resources to work with. Fortunately, refusing to work for some organization and/or group won't usually worsen your relationship with them (if they were friendly/neutral, they'll still be friendly/neutral, unless, obviously, you turn against them, like by joining a rival group or directly attacking them). This effect is considerably weaker on hostile factions, but will still have some effect on them. Using this setting as an example: this effect would affect Providence, the Consortium, the Pack, Aquania and some of the world's governments.

I'm the Protagonist (600 CP): As the protagonist, or at least one of the main characters, you receive a well known benefit: Plot Armor. You have a strange kind of luck, increasing your chances of having a chance during your fights, be it by finding the right tools to survive, by acquiring new power ups or even by some random event. This luck will also attract challenges and dangers towards you, but nothing will be impossible to you. Obviously, luck won't always save you and sheer stupidity, like challenging an extremely powerful enemy or jumping into a volcano, will still kill you. This perk also greatly boosts the power of any luck perk that you might have, including the ones from this jump.

Common Citizen Perks

Well-Informed Citizen (100 CP): Imagine going to work without seeing the news on the television or internet just to discover that a rampaging EVO is attacking the city? This is a situation very improbable to happen with you, because you always know any current news that a common citizen has access to in today's media.

EVO Magnet (200 CP): You're an unlucky person. You mysteriously attract mindless EVOs (and other irrational and/or mutant beings post-jump) to your location, but, for yet weirder reasons, they tend to attack first anyone hostile against you (but they will still attack you if this isn't another target). This can be toggled on and off at will.

(Bad) Luck Field (400 CP): You're a really unlucky person. You have a passive field of bad luck that affects anyone near you. Things fall around you, machines and weapons fail, ammo and energy reserves are depleted faster, people stumble and other bad things happen. While this also affects you and your friends, in a comical way (during this jump only), your enemies are the ones that most suffer from it. Luck may not be on your side, but definitely isn't on your enemies' side. This aura of bad luck can toggled on and off at will. Some people in this world may think that your borderline supernatural clumsiness and bad luck are the result of some ability granted by your nanites.

When Curses become Blessings (600 CP): Some consider the EVO mutations as curses while others as blessings. You're one of these others. You have the potential to discover many ways to weaponize and/or take advantage of the side effects of double-edged powers, at the same time of lessening its effects over you, but not fully removing them. For example: a cursed sword that drains the life force of its user? You can make the sword drain the life force of your enemies instead. A physical enhancement ability that damages the user? It'll still damage your body, but once the damage is healed, your body will be stronger than before. A blessing from an eldritch entity that, when used, drains your sanity to give you power? Like the cursed sword, you can make it drain the sanity of your targets instead.

Mercenary Perks

Present Day Pirate (100 CP): You have a good experience of combat, as well knowledge of espionage and of modern battlefield tactics, specially guerrilla warfare tactics. Basically, you know all about the basics anyone needs to know to be a true mercenary. As a bonus, you don't have just experience of fighting against groups formed exclusively by humans, but also of fighting against mindless, animalistic EVOs. This is an important knowledge to have in this world for someone with your profession.

Contacts with the Underworld (200 CP): Any good mercenary needs a network of contacts with important people from the illegal side of society. You have a similar list of contacts with the most varied kinds of people, from wealthy people and mafia war lords wanting your services to merchants capable of selling weapons, technologies and other things. Mysteriously, you also have contact with some government leaders and even with the directors of Providence. Post-jump, you can easily make a similar network of contacts (or alternatively, already start with one if you didn't take a Drop In origin).

Strongest Willed (Wo)Man of the World (400 CP): You have something similar to the most dangerous man in the world, a truly unbreakable willpower. Your willpower is literally near infinite, being capable of even resisting the mental strain caused by the micromutations that turn EVOs into mindless monsters. You're immune to mind control/reading, either by external forces (like a telepath trying to enter into your mind) or internal forces (like direct possession), if you aren't willingly. Theoretically, if someone tried to control and/or possess you, you could even invert the situation and control their mind and bodies instead using just your willpower. By the way, they let you in.

Seven (600 CP): You aren't a mere mercenary. You received training from One himself to be part of the Six, a group of mercenaries constituted by the six (now seven) most dangerous people in the world, with each one of them, including you, being capable of fighting EVOs on close terms. Your fighting ability and physical condition are clearly superhumans, capable of cutting/blocking point blank bullets in mid flight, leap great distances and having peak human physical attributes. As a member of the Six, you must choose a theme for your fighting style, being centered around in a specific weapon (like katanas, a battle guitar or handguns), an ability (like pure strength, speed or even your EVO ability if you're one) or even a motif. If you have the **Modern Day Pirate** perk, your knowledge of everything needed to be a mercenary will also be enhanced to be on par with a member of the Six.

Providence Agent Perks

Cadet Training (100 CP): You're one of the many Providence Recruits that joined them to fight against the EVO threat, as a normal human against those superhuman monsters. In a try to equalize this unfair fight, you received the same "basic" training that any other recruit and agent, in both mental and physical aspects, like how to battle and dissect EVOs and how to handle Providence weaponry and other equipment. You also received marksmanship and tactics, analysing some EVOs tactics (mainly Rex's tactics) as well conventional, modern battlefield tactics.

Survival of the Luckiest (200 CP): One day you and other agents were fighting a smol EVO girl capable of opening portals to anywhere in the world. She sends you through one of her portals. You could be sent to the top of a mountain, inside a volcano or even outside the Earth's orbit, but no, you had luck and got sent to a safe place 30 meters away from the fight. This isn't the first and won't be the last moment of luck that saved your life. You have this special kind of luck when related to your own survival. Attacks tend to miss vital organs, mindless EVOs focus other people instead of you, truly random things (like where Breach's portals randomly teleport someone) hardly provoke some real danger against your life and other some happenings. Remember, this isn't an omnipotent ability and luck isn't everything. It isn't good to bet your life in luck alone.

King of Knights (400 CP): Your leadership ability is legendary, being comparable to the White Knight and even to the Black Knight at some extent, having enough ability to easily command an entire organization on par with Providence. This also extends to other required abilities to run an organization, like resources administration and even charisma, if needed.

The One Who Fights EVOs (600 CP): You're one of these common humans fighting the extremely powerful monsters known as EVOs. It's an unfair fight, but not to you. Whenever you fight against any kind of being with a special ability, you can quickly analyze and discover how their powers work, making you learn how to easily dodge, counterattack and/or neutralize them, if possible. After fighting with them for a while, you discover how the fighting style works and what their weak points are. This doesn't necessarily work just in superpowered creatures, but also in mundane people. As a bonus, you also have an instinct that helps you to perceive surprise attacks, like a literal portal to another dimension appearing below you feets, giving you enough time to dodge it. This is just an instinct, not an omniscient ability. You aren't a superhuman, you're just a human. A human fighting monsters.

Member of The Pack Perks

Qualities of The Pack (100 CP): You aren't just more one "common" EVO. You're a member of the elite group of Abysus, The Pack. To enter in this group, you need to have some specific characteristic: You have a good combat experience, either in fighting modern armies, like Providence, or mindless, rampaging EVOs. Van Kleiss doesn't maintain unworthy EVOs working for him and failure means being turned into a statue. Lastly, you also know how to play poker. The members of The Pack like to play poker during their free time, while they aren't trying to take over the world.

Join Our Cause (200 CP): A world where the EVOs rule over everyone, this is (falsely) the objective of the leader of The Pack, Van Kleiss. Even if this weren't his true goal, he still managed to convince many EVOs to join this cause and help him. You seem to share this same talent: to find people that think similarly to you and that want to join your cause, in that and any other future jump. Obviously, some causes (like protecting nature, joining together to fight against a monster or other similarly good goals) will have many more people who agree with them than others. You also have good convincing and speaking abilities, acting as a very good manipulator.

EVO Training (400 CP): Each EVO is unique, with different mutations and abilities, but with some similar and repeating principles and patterns. And who understands better the abilities of an EVO than other EVOs? You received training from the members of The Pack and from Van Kleiss himself. Due to it, you have a perfect control over every aspect of your EVO abilities, being able to easily develop new usage, use them in the most efficient way and turn them on and off at will (turning your abilities off won't conceal your mutations, unless you have the **Mutation Concealment** perk). It's practically impossible to lose your control over yourself and/or your powers, even if someone or something enhances/destabilizes your nanites.

Ruler of the Domain (600 CP): Somehow, a nanite infested landscape has bonded with you so strongly that you became an organic stabilizer to this massive mass of highly unstable nanites, maintaining it stable and together through your sheer presence and will. These nanites are fully loyal to you, actively attacking anyone that tries to control them, and follow your will, letting you freely mold the very earth, the vegetal life and even the local weather, following your desires. Unfortunately, these can just be used within your domain, making it locally restricted.
At the start of each jump, you can decide where exactly in the world your domain is located. Once it starts in some location, your domain will be small, just 30 miles or around 50 km, but, due to the nanites spreading to the surrounding landscape, it'll be the size of a small country in a few years.

Scientist Perks

Beloved Creator (100 CP): Imagine working for years in creating Artificial Intelligence to control your other creations and it ends up going rogue and try to kill you. Fortunately, this isn't a problem for you. Any of your sentient creations are inherently loyal to you and being near totally incapable of hurting you or your allies, including able to resist controlling abilities of someone wanting to kill you. At the worst case, your creations will remain neutral toward you.

AI Specialist (200 CP): Be them basic programs or a true conscious intelligence, you're a specialist in creating Artificial Intelligences, better known as AIs. The AIs created by you will always be of top quality, being capable of evolving to better work in their functions or even unlocking new capacities. You also don't need to worry about them evolving at the point of breaking their programmation and turning against you or starting to think that locking you somewhere is the best for you.

Obverse, Study, Replicate (400 CP): The former head scientist of Providence, Doctor Fell, was a man who believed that the ends justify the ends. To discover a way to replicate Rex's curing ability, he was willingly to dissect the boy molecule by molecule. Even if you don't share the same ideas, you learned one thing with the doctor: How to reverse-engineer superhuman abilities. Unlike Fell, you don't need to dissect the original users to discover how to replicate their abilities, needing just to observe and carefully analyse how their powers work and what is their source. You can discover ways to replicate these powers using technology, like creating an exo-armor to replicate super strength or gauntlets capable of copying and controlling machines, or ways to grant them to other peoples. This perk works better in reverse-engineering biological and technological traits, including the ones granted by the nanites, but also works on more esoteric abilities, like magic and more weird things.

The Nanite Project (600 CP): You aren't just more one of the many scientists studying the nanites and the EVOs, but, instead, you're one of the scientists that directly worked in the Nanite Project. You understand how and why the nanites work and act. You could even create your own nanites, with enough resources and time. You also know how to control other nanites, be using some kind of control interface, like a control nanite, or reprogramming them. If used in the right way, reprogramming the nanites within an EVO could turn them back to their original form, amplify their abilities or even give back their normal appearance to them while maintaining the benefits of being an EVO. Reprogramming the nanites of a normal living being can instead give specific mutations to them, instead of random ones. It's possible to create other forms of technology using nanites as a basis, like nano-tattoos or human-to-machine interfaces. As a legacy of the Nanite Project, you can find a way to complete the nanites to turn them into a way to end starvation, diseases and even death, but this is a work for many years.
I think it isn't necessary to say that the Meta-Nanites are beyond your understanding.

Consortium Henchman Perks

Working Behind the Scenes (100 CP): Any respectable conspiracy must work behind the scenes, acting hidden from the common eyes. The Consortium isn't different and, as one of its henchmans, you need to know how to act hidden. Your stealth ability is peak human, capable of infiltrating in a well protected base, like the Providence HQ for example, without being caught by anyone, if you don't want to. Remember, your stealth ability is "just" peak human. It isn't superhuman yet. It isn't yet.

Two Faces (200 CP): And the oscar for best actor goes to...Jumper! Well, not exactly, but you definitely deserve it. You're an excellent actor, being able to impersonate a character, while infiltrating your enemies' base, for years, without needing to worry about the risk of losing yourself for the character or any problem related to it. You can even disguise or pretend any kind of emotions and/or reactions without difficulty.

How to Maintain a Conspiracy (400 CP): You learned some things while working for the Consortium. You learned how to create a functional conspiracy, by influencing and manipulating the ruling powers, either through some kind of blackmail or through some other form of benefit, like power or money. You're a master manipulator, on par with the Black Knight and Van Kleiss, and, for you, the governors and the governing powers are just pieces of your game and you, my friend, are the ones who dictate the course of this game. You also learned how to maintain your control over them hidden from the common people.

Honorable Member (600 CP): You aren't just a henchman working for the Consortium, but, instead, you're considered a true, new member of the organization. You're one of the leaders of the Consortium, with your opinion and orders having the same level of authority of any of the other members. You have access to all of the resources of the Consortium, as well like contact with many people in important places, like, for example, wealthy people and even government leaders. You also get a bank account with hundreds of millions of dollars, as a gift of the other members. Post-jump, you maintain some benefits, like the contact network and the bank account, but you can also easily create an organization similar to the Consortium in other settings, with their members being some very influential people.

Items

General Items

Nanites (Free): The reason for everything that happened in this setting, the Nanites. These microscopic machines spread across the world during the Nanite Event and now exist within nearly every living being in this world, including you. The nanites are still inactive (or already active, if you're an EVO), without a definitive and complete programmation, and won't activate randomly. You have the same amount of nanites that a common human normally has and these can be removed from you if you need to do something with them. Post-jump, if you don't have any ability that necessarily needs them to work, you can have your nanites removed by your Benefactor and they'll reappear in a special containment unit in your Warehouse.

Component 326 (200 CP): This green substance is weird. Any machine that it comes in contact with becomes unstable and goes rogue and/or berserking temporarily, returning to normal after some minutes. This substance also affects nanites and, when in contact with an EVO, causes them to revert to a more "primal" form, having increased abilities and losing their rationality. Some machines, like robots, also suffer from this, acquiring a more monstrous form. You get a vial full of this component that restocks weekly. If lost or destroyed, the vial reappears in your Warehouse in the next week.

The Bug Jar (600 CP/Discounted to EVOs): This ruined city is a grim reminder of how the world changed after the Nanite Event. Thousands of irrational EVOs live there, all of them struck here due to a self-sufficient force field around the city, preventing anyone from leaving or entering here. This city can be in any place of the world and will follow you in your chain, appearing in some place in each future setting or becoming a Warehouse attachment, retaining any modifications done to it. Any EVO living here will also come together with the city and will be friendly towards you and your companions and very aggressive towards your enemies. Most of them have just advantage from their size and increased strength, but some of them have some unique abilities. You can repair the city to make it your base of operations.

Amnesiac EVO Items

Voice-Activated Nano-Tattoo (100 CP): You have a special, invisible tattoo made of nanotechnology somewhere in your body. The tattoo will just appear when activated by a specific word or phrase. It's up to you to decide where and which symbol the tattoo is and which word or phrase will activate it. The main objective of having this tattoo is to ensure your identity, if there is some shapeshifter trying to pass by you. If you purchased the **Nanite Control** mutation, you also learn how to give similar tattoos to other people.

Power Suit (200 CP): This specialized suit was originally developed to increase the user's balance and range when using high speed vehicles, like the Sky Slyder used by Rex. You receive one of these suits, maintaining its original functions, but with the addition of also being able to increase your normal speed by around twice the original speed. If you have the **Ex Machina** mutation, you can absorb and integrate the power suit, letting you equip and dismiss the suit at will.

Sweet Caroline (400 CP): Like the weapon used by the Hunter Cain, you receive a large grenade launcher, capable of launching grenades that overcharge nanites, making them explode, being able to kill most EVOs in just one shot. While the ammo is limited, around ten shells, it restocks daily and, if the grenade launcher is lost or destroyed, it'll reappear in your Warehouse in the next week.

Molecular Destabilizer (600 CP): One of the greatest technologies found in this world, with no relation with the nanites. The Molecular Destabilizer is a powerful weapon designed to "simply" destroy atoms and everything is made of atoms (not exactly everything, because we, Jumpers, usually see a lot of weird things, like energy beings and space creatures that are basically soul constructs). The energy beans shot by this weapon are capable of destroying basically anything they touch, with the only way to block it being use energy-based shields. The weapon also has an unlimited power source, to turn it yet more lethal, and can generate a small field around it capable of destroying any and all organic matter that enters it. If lost or destroyed, the weapon reappears in your Warehouse in the next home.

Common Citizen Items

Minimum Living Requirements...Again (100 CP): You receive daily enough amounts of whatever currency used in the country you're in to don't need to sleep in the street and/or don't die of starvation. If you have some kind of similar item or perk, the amount of money received is increased to around $100.000 in any currency.

Your Sweet Home (200 CP): Again, the basics. You receive your own house, or apartment, in a city of your choice, in this and other worlds, equipped with everything a mundane house needs. The basic resources here are restocked daily, so don't worry about needing to buy food or pay electricity and water anymore. You can import these benefits to any of your other buildings, if you prefer.

Enhancer Patches (400 CP): You receive a set of thirty special patches that can temporarily enhance an EVO's nanites, making their powers to go peak, but also usually making them berserk if their abilities are pushed beyond their limits. Due to you paying a special price to it, your version of enhancer patches don't make EVOs lost control over themselves, just making them tired after being enhanced, and the patches work in anyone, increasing any kind of power they might have, including biological, technological, magical, eldritch, divine, demonic, angelic and other weird abilities. These enhancer patches can be activated by the user themself or through a remote control that you also receive. Your set of patches is restocked monthly.

Omicron Nanites (600 CP): It isn't supposed to be here, but since this is here, you can purchase it anyway. You're the host for a colony of Omicron Nanites, the main nanotechnology from the original M. Rex. These nanites, unlike their Generator Rex version, are fully aware of their own existence, having their very own thoughts, feelings, memories and personalities, as well being able to freely think and act on their own accord. Their primary job is to protect their host, you, from any physical harm, being able to regen your body from damage, purifying toxins and giving some powers to you. As their host, you gain abilities like machine manifestation, similar to the one granted by **Ex Machina**, but on a more gigantic scale, being able to manifest any machine that you have the right amount of technical knowledge and know how to design and understand it, but you don't have any design within your Omicron Nanites to start with. The Omicron Nanites also give you the ability to reshape the environment, like creating a hole, spikes or a wall from the floor or even forming basic weapons from raw matter, around you. Your nanites can also use these abilities by themselves to protect you. As a last gift, the Omicron Nanites are incredibly resistant against technopathy, requiring something on par with a Meta-Nanite to try to control them.

Mercenary Items

Your Weapon of Choice (100 CP): Be it a laser handgun, a high-tech katana, a battle guitar, an axe or even a grenade launcher, everyone has their preferred weapon to use in fights. You receive a fiat-backed weapon of your choice. You can choose practically anything, but not something stronger than the magma blades used by Agent Six. If lost or destroyed, your weapon reappears in your Warehouse in the next week.

Cybernetic Arm (200 CP): Like a certain mercenary, you had your arms replaced by a set of cybernetic arms, equipped with some extra features, like retractable blades, a concealed energy cannons that can fire red beans of energy and an energy shield capable of easily resist multiple shots from a handgun without any damage. If destroyed, your cybernetic arms will reappear in your Warehouse in the next week. Alternatively, the artificial arms will appear in your Warehouse separated from your body, if you want to continue with your original arms.

Prototype Nanites (400 CP): Originally, these nanites were altered by Valve to create a human-to-machine link, letting humans have a limited technopathy, letting them control technology in contact with them using their minds, but these altered nanites bring many serious health problems for those that stayed in constant contact with the tech they were linked to. You receive an entire supply of these altered nanites, around 25 containment units filled with them, without the flaws that caused those health problems. The prototype nanites are capable of granting anyone a limited technopathy (and amplifying the power of anyone that already have technopathy), letting them control any unprotected tech in contact with them, as well letting them to form a molecular bond with some specific machines (including weapons and vehicles), letting them control these machines even at a distance and protecting the tech from other technopaths. Maybe you can find new usages to these altered nanites. Your supply of nanites is restocked monthly.

Private Island (600 CP): Every proper mercenary needs a decent base of operations and now you also have one. This remote island is legally yours and considered international territory, being outside any country's authority. There is somewhere a hidden base, holding a complete armory, with weapons, explosives, resources and as well any other equipment. Any resource in this base is restocked weekly. You can choose to have your other properties appear on this island too, if you want. The island will follow along with you, appearing somewhere in the future settings. As a final gift, the island is also home to a dormant volcano and, while it won't naturally erupt, there is a complete set of very powerful explosives, which, can activated, they'll reactivate the volcano, destroying the entire island, if you need to flee from there or for some other reason.

Providence Agent Items

The Armor for a Knight (100 CP): You receive the same black and white uniform that every Providence agent utilizes. The uniform provides basic protection, as well being fiat-backed. If lost, damaged or destroyed, it'll reappear in your Warehouse in the next day. While Providence Agents receive just the normal uniform, Consortium Henchman that bought this may also receive an extra black uniform, similarly to the one used by the Black Pawns. For an extra 300 CP, you also receive the same personal power armor used by the White Knight. The power armor provides superhuman strength, speed and reflexes, as well as having an integrated missile launcher, a powerful laser beam, a limited self-repair and access to a rocket pack, capable of flying at high speed. It's also fiat-backed, following the same rules mentioned above.

Suppression Collars (200 CP): The Providence used the stabilizer rings to restrain EVOs, preventing them from using their full power. You receive a set of ten special stabilizer rings. Unlike the original version, they actually suppress/nullify the power of any collared being, without the need of powerful shocks, letting them use 0% until 100% of their power (or anywhere between this). Your suppression collars are fiat-backed and, if lost or destroyed, they'll reappear in your Warehouse in the next 24 hours. You also receive the blueprints to create more of them, if you want.

The Bleach Bomb (400 CP): This weapon is very dangerous, being literally used by Providence as a last resort to wipe out in an area using a forced plasma cascade. The bleach bomb is a gargantuan white container that needs two people to arm it, one insert a key while another confirms the activation by a palm-print recognition on a touch-screen. After being armed, a three minutes countdown will start and, after this time, the bomb will detonate, destroying everything in the area, having a similar range to a conventional nuclear bomb, but without leaving radiative fallout behind. You receive one Bleach Bomb, ready to be activated and you receive a new one at the start of each jump, or after 10 years, up to a max of 5 bombs at the same time.

The Keep (600 CP): The crown jewel of Providence, the Keep. The Keep is a massive helicarrier (being literally the largest airborne vehicle used by them), being resistant enough to endure attacks from giant EVOs without much damage. The Keep is capable of housing hundreds of agents, as well other smaller vehicles, like fighter jets and assault vehicles, and enough Providence equipment for them. There is also an EVO containment unit somewhere, capable of holding even a powerful EVO like Rex himself. The Keep is autonomous enough to be capable of being piloted by just one person (probably you or a loyal companion/follower). As a last gift, the Keep is equipped with a devastating, retractable energy weapon.
If damaged or run out of ammo, it'll recover overtime. If totally destroyed or somehow lost (it's very hard to lose something of this size, but this is possible to happen), it'll reappear in a place of your choice after six months. When you enter a new jump, it'll also appear in any place that you choose.

Member of The Pack Items

Hibernation Chamber (100 CP): After Breach finally decided to betray Van Kleiss and send him to thousands of years in the past, he, with the help of an ancient EVO, built the Hibernation Chamber in Ancient Egypt as a way to preserve him and his nanites. Unfortunately to him, the machine was a flaw: he stayed aware during all the process, alone and struck in the chamber for thousands of years. You receive a version of the Hibernation Chamber, without this flaw and capable of resisting for hundreds of thousands of years without any damage. If lost or destroyed, the chamber reappears in your Warehouse after a year.

Abysus Castle (200 CP): Besides the name, the castle is one of the abandoned laboratories, formerly used by the Nanite Project. Being a copy of the one used as the base of operations by Van Kleiss and The Pack, your castle can appear anywhere in this world (by default, in Abysus) and in other settings, post-jump. Currently, this is just ruins, but can still be repaired to come back to its former glory. There are also some damaged machines used during the Nanite Project. Maybe you can find some usage to them;

Bio-Mechanical Gauntlet (400 CP): You receive your own version of the gauntlet, technically a bio-mechanical artificial arm, used by Van Kleiss both as a weapon and as a survival mechanism. The gauntlet can extend long distances, has super strength (equivalent to half of one purchase of the **Super Strength** mutation), can shoot spines from the fingertips with enough force to penetrate metal and can electrocute your victims. Besides all of it, the main ability of the gauntlet is to extract the nanites from other EVOs, removing their EVO powers and turning them into stone statues after it. These statues are still alive and an EVO with a control nanite will survive the extraction, but will remain powerless until they recover their nanites.

Nanite Reactor (600 CP): The Nanite Reactor was the most crucial device for the Nanite Project, working as a containment unit to the second batch of unprogrammed nanites. You receive a copy of the machine, originally located in the Van Kless' castle. Your version of it can still be used as a perfect containment to nanites, impeding them to become unstable or escape, and can freely create new stable nanites, without limit, as long you have some way to store them. You don't need to worry about forgetting the nanite-replicating cycle active and accidentally causing another Nanite Event due to overcharge of the storage, unless you want to cause it for some reason.

Scientist Items

Personal Lab (100 CP): What is a scientist without a proper laboratory? Still a brilliant mind but this doesn't mind now. You have access to a proper laboratory, on par with the ones used by Providence, with high quality materials and equipment. The laboratory can become an attachment to your Warehouse or any of your other buildings.

Data Rod (200 CP): This rod-like small device is, in truth, an advanced storage device, being capable of storing even 1 petabyte of information, equivalent to around 10% of all the internet in the world. You receive one of these rods, being fiat-backed and, if lost or destroyed, it'll reappear in your warehouse the next day. Your specific version also has a little secret stored in it: the schematics of a device capable of predicting what type of EVO a person might become. With enough resources, you could create this device yourself.

Mutation Amplifier Machine (400 CP): You receive your own version of the machine developed by Dr. Branden Moses. The machine, when utilized in an EVO, greatly accelerates their mutations, enhancing their abilities, and modifies their personalities, usually turning them into mindless living weapons of mass destruction. With some knowledge and experiments, it's possible to alter the machine to enhance an EVO's mutations in a more stable way, without messing with their personalities and don't turning them into berserking monsters, or reverting their mutations, essentially curing them, even if they were formerly considered incurable. You also receive the blueprints of the machine to create more of it.

Omega Nanite Blueprint (600 CP): You put your hands in something very precious. You, somehow, acquired the original Omega-1 Nanite blueprint, with the information needed to build and/or modify Omega type nanites. You can create your own versions of the Omega Nanite or even mass produce it if you want. There is also some data about the Alpha type nanites, enough to create a sentient nanite swarm using the Omega Nanite instead.

Consortium Henchman Items

Nanite Grenades (100 CP): You receive a set of five special grenades, each one containing a concentrated amount of active nanites. When detoned, the grenades release these nanites in the form of a cloud, turning every animal and plant touched by it in EVOs. These EVOs usually will be mindless, attacking everyone in their way, including you, but they can be used as a good distraction to your enemies. When used or lost, they're restocked in your warehouse in the next month.

Black Pawns (200 CP): You're the leader of an elite group consisting of around twenty agents, each one of them having peak human condition, as well being trained in advanced marksmanship, swordsmanship and stealth. In truth, these agents aren't neither humans nor EVOs, but, instead, they're advanced androids programmed to follow each one of your commands, being fully loyal to you, but still vulnerable to technopathy. It's up to you to decide if their AIs are self-conscious or just very advanced combat AIs. Your Black Pawns counts as followers.

Control Collars (400 CP): When Black Knight became Providence's administrator, the organization's goals and philosophy changed. One of these changes is how EVOs are treated. The stabilizer ring was upgraded and, instead of just suppressing an EVO's true potential, it became powerful enough to fully control them, causing them to obey every order of the handler. You receive a set of ten control collars, capable of controlling any collared being (not just EVOs), restricting their free will and consciousness while making them obey every of your orders. If any of the ten collars are lost or destroyed, they'll reappear in your Warehouse in the next week. Like the **Suppression Collars** item, you also receive the blueprints to create more of these collars if you want.

Meta-Nanite (600 CP/Exclusive to Jumpers): The Master-Control Nanites, the absolute apex of the nanites, holding the divine Dominion Code, capable of controlling the very fabric of the universe. Unfortunately, there is just one person in this world capable of using them and this person isn't you. Yet, you're a stubborn Jumper and acquired and merged with one of the five Meta-Nanites, or a copy of it. You still managed to access a part of the power of that specific nanite, just 20% of the total at now, but, with each future jump, you'll unlock more 5% until unlocking the full power of your chosen nanite. You need to choose one of the five Meta-Nanites:
The Purple Nanite is capable of controlling technology. At 20%, you gain the ability to fuse and absorb most forms of technologies, excluding the most advanced ones, and gain access to technopathy, stronger than the one granted by **Beta Nanite** and **Ex Machina**. This nanite also boosts any EVO ability that you might have. At 100%, your ability of fusing with technology is enhanced to the point of being able to fuse with advanced technology on par with the Omnitrix and the Mother Box. Your technopathy is now strong enough to control an entire city made solely of machines at once with any difficulty.

The Blue Nanite is capable of controlling the elements. At 20%, you acquire the power of manipulating both fire and ice, being able to create fire tornadoes and melt even a common tank by looking at it or freezing an entire house in seconds. At 100%, your fire manipulation becomes strong enough to burn an entire island easily (and much larger targets with enough effort) and your ice manipulation is enhanced to a similar extent. You can also manipulate other elements with similar power, like metal, electricity, water, earth, air and other chemical elements.

The **White Nanite** is capable of controlling gravity. At 20%, you can generate a dome shield to protect yourself, freely fly and can increase gravity to the point of collapsing an entire building with a simple body gesture. At 100%, you're now capable of manipulating gravity to a greater extent. For example, remember the example of the entire building? You can do it, but with an entire city, as well as being able to attract a swarm of meteorites, direct from space, to use as projectiles to attack your enemies or even influence the orbit of planets and natural satellites with enough effort. You also become able to bend the space-time itself using your gravity to temporarily generate a miniature black hole. You don't need to worry about destroying the planet by losing control of a black hole.

The Green Nanite is capable of controlling space-time. At 20%, your time manipulation is capable of speeding up the time around you by around four times its original speed and slowing the time around your targets by a quarter of its normal speed. It's also possible to rewind time by a few seconds at once. Your space manipulation is still basic, being only able to teleport short distances for now. At 100%, your power is greatly increased, being able to rewind time by a few hours, instead of seconds, at once and can increase/decrease the speed of time around you and/or your targets by a thousand times of its original times. Your space manipulation now has planetary range, being able to even open long lasting portals. Similar to the White Nanite, you can also bend space-time to generate miniature black holes.

For last, the Orange Nanite is capable of controlling matter and energy. At 20%, you can absorb large amounts of energy, being able to summon it from the skies as lightning, and can project it from your hands. You can also absorb energy from other external sources, as nuclear reactors, and can use it to fly. At 100%, the amount of energy that you can absorb and project is greatly increased. If before you could absorb energy to match a lightning, now you can absorb and project enough energy to match a thermonuclear bomb (one of "weakest" of them, not a Tsar Bomb). Unfortunately, you can't use the other Meta-Nanites in their purest state, being unable to achieve godhood by using them. At 20%, the power of your nanite is around city level, while at 100% it's increased to around planetary level.

As a final gift, you may or not gain the same mechanical appearance that the members of the Consortium acquired after fusing with the Meta-Nanites.

Companions

Companion Import (50 CP for Each One): You can import a companion for 50 CP each, with an origin of your choosing and 600 CP to spend on perks and items. For 300 CP, you can import all eight companions. They get 600 CP to spend anywhere in this jump.

Canon Companion (50 CP): For 50 CP each, you can choose to bring a single canon character that you can convince to follow you in your chain. You can start with some pre-existent relationship with them, like friends or even rivals, if you prefer.

We're your Old Gang (200 CP/ Discounted to Amnesiac EVO): You found four very precious friends. You can import up to four companions, each one of them receiving the Amnesiac EVO origin for free and 800 CP to spend in items and perks.

La Familia (200 CP/ Discounted to Common Citizen): You can import up to eight companions, each one receiving the Common Citizen origin, as well 200 CP to spend anywhere in this jump. As a bonus, they'll also receive any EVO mutation that you had bought for free, without the need of spending any of their CP.

Modern Pirate Crew (200 CP/ Discounted to Mercenary): No one is an island and even a mercenary needs allies. You can import up to five companions, each one of them receiving the Mercenary origin for free and 600 CP to spend anywhere. If you have purchased the **Seven** perk, they'll also receive it for free. Maybe you and your allies can start a new group of mercenaries on par or even more dangerous than the Six.

Withe Bishops (200 CP/ Discounted to Providence Agent): You're the official leader of an elite team, consisting of around twenty Providence agents, each one of them having peak human condition, as well being trained in advanced marksmanship, swordsmanship and stealth. Like the Black Bishops mentioned below and unlike the Black Pawns, the White Bishops are normal humans, being fully loyal to you and good friends. Unless they're separately imported as companions, they'll count as followers.

Fellow EVOs (200 CP/ Discounted to Member of The Pack): The Pack is the elite group of Abysus, formed by many powerful EVOs. Apparently, you're currently commanding a division of them. You can import up to eight companions, each one receiving the Member of The Pack origin for free and they must take the EVO perk. They just receive 400 CP, but, instead, they also receive an extra 400 CP to spend just in the Mutations section.

Assistant Scientists (200 CP/ Discounted to Scientist): Even a brilliant mind like yourself may need help sometimes and this person is here to help you. You can

import a single companion to fulfil this place. They receive the Scientist origin for free, together with 1000 CP to spend in items and perks.

Black Bishops (200 CP/ Discounted to Consortium Henchman): You're the official leader of an elite team, consisting of around twenty agents, each one of them having peak human condition, as well being trained in advanced marksmanship, swordsmanship and stealth. Unlike the Black Pawns mentioned above, the Black Bishops are, in truth, real humans. They're fully loyal to you and good friends (and immune to technopathy). Unless they're separately imported as companions, they'll count as followers.

EVO Pet (100 CP/ Free with EVO Tamer): This specific small EVO, unlike its fellow EVOs, didn't develop the same instinct of destroying anything in their way. This EVO ended up becoming a loyal pet to you. They're a small EVO, not bigger than a domestic dog, and don't have any special ability, besides its natural, increased physical strength. They can be originally an animal or even a plant if you want, but it's up to you to decide. Alternatively, you can take any small or medium sized animal/plant EVO from the series, like the rabbit EVO.

Biomechanical Alien Symbiote (100 CP/ Discounted with Ex Machina): Somehow, you have found a friend from another universe. They are, in truth, a member from an alien race called Galvanic Mechamorph from Ben Tennyson's universe. They are capable of merging and possessing any technology by encasing themself over it, including sentient machines and even biological beings if they have some machinery integrated in them. Any merged technology will be upgraded, making the technology they possess far more advanced and futuristic, causing new features to form. In addition to some other abilities, they can also fuse with yourself, if you purchased the **Ex Machina** mutation or already have a mechanical or bio-mechanical form.

Mutations

Each EVO appears to be unique (with some exceptions), having unique abilities and mutations. They're near always highly unstable and monstrous beings, being greatly changed by their active nanites.
Each power found in this section changes your body in some monstrous way (for example, a regeneration power could turn you into a being similar to a starfish), but it's up to you to decide your exact appearance. The only exception are the powers marked with a *****, these powers won't change your appearance at all. The more powers you take the more monstrous you'll become, unless you have the **Mutation Concealment** perk, in this case, your mutations, regardless if you have one mutation or ten mutations, will remain hidden, but will temporarily mutate again when used. Another option for this perk is to create a separate monstrous form, as described above. Some powers here allow you to define the specifics of them while others will be already defined.
The mutations in this section are separated in two different classes: Minor Mutations and Major Mutations. Minor Mutations aren't necessarily weaker, but having a Major Mutation means that you're a true danger in this world and probably will attract a lot of attention to you.
EVOs receive an extra 200 CP to spend in this section only.

Minor Mutations

Strength Boost (100 CP/ Can be Purchased Multiple Times): You received a good increase in strength. You can lift ten tons over your head and with each extra purchase, you can lift an extra ten tons, to the limit of five purchases.

Speed Boost (100 CP): Did you know that the fastest terrestrial normal animal, the cheetahs, are capable of reaching speeds up to around 112 km/h (or around 70 mph)? Thanks to becoming an EVO, now you can easily outrun any cheetah, being able to reach speeds up to around 120 km/h for now and nothing prevents you from becoming even faster. Your reflexes are also enhanced at the same degree, because I think that you don't want to run directly into a wall.

Hardened Body (100 CP): The finish the main three physical attributes, now there is defense. Maybe you have a insect-like carapace/shell around your body or your body is literally made of some hard material (like crystal, stone, concrete or even metal), because you're very hard to damage, being able able to endure attacks from oversized EVOs, endure a shot from a literal tank without serious damage and even resist most the weapons used by Providence.

Flight (100 CP): You developed a flight mechanism, be it wings, propulsion or just basic levitation, but, regardless of it, you can fly at high speed, maxing to up to twice your walking speed for now.

Enhanced Senses (100 CP/ Can be Purchased Multiple Times): You developed a set of mutations that increased your natural senses, like sight and hearing, or granted some kind of new sense, like sensing heat, night vision or even feeling active nanites. An upgrade for sight would let an EVO read a book even a kilometer away from them, while an upgrade for developing a radar for active nanites would let you sense any EVO with a range of five kilometers. The more specific the upgrade is, the stronger it'll be. This can be purchased multiple times.

Natural Weaponry (100 CP): Many EVOs have animal traits, gaining some of their natural advantages. You have a set of natural weaponry in your body. Maybe you have tentacles, horns, sharp claws, powerful jaws, spikes growing in your body, spider legs ending in spear-like growth, retractable limbs or anything similar.

Aquatic Adaptation (100 CP): Your nanites modified your body, making it adapted to live in any aquatic environment. You can breath underwater and are resistant against abyssal pressure and against even contaminated water. Your EVO form will take some traits from aquatic beings.

Solid Material Generation (100 CP): You can generate and expel some kind of solid material, be it hard crystal, stone or even metal. You can fire sharp shards, form shields or armor and even shoot large formations of this material. It's up to you to decide exactly which is this material and how it affects your appearance.

Ink Generation (100 CP): You developed the ability to generate and expel ink in the form of a gaseous cloud, being able to be used as smokescreens, that can be controlled and manipulated at will, capable of creating three-dimensional shapes in midair. As your power grows, you can liquify or even solidify your ink and you can still control its shape regardless if it's in gaseous, liquid or solid form. For an extra 100 CP, your ink may gain an extra aspect, like it being poisonous, making targets sleep or even being ignatable at will for some combat applications.

Web Generation (100 CP): You developed some spider-like features, including the ability to spin webs resistant enough to hold very strong opponents, at least, equivalent to an EVO with just one purchase of **Strength Boost**. This web can also be used for movement, like how a certain hero with spider-like abilities does.

Regeneration (100 CP): You have an abnormal healing factor, being able to regen limbs in seconds and even survive and heal from fatal wounds, like having your heart destroyed or a headshot, as well as being ageless, staying in your prime age forever. While powerful, you aren't fully immortal and you can still die with enough damage, nullifying your regeneration or destroying your entire body.

Shapeshifting (200 CP): You have the ability of mimicking the appearance of anyone, regardless of gender, age or even if they're normal humans or EVOs. The

two main restrictions for your shapeshifting abilities are the inability of copying the powers of your current form and you can't copy the appearance of someone significantly smaller or bigger than you.

Telepathy (200 CP): Your nanites gave you a curious ability. You can send information directly into the minds of others, essentially being a form of basic telepathy. This ability isn't restricted just to EVOs, being able to communicate through this way with anyone. As a bonus, you can also read their surface thoughts, but it's possible for someone to block you from reading their minds.

I, Me and Myself (200 CP): You acquired the ability of replicating, capable of making autonomous copies of yourself. Your copies, while autonomous, aren't truly self-conscious and have just half of your full strength, but they don't feel pain and disappear if they suffer some fatal wound. The number of clones that you can maintain at the same time depends on the quantity of nanites inside you and training. For now, you can maintain three clones at the same time. The exact details about the cloning process is up to you to decide it.

Density Shifting (200 CP): You're capable of shifting at will between your EVO form and a ghost-like form. This ghostly form is, in truth, an invisible cloud of nanites, that lets you appear to be invisible and intangible, but letting your capacity of interacting with physical things severely limited. In this form, the only way to contain you is using powerful magnets or freezing you and you're virtually immune to any and all physical attacks.

Nanite Amplification (300 CP): You have a rather rare ability. You can use the energy within your body to enhance the power of nanites. When used in basic, inanimate objects, it'll just make them explode, but when used in an EVO, their abilities will be temporarily overcharged, usually making them go berserk, but EVOs with enough willpower will be able to resist and maintain their minds. For example, if an EVO is capable of generating a gaseous form of ink, when their nanite power is overcharged, they'll be able to solidify the ink and even control it at will. You can just use this ability in objects and beings with nanites within them and you can even use this in yourself.

EVO Nullification (300 CP): Your nanites gave you a very curious ability that will attract some attention, both wanted and unwanted. You developed the ability of generating a nanite "deadzone" around you, capable of negating any nanite abilities, excluding the ones granted by the Meta-Nanites, essentially making EVOs temporarily turn back in their original forms. The range of the nanite "deadzone" is, for now, around 50 meters around you, but with training, its range can be increased.

Major Mutations

EVO Control (300 CP/ Requires Telepathy): Your telepathy is way stronger than I through. You can use your nanites to communicate with the unintelligent EVOS, being even able to maintain complete control over them. Even now, you're already strong enough to maintain around a hundred EVOs under your control with the maximum range of an entire city and nothing prevents you from becoming yet stronger. Post-jump, this ability will be able to affect other non-sapient living beings too.

The Plague Doctor (300 CP): Your nanites have a unique ability: the ability of manipulating, altering and dispersing colonies of bacterias and viruses. You can customize these microorganisms, choosing their exact details, like how long they stay inactive inside their hosts and their effects and symptoms (like causing the infected to enter a coma-like state, causing uncontrollable emotions or just killing them). These modified microorganisms tend to lose their effectiveness after so many generations, due to some flaw in how your nanites alter them, causing them to have an unstable evolution cycle. You can disperse them as a gaseous form, capable of, at the start, an area the size of a city block for a few hours, as you grow in skill and abilities you can affect a city for days. It takes time for your nanites to produce your customized diseases, usually a week to prepare a new airborne virus or a few hours to a non-airborne disease. You gain immunity to any of your modified microorganisms and interesting results may come from altering some viruses and bacterias from other settings, like the Abola virus, the Blacklight virus, the Progenitor virus, the Renegade and many others.

Gigantism (400 CP): You're a true titan in this world, having the same size as a large building and possess equivalent physical attributes, like speed, durability and strength. Unless you want to stay ten years as a giant EVO, you'll need to purchase **Mutation Concealment** to acquire the ability to form your giant body around your human form at will and decompose it when you want to turn it off.

Your Own Army (400 CP/ Can be Purchased Multiple Times): No one is an island and many times Jumpers need an army to defeat their opponents. You, my friend, can easily create your own army, be it by controlling others or literally creating them. There are two options to you: the first is having a way to generate smaller EVOs, like producing an egg or dividing yourself; The second is some way of "converting" normal creatures or even some EVOs into your minions, like covering them into biomass or infecting them with some form of energy. These spawned minions, while taking more time and more resources to create, retain a weaker form of your own EVO minor mutations, or even a weaker form of one of your major mutations if you spend yet more resources, and you're initially being able to produce several dozens a day. The converted minions, while requiring a lot less resources to create, still require victims to create them, but they retain any of the victim's original abilities.

Both the choices require spending your own nanites, requiring some time to recover your reserves. With a second, discounted purchase, you can take both options.

Portal Creation (400 CP): Like Breach, you have the ability to tear open the time and space, essentially being able to create and maintain portals to anywhere in a planetary range. You can open portals (colour of your choice, but by default crimson portals) to any place that you've been before or can picture in your mind, including, but with effort, to other dimensions, like sub-dimensions or even fully different universes, inside the local multiverse. Throwing portals can be a form of ranged attack, but fast opponents may dodge them. The initial max amount of matter that your portals can support before collapsing themselves is just a few tons, but, with training and much energy, you can transport an entire building easily. As your power grows, your portals may start manifesting by itself around your body to protect you from incoming projectiles and you can create your own personal pocket dimension. At the start, your dimension is just an empty void outside the main dimension, but you can, with effort, bring buildings or even an entire city to here. Unlike the canon version of this power, your version of it can't be upgraded to turn it into time travel.

Nanite Control* (300 CP for Each One/ 500 CP for Both): You have the very special ability of communicating and controlling nanites. This ability manifests in two different ways:

- **EVO Creation:** You can use your own nanites to activate other nanites inside animals, humans or even plants, making them to become EVOs. These monstrous EVOs will usually have animal-like intelligence and will be incurable if they aren't cured after some time, but you can control them anyway. Any EVOs directly created by you will have some kind of mark on them, like a handprint or golden lines. Your EVOs will have unique characteristics, but, while they usually will have just increased size and strength, sometimes they can awaken unique and useful abilities. Normally, this EVO creation ability works just in beings that already have nanites inside them, but, with training, you can learn how to inject your own nanites in your targets.
- **Nanite Removal:** You're capable of extracting the nanites from other EVOs and absorb them into yourself, essentially reverting their mutations and turning them back to their original forms. Initially, this curing ability will just work on willingly targets and curing the incurable EVOs is beyond your capacity, but, with training and time, these limitations can be overcomed. Another limitation is how much nanites you can absorb before reaching your limit. If this limit is reached, your own nanites will start becoming unstable and metallic tumorous sacks will grow in your body. To avoid this, you'll need to find a way to purge these nanites. Post-jump, you can also use your nanites to heal people from wounds, diseases and other mutations, as long they have something biological in origin.



Ex Machina* (500 CP/ Discounted with Omega-2 Nanite): Maybe you're one of the first EVOs, like Rex and Black Knight, or you're the result of a try of replicating them, because your nanites, besides being programmed and stable, gave to you a powerful ability: the power of shaping your own nanites into mechanical constructs, like weapons and gears, in mere instants around you. During the start, you're limited to just some specific machines already programmed in your nanites, like giant gauntlets to give you superhuman strength, a mountable tank that transform yourself in some kind of killer centaur, a massive sword capable of easily cleave through objects, a hover motorbike that can drive over any terrain and can go over 200 mph (or around 321 km/h) or any of the other builds used by Rex without the help of the Omega-1 Nanite. With training and according to your control over your nanites increase, you can learn how to modify or even combine multiple builds together and you can learn how to manifest any kind of machine using your nanites, as long you have the right amount of technical knowledge and know how to design and fully understand it. The two main limitations of your ability is that you can't replicate rare exotic elements and there is a limit of how much you produce at once, including your nanite reserves being one of these limits. While your reserves are quite large, you don't exactly have a way to replenish your nanites, but you can reabsorb your machines to don't waste them and can slowly refill your reserves by absorbing nanites from the air.
During critical and life-threatening situations, as a defense mechanism, you can create a giant mechanical form, your complete monstrous EVO form. Unfortunately, the strain of maintaining this form is great, including a chance of temporary memory loss, but, with enough willpower, it's possible to resist in this form.

Scenarios

Pure Human (Incompatible with EVO, Unstable Biology, Omega-2 Nanite and Beta Nanite): Maybe you got affected by the overload of the molecular disassembling machine, like White Knight, or maybe some other reason, but, due to it, your nanites got stripped from you and, now, you have a nanite free biology, being one of the two last pure humans in the entire world. The challenge of this scenario is maintain yourself free of nanites for your entire stay here. Just breathing unfiltered air is already enough to be reinfected with these nanomachines, so, to help you in this mission, you receive a hazmat suit, specially made to prevent reinfection from nanites (or, alternatively, one of your suits/armors receive the qualities of a anti-nanite hazmat suit) and your Warehouse will be turned into a nanite-free environment for now, but it can still be contaminated with them. You receive your reward after the end of your stay here.

-Reward: For staying free from nanites during all of your stay here, you acquire the unique perk, **Pure Biology**. You're completely immune to any kind of negative conditions, like diseases, curses and poisons, as well, being able to resist any kind of powers capable of altering your body and/or biology. For rejecting the usage of any EVO mutations and the power that they give to you during this jump, you receive an extra **800 CP** to spend in any mutation that you want, without becoming an inhuman monster in appearance, and receiving their full power to use them post-jump.

Providence Knight (Can't be an EVO): You're arriving a little time earlier than I said before. You'll arrive here some months after the Nanite Project, instead of six years, with a specific objective to accomplish. You must found and lead an organization in response to the EVO threat, on par or even better than Providence. You'll need the collaboration of many of the world's governments and might need some help from the Consortium, but their help may come with some problems. Your organization will need to achieve a similar level to the canon version of Providence, both having enough resources to be one of the strongest powers in the world, including agents and weapons, and having support from the majority of humankind. To fulfil this scenario, your organization need to stay active for years until the end of your stay here and need to find a solution to the EVO threat, be it by finding a way to prevent people from going EVOs (like using the Meta-Nanite to deactivate/reprogram the unstable nanites or using an advanced machine to predict mutations and even cure EVOs).

-Reward: Your Organization, including its agents and other resources, will follow you along in your chain. The buildings may appear anywhere in future settings or become Warehouse attachments and any humans and EVO working for you will count as followers. Your organization will also be recognized as a neutral force in future settings by the governing powers. You can also combine it with any organization under your control. As a final gift, any and all of the current resources of your organization will become fiat-backed, replenishing themselves over time

EVO World (Exclusive to EVOs): The nanites provoke many mutations in their hosts when activated and mutations are the key for the evolution, so EVOs are evolved beings? Well, not exactly, but some EVOs tend to believe in it and in some kind of EVO superiority over normal creatures while other EVOs just want to be accepted in society. What do these two groups have in common? Both of them believe in a world where EVOs can live in peace and, now, you must become this world a reality. There are two main ways to finish this scenario: the path of peace and the path of war.

To win in the path of peace. you'll need to find a form of showing to the humankind that the sentient and/or peaceful EVOs aren't the same as their mindless and rampaging counterparts, as well finding a way to deal with the mindless EVOs. Once the sentient EVOs are fully considered again as citizens and humans, this scenario will count as completed.

To win in the path of war, you'll need to turn EVOs in the dominant species of the world, above any other species, including humans, needing to go into a full war against the entire humankind and Providence, be by fighting this war by yourself if you're powerful enough or by reuniting an army of fellow EVOs to fight together with you. Once every human government is destroyed and the only ruling power over the world are the EVOs, this scenario will count as completed.

-Reward: As your reward, you receive the unique perk, **Leader of The Pack**, being recognized by any EVO and any artificially mutated creature as their leader, unless they're significantly stronger than you.

If you decided to follow a more peaceful route to this scenario, turning the world into a place where both humans and EVOs can live, you also receive the ability to uplifting/returning the consciousness of mindless beings, turning them intelligent on par with common humans, as a way to also give a place to the mindless EVOs in this world. The exact nature of each one of these uplifted beings may vary, but they tend to be loyal to you, unless they already were hostile against you.

If you decided to follow a more aggressive route to this scenario instead, turning the world into a place where the EVOs rules, you also receive the ability to pass your biological traits, like mutations (including EVO mutations) and racial abilities, to willingly targets, without any risk of rejection due to innate flaws, as a way to give a chance to these weak humans to be a part of the new EVO world. This also includes rejection caused by them having a weak body or due to them already having opposite abilities to the ones that they're receiving (like giving the Power of Darkness to a member of the goddess clan for example).

-Start a Revolution-

(Requires The Fallen World drawback/ Endjump Scenario)

Everything that happened during your chain brings you to this world and to this moment. The end of your journey, and the start of a new adventure, is near. Accepting this scenario means that, if you finish it, your chain will be over and you'll receive the grand prize for it. But you need to finish the scenario first and this won't be easy.

In a few words: the objective is to collect the five Meta-Nanites while this world isn't destroyed. If you are thinking that it's just finding each one of them, you're clearly wrong. Each one of the Meta-Nanites are separated and all of them are fully merged with five different EVOs , having already 25% of their power unlocked. Each one of these demigod EVOs have potential to slowly unlock 100% of their power. You'll need to defeat or convince these five EVOs to give their Meta-Nanites to you, which obviously requires you to find a way to drain these nanites from them.

The Purple Nanite, the Meta-Nanite capable of controlling technology, is now merged with the Black Knight. Thanks to it, her powers are fully stabilized, with she being able to even use her giant robotic EVO form at will. She already takes over Providence becoming its leader and currently controls an entire army of enhanced Black Pawns, stronger than their original versions, as well an army of controlled EVOs and the entirety of the resources of the Consortium. The Black Knight wants to defeat the other four demigod EVOs to take all the Meta-Nanites for herself and, while she may accept your help to defeat and/or capture the other 4 EVOs, at some time, someone between you two will need to betray the other.

The Blue Nanite, the Meta-Nanite capable of controlling the elements, is at the same place as its canon counterpart, inside Rex Salazar himself. Unlike Black Knight, Rex is still unstable and doesn't have full control over the Meta-Nanite's powers, but, fortunately, he's still a good person that just wants to help everyone. Normally, he would be trapped inside Breach's pocket dimension, but if you take a certain drawback, another person will be captured instead of him. In this case, he'll be helping the Providence Defect Group to save humankind and stop Providence. If you aren't a known evil person, it's possible that Rex will help you to defeat the other four EVOs, but you'll still need to take his Meta-Nanite.

The **White Nanite**, the Meta-Nanite capable of controlling gravity, were absorbed by Van Kleiss. With the Meta-Nanite, he managed to recover his control over the Abysus and can even control it at a distance, without being restricted to needing to stay near these nanite infested land. Like Black Knight, his goal is to absorb the other four Meta-Nanites into himself, but he's yet more untrustable than her. Even if you remove the Meta-Nanite from him without killing him, he'll lose his control over Abysus and, in one or two weeks, it'll start a grey goo scenario, devouring the entire world in a few days.

The Green Nanite, the Meta-Nanite capable of controlling the time-space, accidentally fused with Breach. The Meta-Nanite worsened her mental condition,

making her suffer from a mental breakdown. This ended up in her creating a new pocket dimension, being a lifeless, mirror version of the regular world. In a desperate measure, Breach imprisoned Rex in her dimension (but, if you have taken the **Yandere Breach**, instead of him, she'll try to imprison you in her dimension). This pocket dimension is directly linked to the Meta-Nanite, being virtually impossible to enter or exit using dimensional traveling, with the only way to enter there is using some of the unstable dimensional rift, that appeared in many places around the world. She doesn't have an exact objective. She is just lost.

The Orange Nanite, the Meta-Nanite capable of controlling both matter and energy, is now in possession of Zag RS. While she isn't a true EVO, she, as an AI, somehow mutated and became a more advanced existence after fusing with her Meta-Nanite. Zag-RS, using her matter and energy manipulation, downloaded herself to Providence research satellite and transformed it into a true giant battle spaceship. She started to destroy and/or absorb any kind of human technology in space, with the goal of creating a massive transmitter to transmit a self-destruct command to all nanites in Earth (with the only immune nanites being the Meta-Nanites and their hosts). It will take at least two months to end the creation of this transmitter, but, once she finishes it, the signal will kill any living being on the planet. It's completely impossible to negotiate with her, unless you're a **Pure Human**, because she only wants nothing more than to do what it was programmed for—eliminate nanites.

Once you acquire the five Meta-Nanites, regardless of how you manage to do it, they'll fuse once more. But, when you try to absorb and use them, the Meta-Nanites will actively reject you, the one that usurped them from their chosen hosts.
The Meta-Nanites will bring you to the Nanite World, a parallel universe connected to all the nanites, and they'll take a new form, one specifically made to fight you using all of their powers. This may be a very extremely hard fight or even literally impossible depending on whatever powers you might have, but this is the time to show us why your Benefactor chooses you to be a Jumper.
Once you win this fight, it's time for your rewards.

-Reward: Your first reward is the main reward of all of your Chain, you gain a Spark, receiving an extremely great power boost and the ability to travel to anywhere in the Omniverse, being able to go to any of your previous jumps. After defeating the avatar of the Meta-Nanites, you can remove the Dominion Code from them and absorb it into yourself, gaining control over the very fabric of reality, as well the full power of each one of the five individual nanites.
You can also take the now empty Meta-Nanites and now they'll obey you, recognizing you as their master. While they don't have access to Dominion Code, they can still perfectly control any other nanites, freely programming and manipulating them, letting you control any of their characteristics and functions. You also gain full control over the Nanite World, with this becoming a pocket dimension to you. As a final gift, you can use the Meta-Nanites to create a near infinite amount of nanites at will.

This is the end of your Chain, but the start of a new adventure.

Drawbacks

There is no drawback limit, take as many do you think you can handle. Remember the rule: Drawbacks always override perks.

Worlds United (+100 CP): Originally, both Generator Rex and Ben 10 would happen in the same universe, but, due to the series having different toy licenses, this didn't become true. Unfortunately to us, for this reason, we lost an epic series, but you will have a taste of this merged universe. By default, the Ben's universe is connected to this universe through the Null Void and can be visited, but, taking this drawback, both the universes become one unified universe. Why is this a drawback and not just a toggle? This is because you're entering a universe with all the dangers from Generator Rex, like the EVOs and the nanites, combined with all the dangers from Ben 10, like aliens and multidimensional entities.

Animal Nemesis (+100 CP): You have something that affects just animal EVOs, making them sense/detect your location and trying to attack on sight. This makes you a target of attacks from many of these animal EVOs. While many of them won't have any kind of unique ability and the sentient ones being immune to this, this may be more annoying than dangerous, but if you go to places known to be filled by EVOs… well, prepare yourself to fight a horde of dangerous EVOs. Lastly, don't underestimate any EVO, because even the smaller ones can be dangerous.

Bounty On Your Head (+100 CP/+300 CP): You made some enemies during your life. Fortunately, they aren't powerful enough to not even be a worthy opponent to you (maybe because they're probably just a common human), but, unfortunately, they still have a special power: money. They have put a bounty on your head, turning you the target to many mercenaries in the world. Normally, these mercenaries will still be just the normal ones but, with an extra +200 CP, expect even some members of The Six to start hunting you at some during your stay here.

The Legends Are True (+100 CP): While EVOs are the main threat in this world, the existence of El Chupacabra proved that they aren't the only supernatural creatures living here. Now, this is yet more true, because any and all legends about cryptids is now true, including Bigfoot, Yeti, Jersey Devil, Loch Ness Monster, Thunderbird, Kraken and many others. They're living in their natural habitat and some of them may have unique abilities that aren't exactly mentioned in their legends, like how Chupacabra is capable of creating a highly toxic venom.

Unstable Biology (+200 CP): The unprogrammed nanites are inherently unstable and, when activated, they nearly always turn their host into inhuman mutants, sometimes even mindless monsters. You didn't have luck with your own nanites, because, like Van Kleiss, your biology became unstable, requiring a few weekly infusions of fresh nanites.

If you run out of nanites, you'll turn into a stone statue and die. You must find a way to absorb new nanites, be it by draining them from other EVOs or finding another source. If you have the **Omega-2 Nanite**, it loses its self-replicating process, essentially losing its ability to create new nanites.

Dimensional Prisoner (+200 CP): For some reason, you became struck inside the Null Void, a prison dimension outside the local timestream, considered accursed by Vilgax himself. Your starting location is now the Null Void and must find a way to escape from there before the end of your stay here. If you stay here after 10 years, your chain ends here. Any form of dimensional travel from any perk or item is now blocked until you return to the Generator Rex universe. You didn't read it wrong, you can just go to the Generator Rex universe and not to the other universes connected to the Null Void. You can take the opportunity to use the same dimensional rift that Alpha will eventually use to go back to its home. Good luck escaping from there.

Yandere Breach (+200 CP): Breach is ~~the best girl~~ one of the main members of The Pack, appearing as a teenage girl using a school uniform and with hair covering her face, as well two pairs of arms, one of them being normal while the other being oversized. She is mentally unstable, having difficulty in differentiating reality from illusions, being rather childish, sensitive and lonely. She thinks that you're "shiny", being her new favorite, instead of Rex or the slug EVO girl. At the start, she will stalk you, which becomes worse due to her dimensional powers, or just mess with you, because she thinks this is fun, but, at some time, she may try to kidnap you to her personal pocket dimension, where she maintains the other "shiny" things. This will become yet worse when Van Kleiss creates a machine to amplify her powers, giving her time traveling abilities.
At the end of your stay here, you will have the chance of helping her mentality and instability, letting you take Breach as a companion for free. If you decide to take her along with you, she'll lose her time manipulation powers, if she still has it, being restricted just to her original portal generation powers.

No Outside Content (+300 CP): You're reduced to just your BodyMod, losing access to any out-of-jump perks, items and even to your Warehouse. This also affects any of your companions, restricting them to their original power. You also maintain anything purchased from this jump.

Target: Jumper (+300 CP): The conspiracy manipulating the world behind the scenes, constituted of some of the world's most wealthy and influential individuals, considers you a important part of their plans, regardless if they considers you as a key in their mission of seeking immortality or as an obstacle to them. Wait to see Providence considering you as a target, to be attacked by mercenaries (including some members of the Six, if you're really unlucky), hunted by a few criminal organizations or even being considered a criminal in some countries. Even when the Consortium doesn't want to

actively hunt you, expect some mysterious bureaucratic problems in basically any organization you deal with.

Hunted by The Pack (+300 CP): You're an official enemy of The Pack and its members. Maybe you're a Providence Agent, a rogue member of The Pack or for some random reason. Regardless of it, you'll be hunted by each one of their members, including Van Kleiss himself, but, before his power ups, his area of action will be limited by just Abysus.

Threat Level: One (+300 CP): You are a true danger to the world of Generator Rex and Providence itself recognized this fact. Providence has its own threat level system, that goes from five to one, with lower levels being for the greater threats and you, my friend, received the highest threat level, one. The organization is now actively hunting you, regardless if you're a normal human or an EVO, in any place of the world. While they usually would try to capture and contain their enemies, the situation with you is different, because they want you dead. This will become yet worse if the Black Knight becomes the leader of Providence.

The Jumper-Nanites (+400 CP): Something very wrong happened during your entry in this world. You have lost your connection with your Benefactor, losing access to your perks, items and even to your Warehouse, being reduced to your Body Mod. To make this already bad situation even worse, somehow, the scientists of the original Nanite Project succeeded in creating five special nanites to contain your powers within them, like the Meta-Nanites with the Dominion Code. Each one of these nanites contain a fifth of all of your perks and items and are currently spreaded through the world, being able to be used by anyone that absorbs it, and you must recover each one of them. You'll stay in this world until you find and fuse with all of the five Jumper-Nanites.

The Fallen World (+600 CP): While normally this world may still stay in a good situation even after the Nanite Event, this isn't the case anymore. Now, this world looks more like the World of the Traitors, being much more dangerous than before.
EVOs are emerging at an alarming speed, which continues speeding up. The number of sentient EVOs are also decreasing, being a large minority among the EVOs. If this situation stays at this rate, the majority of humankind will become EVOs, if the humans of the civilization aren't destroyed by some extremely powerful horror before this happens.
In face of the imminent doom, Providence became much more hostile against any EVOs, preferring eliminating them instead of containing them. While White Knight is still their leader, Black Knight also has a very great influence in the organization, being the representative and leader of the Consortium. Both Black Knight and even Rex himself are unstable, in personality and in their powers, and may be just a question of time to the two become giant robotic EVOs and start destroying everything in their way.
The Abysus, more specifically its massive mass of nanites, are still more unstable and started to literally devour the land around it. Van Kleiss is the only one capable of

stopping the Abysus from starting a grey goo scenario and even him don’t have full control over it. Remember, he’s still the only one with some control over time anyway.
The normal humans are scared due to facing their probable extinction and they’re focusing their rage and fear against the EVOs, including the sentient ones, being more prone to violence against them. And even now, the normal humans are still doing what they made during all of its history, fighting between them, and due to it now anarchy reigns over many places in the world.
To turn it still worse, the Omega-1 Nanite and the Meta-Nanites are spreaded over the world and no one knows their current locations.
Welcome to a much worse version of the Generator Rex world. Good Luck, you’ll need it.

-Ending:

Go Home: Return to your home, with everything you gained until now.

Stay Here: Continue in the world of Generator Rex, ending your chain.

Move On: Go to the next jump and continue your adventure.

Omega Boosted Perks

Beta Nanite: Two control nanites together, combined in just one being. You're indeed a terrible existence. First, you gain the ability to mimicry any technology that you come in contact with. You could even mimic extremely advanced alien technology, on par with the Ultimatrix, one of the most advanced technologies in a very technologically advanced universe. Unfortunately, the Meta-Nanites are still outside your capacity. Any machine and/or living being that you fuse with won't necessarily "burn out" after some time, unless you want to turn them in dust. You can also use your Omega-2 Nanite to produce a massive amount of nanites to regen yourself and to create a second, giant form. While this form doesn't have a maximum size, the bigger you get, the more unstable your body becomes and the harder to maintain yourself in this transformed state. For now, you'll be able to increase your size by four or five times for around one hour or become a skyscraper-sized abomination during less than a minute, but, with training, you can stay in this transformed state for a longer period of time and increase your size more times.

I'm the Protagonist: Now, you're more akin to a complete protagonist. This brings two new benefits to you: First, once by jump, or each ten years, whichever comes first, you'll be able to escape from death, regardless of whatever killed or may kill you, being a basic 1-up bonus. Second and most interessant, once by jump, or at each ten years post-Spark, during the most critical moment of your stay, you'll somehow achieve a new power up, essentially boosting one of your perks/powers to a whole new level. For example, if you have a power that lets you be a fire elemental, you could awoken the power to become a true primordial fire elemental, many times stronger than before or if you have some berserker transformation, you may achieve a new transformation, with full control over it.

When Curses Become Blessings: Even if these double-edged can have their downsides turned into something more useful, they still affect you in negative ways.

It would be perfect if you can still use these effects to benefit you, while nullifying their effect over you. Now, this is possible. Everytime you master a double-edged ability, you can force it to “evolve” into a stronger form, without any of the previous downsides, while maintaining all of the benefits. Using the same examples above: a cursed sword that drains the life force of its user? It would evolve into a blessed sword, capable of draining your enemies’ life force to fuel its abilities. A physical enhancement ability that damages the user? It would evolve to a new ability that doesn't do any damage to your body (while capable of tiring you), but still makes you stronger after using it. A blessing from an eldritch entity that, when used, drains your sanity to give you power? After mastering it, your mind becomes fully adapted to it, without suffering any damage, but the usage of this power will still drain the sanity of your enemies.

Seven: You’re a true living legend. Your fighting abilities are now on par with the world’s most dangerous man, One, on his peak, capable of easily defeating all the other members of the Six together. You now carry the same reputation that your master one day carried, as the most dangerous person in the world, making many people respect you and fear your name. This reputation will accompany you in future settings, being able to turn it on or off during the start of each jump.

The One Who Fights EVOs: Your ability to fight superhuman beings were just mundane, due to you being just a normal human, but this changed the moment that you fused with the Omega-2 Nanite. Now, you’re one of these superhuman beings. The control nanite gives you the ability to affect the power of others (both enemies and allies), regardless if these abilities are biological, magical, divine, demonic, eldritch or whatever in origin, as long their users are weaker than yourself. In a few words: you can freely weaken, strengthen (at maximum twice their original power), destabilize or just deactivate them. If you use this to deactivate the power of EVOs or any kind of being mutated/controlled/altered by that ability, they’ll temporarily recover their original physical form and/or mental state (a mindless EVO will temporarily recover their mind and human appearance for example). Obviously, it’s much harder to try to negatively affect the powers of someone stronger than you, but it’s still possible, just much harder. While those stronger than you can still use their powers against you, those weaker than you will be powerless against you. You’re Providence’s ultimate insurance against any superpowered being.

Ruler of the Domain: After absorbing the Omega-2 Nanite, your control over your domain becomes stronger. Your control over the terrain is so precise that you could even create new technological circuitry and machines using the nanites and the minerals within your domain. You can create autonomous, but not fully sentient, beings to work as soldiers to you, similar to the Sand Sentinels created by Zag RS and the Nanite beings created to protect the Meta-Nanite found in Abysus. While they don’t have any special ability, they have above peak human strength and can absorb nanites to regen themselves. The only limitation to the amount of creatures is

the amount of nanites of your domain and it isn't possible to use these beings to spread your domain to other locations. As a last benefit, while your domain still exists, whenever you die, your body, mind and soul will be recreated from the nanites found here, but weakened for an entire year and, if you are killed within this year, you'll die for good. The other only way to definitely kill you, it's destroy both you and your domain.

The Nanite Project: Well, I was wrong, because you weren't just more one of the responsible for the creation of the nanites, because, instead, you could even say that you were the main responsible for their creation, as the head scientist of the Nanite Project. No one in the entire world understands the nanites better than you. You know the full potential of these microscopic machines and know how to programate them to grant any kind of mutation that was shown in the canon universe. You can build any of the two kind of control nanites, like the Omega Nanite (a human-to-machine interface capable of apparently amplifying an EVO's abilities and create an unlimited supply of nanites) and the Alpha Nanite (a machine-to-machine interface in the shape of a sentient nanite swarm), with enough resources. You could even program your nanites to just obey you.
Now, let's talk about the more important part: the Meta-Nanites. Firstly, you learned the main concept behind their working: Nanites specifically created to tap into/contain a portion of the power of cosmic forces (for example, the Dominion Code in the Generator Rex's world). Post-jump, you can create special nanites to contain or have access to similar forces, like the Phoenix Force, the Speed Force, the Source, the Paths or even magic systems themselves. Unfortunately, unless you have fiat-backed access to these forces, the nanites will be unable to maintain full access to them outside their home universes/dimensions, having just, at least, fiat-backed access to 20% of their full power. These special nanites will be very hard to create, requiring many rare resources and extra study in-jump. Secondly, no, you can't replicate the Meta-Nanites, because the Dominion Code is fully contained inside the original Meta-Nanites.

Honorable Member: Just another member? No, you aren't just another member. You're the leader of the Consortium, having full control over the organization and their resources, as well enough authority to make the other members obey you. Besides that, you gain a bonus benefit. Like how Black Knight's powers seem to be a mirror version of Rex's powers, in each you can decide to have a mirror version of the protagonist's unique powers. While you won't copy their raw power or their racial and common abilities, their most unique abilities will be copied. Also, these copied abilities won't always be exactly equal to the original versions (especially, when these unique abilities are truly unique and can have two of the same, in this case you'll receive a similar power), but still have the same potential. See some examples in the notes. Unfortunately, to not make this an extremely broken perk, you lose the copied abilities at the end of each jump, but, once every five jumps, you can maintain

the abilities of the protagonist of one of these jumps. Settings with multiple protagonists will require you to choose one of them to copy their unique powers.

Ex Machina: Now you unlocked the complete potential of your powers. First, you gain access to more advanced designs to start with, including, but not just, a backpack dynamo with a tentacle-like whip, large axes with energyzed blades, metallic gauntlets capable of generating energy shields, a frictionless suit that greatly enhances your speed, a cannon that shoots energy beams and others. Your Omega-2 Nanite can now constantly create nanites to replenish your own reserves, using its self-replicating protocol, essentially giving you a near infinite nanite reserve. As a final gift, you can also use your giant mechanical form at will, without any risk of losing your memories or something worse. However, you'll tire after returning to normal.

-Notes:

1. Unless you have some out-of-jump perk or item to force them to obey you, you can't use the Meta-Nanites in their purest state, which grants godhood to the user. They're programmed to just obey Rex Salazar himself;
2. It's unknown how exactly powerful the Meta-Nanites are together. I personally consider them having similar power to a Celestialsappiens, but without the multiple minds problem;
3. Some examples for the boosted version of the **Honorable Member** perk:
   -If you go to the Re: Zero jump, you'll be able to copy the Return by Death and the properties of being a Sage Candidate from Subaru, but not his shadow affinity (due to it being classified as a common ability that anyone in the setting can use);
   -If you go to the Nanatsu no Taizai jump, you'll copy the Full Counter and even will be able to absorb multiple Commandments, but not his demon powers (due to it being classified as a racial ability that any member of the demon clan has);
   -If you go to the One Punch Man jump, you won't copy Saitama's near infinite physical strength (due to the rule of not copying the protagonist's raw power), but can still gain his unlimited potential and his exponential training boost;
   -If you go to the Dragon Ball jump, you won't be able to copy any ability from Goku, due to his abilities being derived from his saiyan heritage and his learned techniques;
   -If you go to the Attack On Titan jump, you'll become the Titan Shifter of a new, tenth titan with the same abilities (and the same restrictions) of the Founding Titan and the Attack Titan (due to existing just one of each titan);
   -If you go to the Tensei Shitara no Slime jump, you'll copy both the Predator and the Great Sage skills from Rimuru, but again you won't gain his slime skills (counting as racial skills) nor his own copied abilities (due to these skills being somehow common abilities);
   -If you go to the Arrowverse jump (a setting with multiple protagonists) and decide to copy Flash's powers, you'll become a conduit for the Speed Force;
   -If you go to the Solo Leveling jump, you can copy the access to the System from Sung Jin-Woo, gaining also his Shadow Monarch's powers;
4. About the boosted version of **When Curses Become Blessings** perk: my two main inspiration of this perk are: First, the Shield of Rage/Wrath, used by Naofumi from Rising of the Shield Hero/Tate no Yuusha, a double-edged form of his Legendary Shield, that further evolves into the Shield of Compassion, losing its side effects. Second, the Ultra Instinct from Dragon Ball Super, that greatly damages the user's body, but, once mastered and as long the user still have enough energy, the technique can be activated and maintained at will, without any downside;

5. If you take the **When Curses Become Blessings** perks together with some perk that removes the unwanted side effects of any ability (like **Best of Both World** from the World Seed jump, **Smart Immunity** from the Limitless jump and **Single-Edged Power** from the Glitchtale jump), these abilities won't have their downsides, but you can still use them in a beneficial way (like the examples mentioned in the perk's description);
6. About the boosted version of **I'm the Protagonist**, my inspiration for this perk is how Rex acquired, in the last episode, the ability of using his complete EVO form, with full control over it and without the memory loss problem. Basically, this perk lets you grants a similar power up to one of your powers once by jump;
7. By default, the nanites' colour is yellow, but if you have the **Ex Machina** mutation, you can choose to change it to blue or purple;
8. If you take both **No Outside Content** and **The Jumper-Nanites** drawbacks, you can't use the Jumper-Nanites by yourself, but anyone else can;
9. Yes, you can win the **Pure Human** scenario by just staying in your Warehouse for ten years, but I doubt that your Benefactor will like it, mainly if your Benefactor is Jump-Chan herself;
10. The normal version of **Ex Machina** gives to you access to any machine created by Rex without the help of the Omega-1 Nanite, while the boosted version gives access to the Omega-1 Nanite's machines, as well also the Black Knight's machines;
11. You don't need the **Exponentially Variegated Organism** perk to purchase mutations if you received the **Pure Human** scenario's reward;
12. The **Start a Revolution** scenario doesn't require that you kill the five demigod EVOs. It's possible to remove their Meta-Nanite without killing them;
13. Thanks to GreyGaiaOfTheEarth for your suggestions;
14. Thanks everyone for your support.

-History:

V 1.0: Released