

SPY x FAMILY Jumpchain

Welcome to Ostania, a country that is currently enjoying an uneasy peace with its rival Westalis. Unfortunately that peace is about to be threatened by the assassination of a Westalis diplomat. It's up to a Westalis agent codenamed "Twilight" to spy on Donovan Desmond, the leader of the National Unity Party within Ostania. In order to do this, he will need to build a fake family and enroll his child in the same private school as Desmond's sons so that he can pose as a fellow parent.

To accomplish his mission, Twilight will soon create the alias of Loid Forger, adopt a young orphan girl named Anya, and marry a woman named Yor Briar. However, unbeknownst to him, Anya can read minds and Yor is actually a professional assassin. Suffice to say, Twilight's mission will not go as smoothly as he hopes.

You have +**1000 CP** to spend.

Location

You enter the jump in a location of your choice within Ostania on the day the Westalis diplomat is killed.

Age and Gender:

You are free to select any age and gender.

Origin

All origins are free and any background can optionally be taken as a Drop-In.

Spy: You are a spy recruited by either Westalis or Ostania. Your objective is to gather intelligence on the other nation and to deal with any problems that might arise. Depending on your allegiance, you may be working to ensure that peace continues between the two rival nations or you may be attempting to sabotage diplomatic relations. You begin the jump with paperwork detailing your new identity and a coded message describing your latest mission.

Assassin: You are a highly trained assassin, either working for the Shopkeeper and the Garden or some similar agency. You might even be working for criminals as a hired thug. The only thing for certain is that someone is about to have a bad day when they run into you. You begin the jump with a folder containing photos and details about your next target.

Academy Student: You are a prospective student of the illustrious Eden Academy. In just over a week the Academy will host the entrance exam to determine which candidates will be selected for admittance. Because the Academy is designed for students aged 6-19, if you select an age older than 19, you can instead be a graduate or a member of faculty. If you are between the ages of 6-19, you start the jump with an invitation to take the exam and a pamphlet describing the entrance process.

SSS Officer: You work for the State Security Service (SSS), an organization designed to maintain domestic order. Your primary objective includes hunting down spies and surveilling the public. The average citizen is terrified of the SSS and lives in constant fear that they too might be taken away without warning. You start the jump with a lead on a potential dissident that requires investigation.

Perks

Discounts are 50% off for the listed Origin. Perks costing 100 CP are free for the listed Origin.

General

Like Movie Stars (Free): You are stunning. Truly a 10/10 in terms of looks at the absolute minimum and an 11/10 when you dress up a bit. And it's not just you, either. Your entire family is now covered by this perk, making any romantic partners, children, and other relatives just as beautiful. You will turn heads wherever you go and gain quite a bit of positive attention with others wondering how you and your whole family could look so perfect.

Loving Family (100 CP): In a world of spies, deceit, and secret agents, it's important to have a family who will stand beside you and work toward your best interests even if the world turns against you. And now they will. Your family members have unbreakable bonds of love, support, and loyalty to you. This doesn't only apply to blood relatives either. If someone even *pretends* to be a member of your family, they will rapidly develop the same life-long unbreakable bonds. This perk could turn a cold-hearted spy who is only interested in his mission into a doting father-figure who will risk everything to rescue you from kidnappers in less than 24 hours flat. This also works to a lesser extent on romantic relationships too, turning a phony paper-marriage into a real romance given enough time. Either way, you'll never have to worry about family or relationships turning against you. Because now it doesn't matter if they're actually on the side of your nation's rival. They're on *your* side first.

Poker Face (200 CP): There are secret police agents everywhere watching everyone and looking for even the tiniest hint of dissent. If you're not careful, you may catch their attention. That's where this comes in. Now you're always perfectly able to conceal any and all of your emotions. No one will be able to tell what you're feeling. Even someone as talented and observant as the legendary Twilight will find you to be 100% inscrutable even when you're mentally professing your undying love. As a side-effect, you become an extremely talented liar, able to calmly deliver falsehoods under the most stressful of circumstances without even a hint of nervousness. Just don't be surprised if your romantic interests don't manage to pick up on your feelings.

Gadget Maker (400 CP): Spies are cool, but they're only able to pull off some of their more impressive feats thanks to the ingenuity of inventors like you. You now have a talent when it comes to creating all sorts of gadgets and tools that spies can use on their missions. While this is useful for creating things like tiny cameras, listening devices, and concealed weapons, you also find that you can create more specialized tools. In fact, the more specialized the tool, the more effective it is when you use it.

Precognition (600 CP): Like a certain dog, you have developed a limited form of precognitive power that allows you to catch glimpses of the future. The glimpses do not occur often and don't always provide a great deal of detail, but they are always relevant to your situation and goals, thus allowing you to prepare for and prevent upcoming disasters and/or let you know that you're on the right track.

Spy

Psychiatrist (100 CP/Free Spy): You have a deep and intuitive understanding of psychiatry. At a basic level, this allows you to moonlight as an actual psychiatrist without raising suspicion, but it also allows you to understand and manipulate others to get the information or assistance you need. It even works as a basic lie-detector, picking out hidden SSS agents after a brief interaction and identifying trustworthy individuals just as quickly.

Master of Disguise (200 CP/Discount Spy): You are a master of disguise, able to create perfect costumes in moments under any circumstances. You're even able to pass yourself off as people with completely different builds, mannerisms, and voices. Not only that, but you'll find that when you're in disguise, no one seems to question your presence or identity too deeply. Instead they're willing to take you at face-value, allowing you to bypass even strict security measures with ease.

Intelligent Intelligence (400 CP/Discount Spy): Being a spy is more than just gathering information. You have to know where to look and how to interpret it. And now you can. You are a genius with an eidetic memory and a lightning-fast mind able to concoct not just Plan A, but Plans B-Z as well. Your observation skills are equally sharp, able to casually perform feats like recalling the names of over 200 penguins by simply skimming over a list or locating a man hiding in a crowd by his gait alone. Your mind is so fast and complex that it can actually act

as a defense against telepaths, with your rapid thoughts confusing anyone who attempts to read your mind when you're working.

Twilight (600 CP/Discount Spy): You're not just a spy. Calling you that would be a disservice to the name. You are the best spy who ever lived. You have mastered advanced spy and espionage skills including lockpicking, acting, forgery, lip reading, bomb defusing, hand-to-hand combat, marksmanship, and military dog training. Not only that, but all spy-related talents that you possess are dialed up to 11. You can pick any lock you encounter, fool even trained SSS agents with ease, and locate and diffuse bombs in moments without even breaking a sweat. There are no secrets that you cannot uncover and no locations you cannot infiltrate given enough time and effort.

Assassin

Housekeeping (100 CP/Free Assassin): You have a real talent for cleaning, which is good because an assassin who leaves behind evidence isn't likely to remain in the business for very long. Thankfully that's no longer an issue since you can be certain that nothing traceable back to you will ever remain behind. You could murder a dozen people on a crowded cruise ship, and there will be absolutely no evidence of foul play once you're through let alone anything indicating wrongdoing on your part. As a side-effect, your cleaning skills mean that your house is always completely spotless.

Guileless Liar (200 CP/Discount Assassin): You have a truly innocent and guileless demeanor to the point where it doesn't really matter if you're a terrible liar because people will tend to believe you anyway. Did you tell all of your coworkers that you have a boyfriend? Well, when your fake boyfriend shows up and declares that he's your husband, everyone will just accept this. Even people who should know better. Simply telling them that you forgot to mention your marriage will be enough to deflect suspicion.

Strength of Yor (400 CP/Discount Assassin): You are incredibly strong. Strong enough that when you swing at a tennis ball, the racket will slice the ball into little pieces rather than sending it over the net. You're now so strong that you actively have to hold back in daily life to keep from breaking things. Thankfully you have the control required to keep any level of strength in check.

Garden Graduate (600 CP/Discount Assassin): You are extremely skilled when it comes to killing people. You have enough endurance, reflexes, and speed to easily handle a dozen thugs in order to get to your target. You also gain an equal skill in protecting others, turning your assassination knowledge toward becoming an ideal bodyguard that can protect someone from dozens of assassins. This also comes with mastery of a fighting style of your choice and allows you to pick up new martial arts in half the time.

Academy Student

Adorable (100 CP/Free Academy Student): You are unbelievably cute. Not just in your appearance, but also your mannerisms and personality too. People can't help but be charmed by your adorableness and will instinctively want to dote on you. This helps you make friends easily and causes powerful people to treat you favorably, giving you special consideration and protection that they would not extend to others. Even black-hearted bad guys will be unwilling to actually hurt you. Instead of killing you outright, they'll simply choose to kidnap you instead.

SO COOL! (200 CP/Discount Academy Student): Somehow you always seem to attract powerful and awesome people into your life. If you're an orphan obsessed with spies, then the man who comes to adopt you just happens to be the world's best spy. Need a mom? The one who turns up just so happens to be a super-strong assassin. And your new uncle? An SSS Officer. Your friend? Daughter of a military manufacturer CEO. Your dog? An escaped precog military experiment looking for a new home. If you're interested in meeting cool, powerful, and well-connected people, you can be sure that plenty will now wander into your life ready to be your friends.

Resourceful Luck (400 CP/Discount Academy Student): You really are quite resourceful, quickly coming up with plans on the fly. And luck always seems to be on your side helping your plans along with supernatural good fortune. For example, maybe you want to help your assassin mother against a group of enemies, so you throw her weapon towards her. Not only will she regain her weapon, but your lucky throw will somehow manage to take out two trained assassins along the way. It's almost like fate wants things to work out for you.

Telepath (600 CP/Discount Academy Student): You have the ability to read the surface thoughts of the people around you. Thoughts are clearest when you're

focusing on a single person, but you can read the minds of dozens of people at once if you focus. Also, people have a tendency to think about things relevant to you, such as a raffle attendant coincidentally thinking of how he rigged a drawing and giving you a clear picture of exactly what you need to do to win the prize for yourself. This power is passively active at all times, though you can toggle it off if you wish. Also, since you're paying CP for this power, your telepathy is never 'eclipsed' during the new moon.

SSS Officer

False Smile (100 CP/Free SSS Officer): You have an easy smile and a naturally appealing demeanor that allows you to calmly extract information from the people you interrogate. And when you want to, you can drop all pretense of an easygoing attitude and show your anger. The sudden switch is guaranteed to terrify your target.

Rise Through the Ranks (200 CP/Discount SSS Officer): Wait, you're an officer? At your age? That's not too surprising, at least not with this perk, which allows you to rise through the ranks of any organization with startling speed. Superiors are even willing to overlook things that might otherwise disqualify you such as your young age or inexperience. Instead they'll see your abilities and potential for what they are, allowing you to reach a status far above your peers.

Yuri Durability (400 CP/Discount SSS Officer): Maybe it comes from growing up with a super-strong sister, but you have unnaturally high durability. And along with the extra durability comes an extremely high pain tolerance. You can get hit by a car and shrug it off like it's nothing. Or worse, you can actually take a few of Yor's blows without being bothered by the injuries even when passersby suggest going to the hospital.

Secret Police (600 CP/Discount SSS Officer): You have mastered all the skills of a trained SSS officer including surveillance, interrogation, and torture. When you start hunting someone down, they won't escape you for long. You're just that skilled when locating them. Along with that, you have an intuitive sense of where to look to find evidence of wrongdoing. And when you finally bring them in for questioning, it won't be long before you've extracted all of the information you need.

Items

You receive a 200 CP item stipend to spend in the Items section only.

General

A New Life (Free): As a spy, starting a new life in a new country isn't always easy, but with this item it's no problem at all. Quite simply, this is a ready-made 'life' or set of lives that you can use when entering a new location. Whether it's going to a new country for a mission or a new jump setting, it comes with a basic job that can pay the bills, a cheap but decent vehicle, and a modest home in a nice area that, for some reason, comes with a wide assortment of fashionable chairs. It also comes with standard documentation like a birth certificate, marriage certificate, and passport. It's everything you need to convince someone that you belong even if you don't. You may create as many new lives in a setting as you wish.

Money (100 CP): In this world the elites look down their noses at commoners, but you're not a commoner, are you? This is a trust fund with an annual payout of $1,000,000 or the local equivalent. It is legal and untraceable and no one will question its origins. This item can be purchased multiple times. If combined with A New Life, your car, house, job, etc will increase in status and quality to match your trust fund. You can also access this money using any of your identities without anyone becoming suspicious or connecting your alternate personas.

Alias (200 CP): Sometimes you cannot be known by your own name, but you still need to take credit for the actions that you perform. The best way to do that is with an Alias, and now you have one. Much like the legendary Thorn Princess or Twilight, you now have a code name that comes with a rich reputation for your chosen background. This is somehow true even if you're a drop-in, with people being aware of your alias and knowing enough to be wary of you. In future jumps, this can be used to spread awareness of you and your feats and can be toggled off if you wish.

Blackbell (400 CP): You are now the owner of Blackbell, a major military manufacturer that provides arms for Ostania. On a basic level, this provides you with incredible power and many millions of dollars of annual income. But, more importantly, it provides you with influence within the country of Ostania along with important connections to major government entities. Someone in your position would be able to make major moves in the relationship between Ostania and

Westalis. What you do with all of this power and information is up to you. In future jumps you can either import Blackbell or create a similar influential company to control.

Ostania (600 CP): In terms of power and influence, you can't get much more than this. You are now the ruler of Ostania or Westalis. Or if you prefer you can create an entirely new country to be a rival of the two other countries. You can either take a position as a public ruler or become a person who rules from the shadows while a puppet remains in power. Either way, you'll be able to bring the entire country with you when you leave as a warehouse attachment or imported into future jumps. This can be purchased multiple times if you want to take multiple countries.

Spy

Basic Spy Equipment (100 CP, Free Spy): You have all the basic tools needed for spy work including a radio for keeping in contact with HQ, listening devices to spy on people, tracking devices, hidden cameras, a lockpicking kit, and materials to make whatever disguises you need for the job.

Documents (200 CP, Discount Spy): You have a set of shapeshifting documents that can provide you with any credentials required for any job. So you need to show an SSS officer proof that you're a psychiatrist? Here is your PhD from a prestigious university, your transcript of perfect grades, various letters of recommendation from former employers, and every other piece of documentation proving that you are who you're pretending to be. Not only are these documents perfect forgeries, but the people who see them are inclined to take them at face-value and will not bother actually contacting anyone that would be able to disprove your story.

Safe House (400 CP, Discount Spy): You are now the proud owner of a comfortable house that will follow you from jump to jump. Your home has protections against unwanted surveillance, with things like listening devices 'randomly' malfunctioning and spies being unable to locate secret information hidden inside.

Spy Organization (600 CP, Discount Spy): You now have ownership and control over an entire spy organization. At any moment you are able to summon all local spies for special operations as well as request their assistance for

missions. This organization is fully funded by the government and offers a generous, though not infinite, stipend for missions.

Assassin

Beautiful Clothing (100 CP, Free Assassin): You now have an absolutely stunning wardrobe of gorgeous outfits. These clothes come in a range of styles, and you can be sure that you'll be able to find something for any occasion whether it's relaxing at home, going out for a day with your family, or murdering people.

Weapon (200 CP, Discount Assassin): You have a weapon of your choice that can be anything from a handgun to a set of knives. What sets it apart from an ordinary weapon is that it seems to possess some minor action trope boost. If it is a ranged weapon of some kind, it never seems to run out of ammunition when you're in the middle of a fight, and if it is a melee weapon, it will never break no matter how strong you are.

Garden Hotline (400 CP, Discount Assassin): You have what appears to be a simple phone. But it's not just any phone. This phone connects you to the Garden and the Shopkeeper. You will occasionally get calls on this phone (or any other communication device you designate) that provide you with the names and information of people who are actively working against your ambitions/ideals/allies. What you do with this information is up to you.

Garden (600 CP, Discount Assassin): You now have ownership of the Garden itself and all of the assassins employed therein. The assassins working for the Garden are 100% loyal to your cause and are willing to take out any target you designate. If combined with Garden Hotline, the Garden can act semi-autonomously at your discretion by locating and taking out targets as they appear, though you have full control over what actions they are allowed to take and who they are allowed to take them against.

Academy Student

Infinite Peanuts (100 CP, Free Academy Student): You have an infinite supply of peanuts. They are always fresh and guaranteed to be delicious.

Jumper Wars (200 CP, Discount Academy Student): Not everything in life is about action and adventure. Sometimes it's about sitting back and enjoying a bit of downtime between missions. That's where this comes in. Jumper Wars is a series of television shows designed just for you. You are guaranteed to find them entertaining and perfectly suited to your tastes. Not only that, but when you finish one series, another will manifest so you'll never run out of things to watch. By default they're themed after the jump you're currently residing in, but you can specify the genre, style, plot, ect with a thought.

Stella Stars (400 CP, Discount Academy Student): You have a full set of eight Stella Stars. A star is normally granted to students who have earned outstanding grades, showed exceptional talents, or performed a significant service to society. Having eight of these stars grants you immediate membership into the Imperial Scholars, a group of elite students at Eden Academy. In future jumps, these stars will grant you access to any similar club for the elites.

Eden Academy (600 CP, Discount Academy Student): You are now the proud owner of Eden Academy, a world-renowned school for the elite where parents are willing to jump through ridiculous hoops in order to gain their children admittance. Or, if you prefer, it can be a sister-institution of similar pedigree, perhaps even an institute of higher learning such as a prestigious Eden University. Either way, your school is going to attract only the best and brightest this world has to offer, and you have absolute control over the curriculum, faculty, and rules within.

SSS Officer

Gifts (100 CP, Free SSS Officer): Life is full of little moments that require a bit of celebration. Like finding out that your sister has actually been married for a year. But what are you supposed to give the happy couple on such short notice? Now you don't have to worry about it because this item produces perfect small gifts for celebrations involving your family or close friends. It's never anything too extravagant, nothing more expensive than a hundred roses and a bottle of nice wine. But it will be personalized to the giftee, and they're sure to love it.

Intelligence Agency Manual (200 CP, Discount SSS Officer): Sometimes people need cover stories and alibis to pretend that they've been somewhere when they were really somewhere else. But those can be difficult, at least for

people who don't have this. The Intelligence Agency Manual is not only a detailed guide on how to create plausible cover stories. It also acts as a constantly updating notebook with helpful tidbits to make your stories seem more believable. So for example, if you're pretending you went to a baseball game, the manual will update with the scores, weather, notable events at the game, and offer other useful comments.

Intelligence Network (400 CP, Discount SSS Officer): You have a network of informants spread throughout any country you wish. While these people are not professional spies with false identities and combat training, they are well placed to encounter pertinent information which they can then pass on to you through secure, untraceable channels to locate dissidents and people working against you or your allies.

Secret Police (600 CP, Discount SSS Officer): Sometimes having informants isn't enough to keep your country safe. Sometimes you need an entire secret police force to keep the people in line. And now you have one. You are in charge of and operate your own Secret Police for the country you're in. These are highly trained investigators, interrogators, and judges ready to handle anyone who chooses to stand against you. If combined with Intelligence Network, you have agents working semi-autonomously all over the country to bring down enemies.

Companions

Canon (100 CP) For every purchase of this option, you may select one character in this world to come along with you as a companion to future worlds. Purchasing a canon companion also guarantees a positive first impression.

Import (50CP for each or 200CP for 8): With each purchase of this option, you may import one existing companion or create one new companion. They gain an origin and associated discounts and freebies. They also receive 600 CP to spend on perks and items.

Spy x Family (200 CP, Free with the Self Insert Drawback): You gain your very own Spy x Family. It's like a normal family but everyone is amazing and has a secret double-life. By selecting this, you can specify exactly what you're looking for in a family whether you simply want a spouse or an extended family of aunts, uncles, cousins, parents, children, niblings, etc who can help you on your missions. If you take the Self Insert drawback, you can gain the canon family as your own for free. If you are a drop-in, your chosen family will quickly gravitate toward you with circumstances aligning to bring them into your life and home, much like a limited, temporary version of the SO COOL! Perk.

Special Pet (100 CP, Free with the Self Insert Drawback): You receive a faithful pet with human-level intelligence and access to the Precognition perk. It can't speak or otherwise communicate, though, so hopefully you have some alternate method of understanding it.

Drawbacks

There is no drawback limit.

Self Insert (+0 CP): Do you want to get a bit closer to the action? Then this is the toggle for you because it allows you to self-insert or replace one of the canon characters who matches the background you selected. For example, a Spy can either become Twilight, taking on his identity and memories, or they can replace Twilight on the mission while he exists elsewhere in the story. Inserting as a character does not automatically give you access to perks that you have not purchased. Alternately, you may insert as a relative of a canon character, such as becoming a sibling to Yor and Yuri.

Lightweight (+100 CP): You have exactly zero tolerance for alcohol. One drink will leave you blackout drunk, wobbling around and lashing out at family and friends. When you're in this state, you won't know your own strength and might go too far when playing around, though this will never cause you to permanently injure or kill anyone. Expect a lot of embarrassment and collateral damage, though.

Toxic Kitchen (+100 CP): Ah, I see you're testing out poisons. Oh wait, that's dinner? Every morsel of food you make will look like garbage and will make anyone who eats it violently ill. This doesn't stop you, however. For some reason you're convinced that your food isn't that bad and will repeatedly attempt to feed your toxic creations to family and friends.

Loveless (+100 CP): You have absolutely no luck whatsoever with your preferred gender. Whenever you ask someone out, expect a brush off. If you try to impress them, you're doomed to be humiliated. And if you keep pushing, you will get slapped. Somehow these slaps will always hurt no matter what type of durability you have.

Terrible Liar (+200 CP): You are an absolutely terrible liar. Your expressions give away your every thought and feeling as readily as if you'd spoken them aloud. Your excuses are paper-thin and can be seen through by anyone with a hint of common sense. Don't expect to get away with anything if you do anything wrong, so try to avoid prying questions. Oh, and try to avoid the SSS while you're at it.

Dunce (+200 CP): You are not the most academically inclined person. Or, to put it more bluntly, you're an idiot. You don't know much, and what you do know you

still manage to get wrong in some way. You are also incredibly gullible and tend to believe transparent lies told by others simply because you don't know any better.

Tonitrus Bolts (+200 CP): You attract negative attention. Whenever you do something wrong, expect to be punished for it. Whether it's slovenly clothing, forgetting a handkerchief, or assaulting someone, it always seems like someone is there to notice and take note. If you're a student at Eden Academy and don't carefully toe the line, this can lead to expulsion. If you're not a student, it will eventually lead to attention from the SSS.

Out of Control (+300 CP): Your powers are just a little bit harder to control. For example if you're super strong, you might break things when you're not careful. Or if you're a telepath, you can't always block out the thoughts of others. This mostly affects perks purchased here, but it can have a smaller effect on out of jump powers as well. It won't ever cause any major harm or damage, but it will be a constant annoyance as you try to avoid unwanted attention.

Traumatic Past (+300 CP): When the world is constantly at the brink of war, it's no surprise that people suffer. And you are no exception. You are haunted by a dark past in this world, whether it's seeing loved ones die, losing your family, or being experimented on from a young age. You carry these memories and they are prone to affecting you at inopportune times.

Partial Eclipse (+300 CP): Much like Anya, all of your perks, powers, and warehouse no longer function during the new moon. Yes, this includes perks purchased in this jump. You will be reduced to your body mod and whatever items you've taken out of your warehouse. This might not seem so bad, but for some reason, fate conspires to have at least a few important events happen during the new moon when you are at your weakest.

Sibling Complex (+400 CP): You have a sibling that is extremely obsessive, possessive, and overprotective of you. And they're convinced that any romantic partners are unworthy of your love. This is somehow true even if you're a drop-in with someone quickly forming a sibling-like relationship with you shortly after your arrival. Your sibling will start by harassing any potential prospects and repeatedly meddling in your love-life, but they will soon escalate to more violent methods of intervention. Eventually they might attempt to use their power and connections to get rid of your love interest permanently.

Trouble Magnet (+400 CP): You seem to attract quite a bit of trouble from some very dangerous people. Expect to face kidnappers, street thugs trying to mug you, and terrorists on a regular basis. And once one threat is dealt with, expect the next one to show up soon. You won't get more than a few weeks of rest before some new threat appears.

Chaotic Plans (+400 CP): Are your plans going well? Not for long. No matter how well you plan or how carefully you set things in motion, expect everything to fall apart at the first opportunity. And everything will continue to fall apart as you are constantly forced to solve problems. While this isn't an instant-fail for your missions, you will need to put in a significant amount of extra effort in order to make things work.

SSS Suspicion (+400 CP): Oh no, you've attracted the attention of the SSS. They believe that you're a spy and will stop at nothing to hunt you down and kill you for your crimes against Ostania. And if you haven't committed any crimes, that's not going to prevent them from convicting and then getting rid of you.

Total Eclipse (+600 CP): Your warehouse and all out of jump perks and powers are sealed for the duration of this jump. This can be combined with Partial Eclipse, which will still seal your in-jump perks during the new moon.

Ending

After your time here, you will be given a choice. Regardless of your choice, you will lose all your drawbacks and keep all your acquired Perks, Items, and Companions.

Mission Complete: You wake up at home in your own bed.

Mission Ongoing: You decide to stay in this world with your new family and friends.

Mission is a Go: It's time to move on to your next mission.