

Generic Not Mind Control Jump [Tri-Sevon Edition]
v1.0
by Tri-Sevon

Greetings to whoever you are. You have found yourself into one of the most mysterious dimensions out there. And for that, we will be offering you an chance to-

"-Yeah, just ignore him. He's been practicing it for a while for the next visitor. In fact-"

-A chance to offer you methods to entrust some personal power and equipment to your possession before you arrive at your destination.

"In other words, here are the **1000 NMC Points** for you to spend on later when the relevant sections show up in a bit. Just try to ignore the theatrics or listen to me instead if you want the clear version."

Eventual Destination (Starting Location)

There is no set world for your destination, beyond a generic one that is perfectly adjustable to become different types of worlds. Some options are listed below to offer as a guide in shaping it.

"Yeah, just read the options and see what works for you. There's an option for you in case whatever pre-made sets he left out ain't working for you."

Classica Terra **(Normal Earth)**

Obscurus Terra **(Alternative Earth)**

Fantastical Mystique **(Medieval Fantasy Worlds)**

Mechanus Archetype **(Sci-Fi World)**

Magius Techus **(Magitek World)**

Synthetic Titancus **(Mech World)**

Cosmosus Universal **(Galaxy/Universe Scale Setting)**

Alternus Originum **(Alternative Universe Setting)**

Apexus Randomus **(Custom World)**
"As I said, this is the 'Custom' option. Do whatever you want, just be aware of what you're making. Neither of us will be responsible for you ending up making things a joke or overwhelmingly hostile for you. "

Chronology & Self (Age and Gender)

You must console the infused trinkets-

"-Just use these pristine dice or whatever gimmicky method to determine your age. In case you don't want that, you can just write it down or tell us. And don't worry about the other part, since you can just choose whatever makes sense to you."

Introspective Beginning & Core Essence (Origins & Race)

Essence Creatoria
This is the Creatoria Relic, the method for which you change the essence of your mortal shell. And as for the limit-

"-There is an actual limit, but he'll never get around to it. My suggestion is to stick to known templates like human, humanoid, or human-like. In case you don't want those, you could use something else that you may know."

"Oh, and because he's still flipping through his pre-made script…Do whatever you want for your Origin. Just make sure it makes sense if you wish to go that route."

Ultima Neo Qualities **(Perks)**

In short, you can either use 2 Freebies to pick whatever you want for free, or can go with an stipend of 400 NMC Points for use in this sections if you forgo the Freebies.

"Yeah, he's gone. And at least I'm still here to keep things going. So let's just cut to the chase and I'll get the choices for you to pick out. Take your time, I don't think he'll be back for a long while."

Ensured Free Will [Free]
Of course, since given what you are here for…This does in fact protect against Mind Control, but also covers the other related types similar to it. In essence, any internal or external force that tries to force you to go against your own 'Will' ends up holding no sway on you.

For note, this doesn't help against corruption, mutation, or anything that relies more on disrupting your 'Physical' control of say your body/form/shell.

Network Of Connection [200]
For you, making bonds or connection with others allows you to have some sway in having them think more about actions or thoughts that will help them and you. And to make it clear, this by itself will not always 100% guarantee that they act in your best interest.

They still are themselves, but this helps give them more weight to consider other factors in your favor when they commit to decide. Of course, sometimes the best action MAY not actually be available…

Hive Breaker [300]
Hiveminds, as some can say, are perhaps one of the methods one that can lead into the eradication of Free Will. How and why this happens also isn't clear cut across all examples out there.

And this is for you to use if you do find yourself encountering such a case that seeks to add you into its ranks against your own wishes. In short, you'll find that any attempt to bring you under their full control will instead damage those connected to the Hive Mind depending on the severity. (And yes, you can toggle this off if you don't want to harm specific parts or the entire Hivemind, if you would wish to do that.)

Creation Of Will [300]
This is an aura that you can spread around with your mere presence, making beings of various origin incapable of free will slowly gain the ability to do so, alongside enough knowledge and so on that they can recognize in others as well.

Control Ruinner [300]
A separate aura from the above, that allows for those that aren't you and are under the effects of Mind Control to slowly unravel said control. It also makes sure that the effort of them doing so won't cause any sort of unintended harm in doing this damage to their enforced control.

Direct Control Disruption [300]
A special quality you can add to your attacks that will make any physical, magical, or other types of damage only apply to the influence of mind control inflicted on a person. It also doesn't matter if the source of this influence is via technology, magic, psionics/psychic, or anything exotic powers…This will damage the influence till it is fully broken or the person can take back their own mind by their own ends.

Counter-Drain Self-Boost [400]
In short, any direct or indirect method being used to try to mind control you will make a false positive case to the person and will instead empower you in a way they can not easily notice. This drain effect also grows more stronger the longer the method is being used.

Mind Healer [400]
You find it vastly easy to help people who are or were under the effects of mind control able to help them heal/recover their original mind. And if in the case they do have something they fully want to change about themselves, this also provides help in supporting and mending the mind to allow them that option.

This also works to remove any deliberating drawbacks or after-effects that can disrupt a person in physical, mental, or emotional state.

Mastercraft Neo Equiptomis (Gear/Equipment)

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

"Since we got to this point, just give me a moment. And… …there. You have more options to consider with whatever you have left. And don't worry if you have any second thoughts on your choices. Until you end up fully leaving, you aren't held to sticking with what you can get for now."

"...That said, if I end up leaving all of a sudden, I'm going to look for my cohort. But I'll be back just as quickly."

Anti-Control Trinket [Free]
A simple item that you can easily carry around on your person that acts as a double reinforcement to protect you against mind control. The item itself will not get lost or broken easily, but if it does end up in either case…

…You'll get a new copy the following day in either one of your pockets or your Warehouse.

Anti-Mind Control Encyclopedia: Master Edition [100]
A form of written or digital media that can easily categorize and record all forms of Mind Control and sub-variants related to it. Will also provide easy methods to copy or share its information to others you wish to share it with, while also being fully understandable no matter the language or communication barriers.

Also, it is very light to carry around if you wish to have a physical means to have it on your person or give away copies.

Damage Counter Mod & Weapon [100-200]
Two options for this one, with the first one being an easily addable/removable part or item that can blendly seemingly into any weapon. Yes, even if it does end up going from a sword to a gun, or an esoteric magic weapon to an equally advanced tech weapon.

As for the other option, you can instead just make a weapon of your specific liking able to inflict damage to break or wear down the influence of the mind control being inflicted on the target. (And yes, you can also minimize or have it not inflict any harm to the target if you want.)

If you want both, you can spend **200 Points** and also get a free restocking resupply of the mod part and weapon you got.

Control Influence Detector [200-300]
A small scanning tool that when used to scan over someone or an area, can detect the influence of mind control over said person or area. This device also produces a blanket field that makes it harder for those under mind control or those exerting the influence to see and track you.

For an additional **100 Point** charge, you will receive an upgraded version that will also tell and record data that specifies the type of influence/method being used, alongside how strong it may be.

Counter Music Box [200]
No, it doesn't have to be a tiny music box, but it is one by default. In short, while this item is playing whatever music you have it be (and yes, that does mean whatever you like or dislike), anyone under the effect of Mind Control will find themselves able to act more freely of their own accord.

This also creates a special 'earworm' effect that lets the music stay with them in case they don't end up breaking the mind control. And this effect will endure, especially against any methods to try in removing it outright.

Counter Wave Generator [300]
A semi-small device that when turned on, can create invisible or visible waves of counter-influence energy that can act as damage and treat people suffering from the effects of mind control. You can also control how short or long this range is with little to negabile effects in effectiveness as long as it ain't extreme distances.

It also comes with a method to supercharge the wave (or AoE) function to make it really effective at breaking deeply ingrained or power mind control powers/tech. This supercharge can also be used to boost the range of the device as well if you wish, while also breaking through any barriers or obstacles thrown to be in the ebay.

Compatriots & Allies
Companions can purchase more companions.

Cooperative Support [50-200]
As far as this goes, you can use this to bring along someone who can actually agree fully on their end to join you in your time here. If they don't end up joining you, you won't have to spend 50 NMC Points. And you can do the same for a quantity of 8 with the same stipulations.

Oh, and for those who do agree to join you here, they get 600 NMC Points to spend as they see fit.

Recruitment Pitch [100]
Yes, you can use this as well to give yourself a chance to convince someone wherever you end up (in this Jump) to join you. For note though, this just gets you the 1 on 1 chance on neutral grounds (at worst) to convince someone to willingly join you.

So good luck conceiving whoever you aim to pitch to. If it does end up failing, you do get to have a refund.

Drawbacks

There is no set limit for how many Drawbacks you can take, but do be careful to make sure you aren't making your time ahead of you impossible to complete.

Supplement Mode [+0]
In case you wish to use what you have here as a means for a supplement (for any reason), this is the option that allows for it.

Plot Railroad Path [+0, Mutually Exclusive with Jump Time Extender]
Very simple, but you basically have to complete what would be considered the main plot of the setting of where you ended up. If in the case there is no 'canonical ending' or 'multiple endings', you just need to make it where the theoretical chain of events would reach a suitable conclusion before you can move on.

Jump Time Extender [+100, Mutually Exclusive with Plot Railroad Path]
You probably know this by now, but to reiterate just in case. You have to spend an additional 10 Years inside the setting you arrive in. And yes, you can take this up to 4 times for a total of 500 Points. (You can add more, but no more points after that.)

Misfortune Magnet [+100-300]
In essence, you can inflict yourself with a setback of varying levels of bad luck. The lowest level offers very minor annoyances or things that may bruise your ego. The middle level does allow for some minor harm or things to go astray with manageable chaos or after-effects. And naturally, the high level offers genuine problems if you let things go to chance or act reckless without any safety nets.

Obviously, **100** for Low, **200** for Middle, and **300** for High levels, respectfully.

Special Threat [+200-400]
No matter where you end up, there will be someone there to act as your opposition. Obviously, if you pick an extremely low-dangerous setting, they will scale depending on what level you pick and will still be a pain in the neck on some level.

For **200**, you'll get a semi-major notable form of opposition that will do their best to screw things up for you. At **300,** you do get a more 'genuine' threat that will be clever, persistent, or lucky enough (or all 3) in being a thorn to your side.

And of course with the **400** level, they have the above with either enough skill and/or resources to be able to sabotage any plans you have outright if not stopped or being accounted for with precautions. That is not to say you can't get them out of the picture, but you gotta put in an appropriate amount of effort to make sure they stay neutralized for the rest of the Jump.

Challenge Mode [+600]
Perhaps the most difficult one in terms of straight to the point. Nothing from outside of this Jump, be it Perks, Gear/Equipment, and especially your Warehouse, is barred from being used.

Chain Decisions

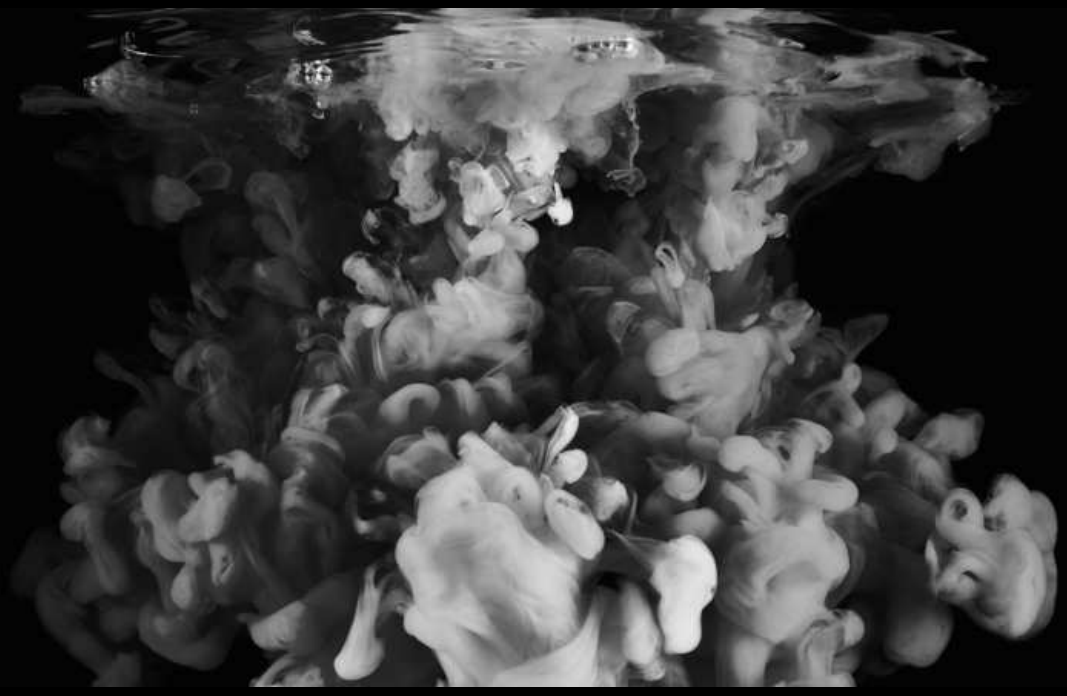
Well, here you are now. When your Jump here is over, you have three choices to go with. And in case you wish to decide now, you can. If not, you can still change your answer till the last moment and you'll always know when that is.

Next Jump
As it says, you'll continue the next Jump that awaits you.

Stop Here
If you feel convinced in staying inside the world you ended up in, then feel free to do so.

Home Bound Retirement
You wish to go home, to whatever it was before you started your Chain? If that truly is the case, then take everything you wish to bring along with you. Though we do ask that you do talk to the Companions and people that joined you across the chain.

Especially if you wish to ask them to join you in returning to your home.



Change Log

v1.0

Initial Template Creation