

Jumpchain

Fate Pronouncement

A great power threatens our fragile existence. Now and again, or now and before, depending on when you enter this world. Such are our fortunes that the cosmic westerlies have raised a challenger. Gibby and Wayne, two faces of the moon, will soon meet for battle. With their respective brothers-and-sisters-in-arms, they will decide the fate of the hylic realm and all who reside in it. Gibby, the domineering… versus Wayne, the forbearing. Gibby's curse enslaves the people in body and mind. They are hardly even people in such a state… Is gibbering madness to be the future of the world, or will that ominous timeline be averted? It remains to be seen.

Gain 1000 points to spend.

Temporal Accession

Choose an era. Regardless of your choice, you will spend ten years in this material world.

- **Hylics 1 - Reign of Gibby:** Gibby still presides over the common people. His vile technologies have cursed most thinking beings with formlessness and mindlessness. Indeed, to call them thinking beings is perhaps a gesture of naivety- or respect. Nonetheless, his armies have trod all over the land, seized territory to secure their lord's interests. Gibby's iron fist seems uncompromisable.
- **Hylics 2 - Post-Gibby:** Gibby was deposed, his body fragmented. Some of these fragments could not be wholly eradicated, however. With such a Gibbylet, Odozier, dread master of homunculi, hopes to reconstitute the moon lord through foul sorceries. Meanwhile, in the North, Blerol sleeps in a miserable cell, betrayed by a tenuous ally.

Origins

Choose one origin. You have reached physical maturity and are of spritely age. Gender may be chosen at no additional cost.
Waynes are either a Waynes or a Decres. Other origins may choose any non-Wayne race that does not provide major/non-cosmetic advantages. Your form from this world becomes an alt-form post-jump.

Wayne - A Wayne, one of the Wayne race. Your training has made you a formidable operative. You will not grow into an Old Wayne.

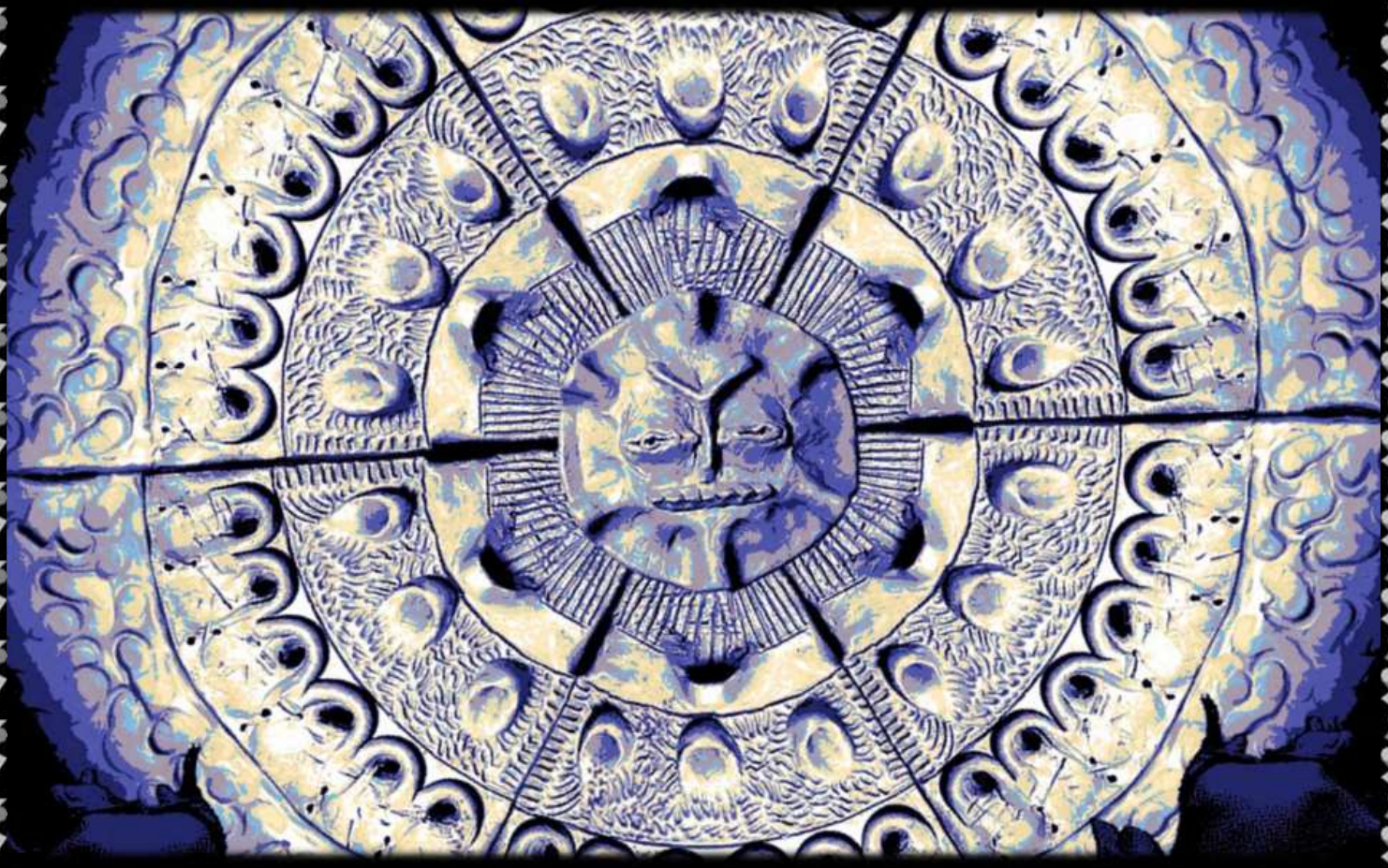
Mage - An adept in gestural arts. Where others would take them for granted, you have focused your efforts there and expanded your mind.

Knight - Educated in courtly skills and manners, irrelevant melee combat, battle tactics, and minor adventuring skills. May or may not follow a code of chivalry.

Sage - Not a true Sage, but a disciple. You seek to shed your Flesh by meditating on the true nature of reality.

Gibby - One of Gibby's minions. You work for (the ideal) of your lord.

Merchant - Business does not slow for the apocalypse. Your recent efforts have been tuned to profiting in these trying times.



Perks

50% discount on perks/items of origin. Discounted 100s free.

General

Afterlife Ticket (Free): We are principally concerned with the affairs of the hylic world, but the world of souls is just as important, if not quite so violent. If you die through use of the Perish gesture while in this world (or other worlds if Afterlife Branch is purchased), you will reform immediately in the Afterlife, and it will not count as death for ending your chain. This can be benefited from any number of times. Again, only death through Perish is valid for this. You additionally receive a "free" life that can be used to recover from a single death you did not initiate, but it only works while you are in a party with Wayne, Dedusmuln, Pongorma, or Somsnosa. This "free" life can be used ***once***, and only in this jump.

Auto-Tenderizer (Free, this Jump Only): If you have spare Meat on your person, it will be subtracted from your inventory and added to your Flesh as if inserted into a Meat Tenderizer. This perk is lost at the end of this jump.



Aviator License (Free): A pneumatophore is usually understood to be an organ in a gelatinous sea creature, used to keep it afloat above the waves. The wonders of science bring this organ to creatures of the land, allowing them, for a time, to become creatures of the air. With training, a pneumatophore can be used to propel a person through the air in an air-dash, around 1-10 meters of quick levitation. You are trained in the correct operation of pneumatophores.



Merry Band (Free): You are a musician of some skill. Choose a musical instrument, you can make pleasant sounds with it. Twang.

Sound Sculptor (50): You feel the groove, a talented composer. Aural art. While most will not consider you a genius, you are competent and distinct in style.

Veteran of the Psychic Wars (Free): Swords and guns have long fallen out of vogue, in favor of more… cerebral forms of combat. By performing a gesture and focusing one's will, the modern soldier is able to create a short-lived mental construct, which will then produce one of hundreds of spell-like effects such as spontaneous combustion, healing, lightning bolts, and more. You have been inducted into the art of gestural combat, learning to tap into your Will and imagination to conjure supernatural phenomena. The most basic of these powers is the Snap, a simple snap of the fingers, which uses force of mind to inflict mild damage to a single close target, without draining any of your mental energy. Somehow, you are able to Snap even with thick gloves on. You know Brace as well, a fundamental defensive gesture, also costless. You may learn more gestures via standard means.

Learned Soul Crisper



Have at Thee, Knave (Free/200): Wondrous combats should lead to wondrous death.That is, unfortunately, not always the case. The greatest threat to a master of gestural arts may be a fact that plagued even the barbaric warrior of yesteryear: A drain of resources, death by attrition. Fortunately, you know a technique to mitigate that risk. Whenever you strike a creature with a glove-slap or commensurately-casual melee attack, if your attack should slay them in a single blow, you will absorb a portion of their vital energies, marginally restoring your Flesh and Will. Even if it does not kill them, if the being was moving to engage you in combat, this audacious disrespect will lightly recharge your Will. By paying an additional 200 CP, these effects apply to other forms of energy you possess.

Abnormal Metabolism (300): New forms of attack mean new forms of suffering, calling for new forms of defense. Thankfully, many effects induced by gestural combat can be mitigated with now-everyday items, such as juice, burritos, and fruit. This state of affairs will follow you in your continued journeys. With the exceptions of water coolers/paper cups, soul sponges, muscle appliques, meat, and other items which provide resurrection or a permanent increase in capabilities, mundane consumables in future jumps will provide the same benefits to your party as like-named items in this world. Bananas and cupcakes will heal you instantly, cookies will cure bleeding and poison, coffee will prevent you from being slowed in time, etc.



Gestural Conversion (400): The gestures of this world are not only of immense utility, they are also fascinating to watch in action. This is of course due to the mental constructs that relay their effects. This may now be partially applied to learned abilities you possess from other worlds. The effect of this perk is two-fold: First, for any spell or technique with somatic components, you may alter those components into something visually meaningful. Instead of being a chaotic series of finger wiggles and waggles that only mean anything to other adepts of mystic arts, they are a clear… well, gesture. This can't make the technique any easier to perform, in terms of complexity or dextrous action (though the actual meaning will probably make it easier to remember on the fly), and you must understand and be able to perform the technique as normal. This will also create a visual effect while the somatic components are being performed, much like one would expect from a gesture of this world, but fully illusory and cosmetic. Perhaps it will flummox foes who are unfamiliar with gestural combat. The actual effect does not change.

Second, a technique you know may form the basis to create a true gesture. This is much more difficult and does not provide any special benefits, but the gesture will use the paradigms of this world rather than those of the component technique. The most relevant difference is that a true gestural construct is created in the use of the gesture. Unlike the former application, a true gestural construct acts as a vehicle for the effect, meaning ranged effects will be released from the construct instead of your person. Gestures developed this way have no relation to the techniques which served to inspire them, beyond the basic idea and initial scaffolding for their formation. Some exotic effects may not be possible to replicate through the gestural disciplines of this world.

Afterlife Sabbatical (1000): A second chance at life is something for which many, in both this world and the next, would sacrifice everything. Using soul sponges and proscribed gestures, it is possible in some circumstances to give exactly that. Some residents of this world are fortunate enough to have this second chance as an innate aspect of their existence. Plus a third chance, a fourth, a fifth… In other words, death is not as meaningful to every soul, and they may literally walk out of the Afterlife an arbitrary number of times after their demise, if they are so inclined- only in old age will they meet their end.

You are one of those beings to whom death is but an inconvenience. If you are killed bodily in this world, as long as your soul is not destroyed, you will reform in the Afterlife mere seconds later; and you may easily return to the world of the living, unless you would prefer to stay in the realm of the dead. In future worlds, when you are tendered a physical death, the end of your chain will be temporarily suspended as long as your soul stays mostly intact. This perk does not provide any inherent means of revival, and if you do not have a working body (at minimum, ambulant and can meaningfully interact with the physical world) by the end of a jump, this perk will not prevent it from counting as death.



Wayne

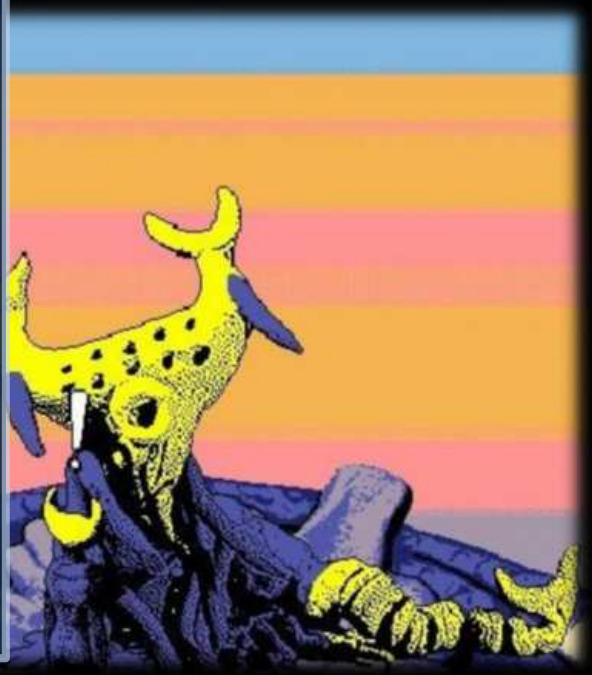
One Wayne or Another (100): Relaxation. Calmness. Lackadaisical lovers of peace. Maybe it's not always true, but it's the stereotype often associated with psychedelic art and music. Followers of a New Age. There's a grain of truth there, in your case. You always project a sense of inner peace, however tough the going gets. This facade is almost infallible, but it does not actually increase your mental endurance. It just makes you better at concealing outward signs of pain, melancholy, anger, and other emotions.



Meteoritic Spontaneity (200): One of several techniques perfected by the Waynes, the art of slowing one's fall takes years to master. It calls on the power of the mind, but like Snapping, it does not expend mental energy, as it is not a "full" or "true" gesture. This technique does not even need a gesture to initiate- only a thought, then it will bring one's descent to crawl. Not only have you learned this skill, but you are psychically-flexible enough to develop similar simple movement abilities. This will be easier if you actually experience the movement. As an example, using pneumatophores regularly would help you develop a psionic air-dash not reliant on such devices.

Dark Side of the Moon (400): Waynes have a knack for getting everywhere. Locked towers, ancient tombs, other worlds… Heck, some can waltz right into and out of the Afterlife, dead or alive. Doors which should be barred to you are easily opened, more often than not. Keys left in obvious places, guards forgetting to lock the gates, shield generators flickering on and off. Events like this are not guaranteed, but they are now a lot more common. You also count as bearing any common metaphysical qualities needed to enter, such as being dead or of a specific race. Narrower traits, like a door that only opens for a specific person, are sadly not covered.

Cosmic Revelation (600): Age brings wisdom. For Waynes, it brings quite a bit more. Waynes begin life as larvae, then mature into a humanoid form, which they will enjoy for most of their lives. An aged Wayne becomes something similar to their earlier larval state, but larger and more complex. These old Waynes have many eyes, which enhance clairvoyant and precognitive abilities. Your oracular powers are similarly improved, without needing to become an old Wayne, though you may allow yourself to grow into Old Waynehood if you wish (and if you're a Wayne). You are learned in the use of these powers and will be able to read the stars to sense significant future events. You will be able to prophesy a rise in dark magic, the return of tyrants, and similar events with perfect certainty. These gestures are only so precise, but you do have a talent for all forms of divination, learning such techniques with notable ease and alacrity.



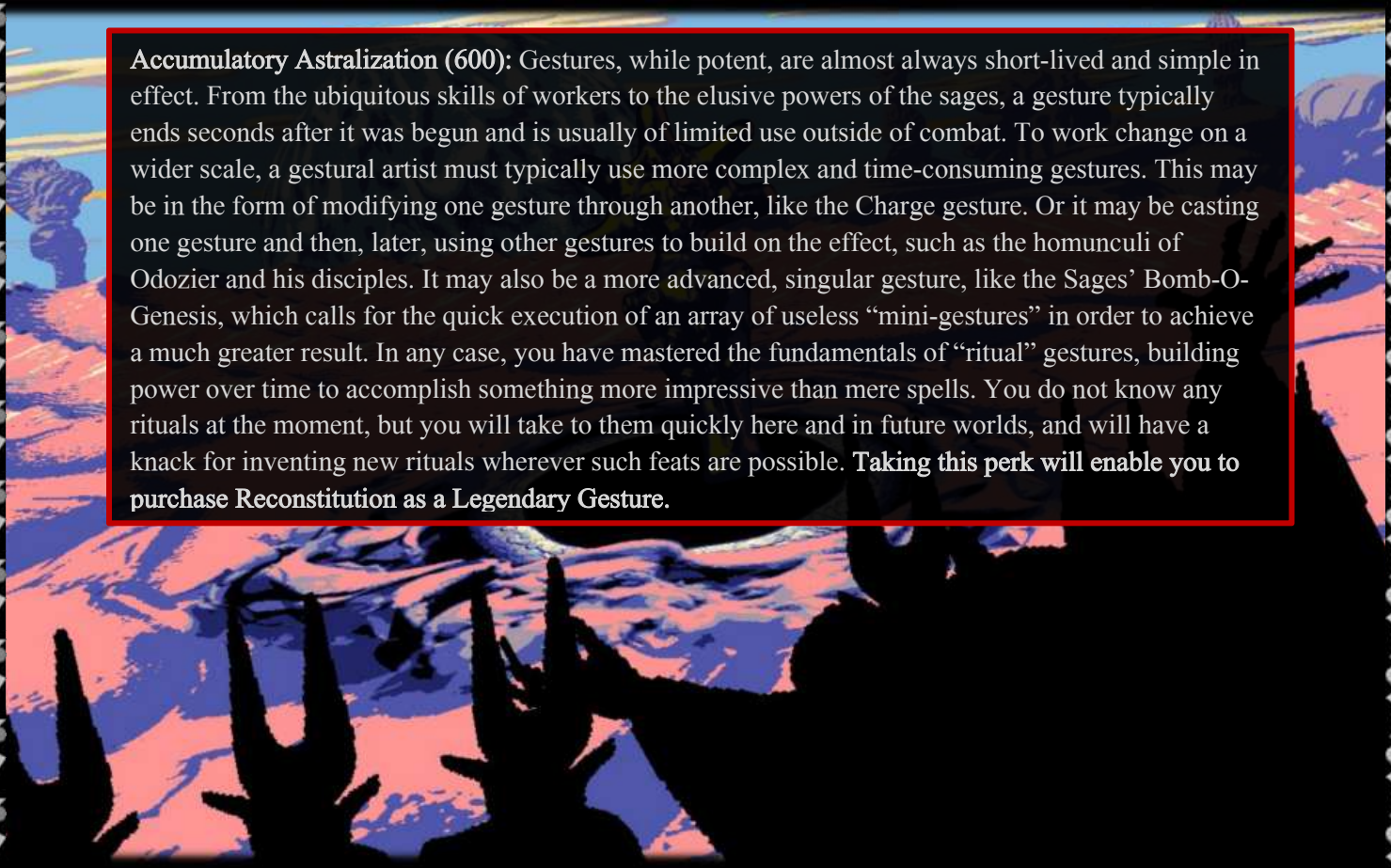
Mage

Brain Tempering (100): Gestures tap into the well of mental power that exists in everyone. However, not all wells are equally deep. One person may be exhausted just performing a single gesture, while another might not even notice the cost. You have a strong will, giving you more mental stamina for the purposes of using gestures. Your natural pool of Will is equal to someone who has drunk twice from a magical Paper Cup, and your normal willpower is moderately enhanced.



Glossal Annealment (200): An artist or scholar is not usually expected to be proficient in combat, but the ancients knew this was an expectation liable to produce thinking from cowards and fighting from fools. You are neither a fool nor a coward. You speak with a cultured eloquence and possess a beautiful voice. More importantly, you are able to speak without stuttering and gesture without fumbling, even in the heat of combat. Your competence is still limited by the level of skill you have achieved, but stress alone will not impact your manual or oral dexterity. If you could perform consistently in ideal conditions, you do just as well when faced with death.

Fulminant Archives (400): You have traveled the world and accumulated an impressive repertoire of gestures in the process. Gain three Minor and one Specialist gesture for free. Additionally, you have good sense and fortune when it comes to finding tutors and research material for common and secret techniques of supernatural power. Putting in even a token effort, you could expect to find a source of learning in nearly every town. Rare gestures will be harder to find, but your luck is enhanced even there.



Accumulatory Astralization (600): Gestures, while potent, are almost always short-lived and simple in effect. From the ubiquitous skills of workers to the elusive powers of the sages, a gesture typically ends seconds after it was begun and is usually of limited use outside of combat. To work change on a wider scale, a gestural artist must typically use more complex and time-consuming gestures. This may be in the form of modifying one gesture through another, like the Charge gesture. Or it may be casting one gesture and then, later, using other gestures to build on the effect, such as the homunculi of Odozier and his disciples. It may also be a more advanced, singular gesture, like the Sages' Bomb-O-Genesis, which calls for the quick execution of an array of useless "mini-gestures" in order to achieve a much greater result. In any case, you have mastered the fundamentals of "ritual" gestures, building power over time to accomplish something more impressive than mere spells. You do not know any rituals at the moment, but you will take to them quickly here and in future worlds, and will have a knack for inventing new rituals wherever such feats are possible. **Taking this perk will enable you to purchase Reconstitution as a Legendary Gesture.**

Knight

Combat Calibration (100): An armored knight is life and death- which of the two depends on whose side you are on. To his allies, he is a shield, a wall of steel. To his enemies, he is a hateful blade. As a warrior uses his skills, he will settle into a niche, if he is not already there. Even a generalist will begin to favor either a defensive or aggressive style of approach. While you were trained as a knight, you are an excellent judge when it comes to executing defensive and offensive tactics, the moments when support or offense are most needed by your allies.



Anser Quest (200): The Accretion buried much of the world's greatest secrets and treasures. Some of the most valued are the Paper Cups, which expands a gesturist's reserves of mental energy. A Paper Cup can be used only once, after which it disintegrates. Gesture masters don't typically have much reason to hold off on using these potent artifacts, thus there are not many left in existence. Despite this, some have dedicated their lives to unearthing whatever Paper Cups remain. Not all succeed, but some do, surprisingly. Not by magic or luck: obsession. Delving through historical records, scouring the land with specialized instruments. You have an impressive, but mundane talent for researching objects of your obsession. This will require time and effort, and you won't always succeed (especially if you lack a spell or gadget for detecting these objects), but you will get quite far for someone of your means. This does of course require you to hold such a fixation to be fully effective.

Comfortably Numb (400): Before Wayne unsealed the ancient vault which held him, Pongorma had endured long ages in that very vault, with little more than a television and a cactus for company. Was it decades, or millennia? Only the knight knows. Regardless, you are prepared to undergo the same conditions, if necessary. Mortal foibles have lost their grip on you, for the most part. You no longer age, and you do not need food, water, or air to survive. You might be entrapped for millennia, and the only thing at risk would be your sanity. Speaking of sanity, your ancient bloodline will preserve your sanity in the event that you are cursed by the Hylemxylem. Other transformations will likewise leave your mind relatively whole.

Expiry Archon (600): Few creatures in this world are as deadly as the Ambulant Skull. By all accounts, their touch inflicts instant death on even the fittest warriors. There is one exception, Pongorma, last Dread Knight of Yiithorn. He alone holds dominion over Ambulant Skulls. When he meets an Ambulant Skull, it is the Skull that dies, not him. It is the same for you. You turn the power of Ambulant Skulls back to the source. Additionally, any "instant death" effect which invokes mystic or cosmic forces of death does nothing to you, whether gesture, Skull, or some other power. Furthermore, your destructive and deathly powers deal more damage. Not incontestably, but by a noticeable amount. **Taking this perk will enable you to purchase Partial Destruct as a Legendary Gesture.**



Sage



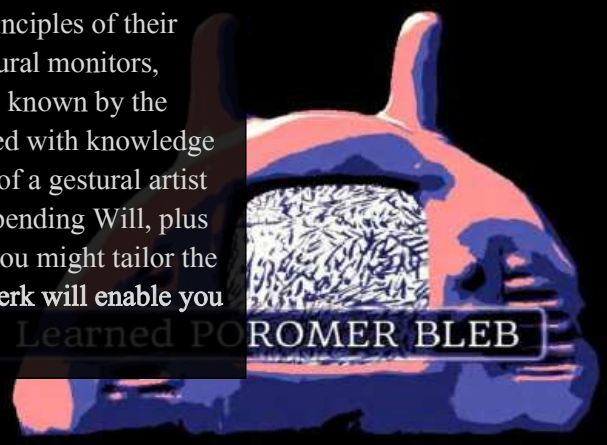
Sagely Vague (100): The Sages at their peak were most likely the most advanced civilization the world has ever seen. The word Sage was quite possibly invented to describe these enigmatic beings. Like the sages of stories, these creatures guard a wealth of knowledge and technology. They are very careful in what they let slip, and to whom. What they do say is often succinct, with little to no explanation. To act on this knowledge will require either familiarity with what they speak or further research. You have a natural ability to reveal the absolute minimum amount of information that would be needed to lead a dedicated adventurer on a sure trail to what they seek.

Brainspace Labyrinth (200): It is important that the knowledge of Sages not fall into the wrong hands. To this end, these enlightened beings have devised a series of tests and trials, to be passed by the worthy. Such trials ensure that only the clever, attentive, and courageous may receive the ancient wonders of Sages. Unfortunately, the wise ones are less present in the world than in ages past, leaving most of the world without their guidance. Guardianship falls to the next generation.

You can easily design challenges made to measure any attribute that you yourself possess. These can be made as fair or unreasonable as you wish, but cannot be made more difficult than what you would be able to accomplish. You are not prevented from doing so, but this perk can not aid you that far. To set the bar higher than you can reach will necessitate other sources of ingenuity.

Pneumatic Refinement (400): The spirit is willing, but the flesh remains weak. All the numinous power of gestures means little if the frail vessel of your existence succumbs to a chance wound. To a Sage, the mind is the only truly important part of the body. As they cultivate psychic energies, a Sage actually dispenses with most of their flesh. They appear as little more than a massive, levitating brain, but their Power is magnified, and most of their bodily needs are rendered void. A Sage that continues this path can choose to jettison most of their biological mass, becoming a creature more of mental energy than physical matter. At this stage of enlightenment, all of the body but the head can be repaired trivially. Your head is not flesh, but it is your anchor to this world, and its destruction will mean your death. You have the knowledge to begin following this path, but you may stop at any point you wish. It is not an easy road, the path of Sages.

Retrograde Enlightenment (600): While most of the Sages' advancements were lost to the Accretion, some of the more useful technologies have survived. You have delved deep into the archives of Sages, learning several principles of their technology. Most notably, you have learned the creation of gestural monitors, which impart on the viewer an understanding of a single gesture known by the TV's creator. Any thinking being who regards the TV is imparted with knowledge of the incorporated gesture, as well as the fundamental abilities of a gestural artist if they have not already awakened these powers: storing and expending Will, plus the potential to learn basic gestures (Snap and Brace). In time, you might tailor the process to grant other mental powers you possess. **Taking this perk will enable you to purchase Bombo-Genesis as a Legendary Gesture.**



Gibby

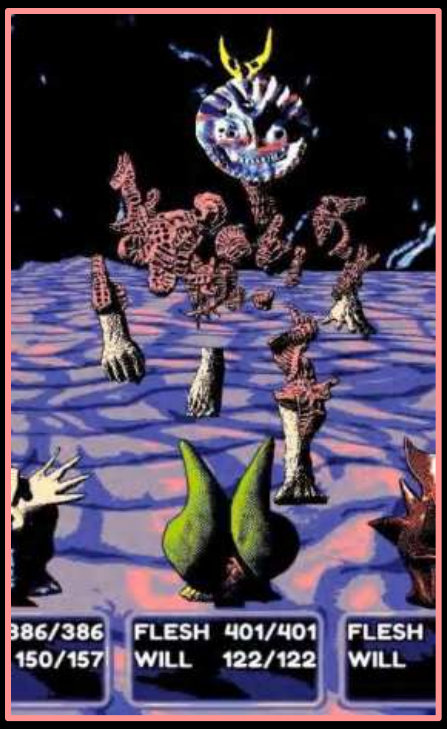
Sadist Shindig (100): They're just dancing there, menacingly… and thus do Gibby's minions strike fear into the hearts of men. Like said minions, you are infused with funk and can perform simple dances, on-beat, as easily as breathing. Contrary to expectations, these dances will emphasize your lack of humanity and compassion, unless you choose to suppress this element. As a bonus, dancing in-place or while walking will not worsen your fatigue.



Uncanny Erection (200): Someone has to design all this deranged architecture. Now, that someone is you. You understand how to make surreal designs into something physically viable, buildings and other structures that serve practical needs and that won't fold like a house of cards. As with many of the edifices in this world, those you design are built-to-last, proudly weathering centuries of exposure to the natural elements with minimal erosion. Additionally, self-destruct mechanisms you build into your property are more effective (assuming they are properly designed and positioned) and never malfunction unless sabotaged.

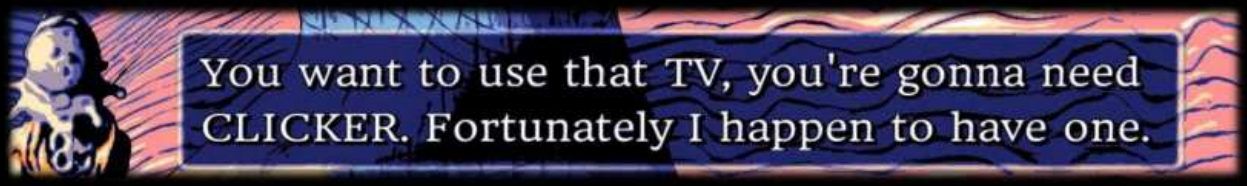
Post-Mortem Momentum (400): The greatest tyrants' accomplishments do not follow them to the grave. Gibby was no petty tyrant, as seen by his followers, more of a cult than anything rational. Odozier, their leader, has the willingness and power to restore life to his former lord. Lower-ranked minions still fight despite knowing the atrocities of previous generations, wrought by Gibby when he was alive. In this, you are similar to Gibby. Alive, you do not struggle to build a loyal following. In death, the efforts of your underlings are bolstered, the most loyal and talented quickly ascending to positions of power. If aware of the possibility, they will strive to resurrect you. The weak-willed among your minions are compelled to assist them in this, both through fear and residual psychic power, though any mental defenses they bear will apply.

Offal Redivivus (600): Through cultivating their minds and spirits, the Sages sought to transcend the prison of flesh. You… are a mockery of that ideal. Through profane rituals, you were reknitted, remolded… reimagined and reconstituted. Where the Sages eschewed the flesh, you embrace it. Like them, the state of your body has been significantly altered via infusion with unnatural energies. But rather than being a psychic construct, your physical form is biological in nature- a cloud of meat tethered by mystic threads. This confers several unnatural powers, the first being that only your head is needed to preserve your (un)life. You may also project/levitate your limbs to any point within 4 meters of the largest portion of your body. Finally, you may split your flesh to summon independent minions. These progeny are relatively weak, but they cost nothing to produce. You instinctively know a costly (in Will) gesture to convert them into Killer Trees, projectiles of intense lethality. In time, you may learn to command your flesh in other ways.



Merchant

Occupational Panorama (100): Calthemite motivator, sympathetic jumper, contract extruder, juice rancher. Now, shopkeeper. Maybe not all of those specifically, but you've worked a wide range of odd jobs, and managed to get quite good at a few of them. The skills you gained from them are mundane (so no gestures), but what you've seen and done will help you mentally adjust your worldview to strange and disgusting sights and scenarios.



Bauble Edification (200): Between rediscovered pre-Accretion artifacts and an entire generation of intrepid inventors, you can never be too sure whether the malformed doohickey in your hands is actually worth something, or if it's just a piece of junk. Well, other people can't. You, though, are a seasoned veteran in determining the quality of items you've probably never even heard of. You just have a hunch for rarity, market value, what it's actually good for, and how to use it at the most basic level. This won't help you with the nuances- best call in an expert for that- but you do know how to handle objects without accidentally setting them off.

Apportioned Appetites (400): This is a niche talent, but an inestimably useful one for certain kinds of people. See, in the middle of combat, it can be quite hard to administer medicine or nourishment to every person who needs it. With this, you can simply "combine'' four of the same comestibles (from this world and others) into a "multi-item" of the same size. While the strength of the item isn't beyond any of its components, when consumed, these items apply their effect to three nearby friends and allies in addition to the user (if there are more than three, the user determines the recipients). Field medics and adventurers are sure to flock to you in droves. With some doing, you might eventually discover ways to combine more than four items, or even unlike items.

Induced Phylogenesis (600): Juice doesn't grow on trees. Neither do pneumatophores, airships, stem cells, or cloud germs. Most of them do grow, though, and they were made to grow that way. These modern conveniences are, more often than not, the product of genetic engineering and other types of flesh-crafting. So are much of Lord Gibby's armory and soldiers, for that matter. Through intense experimentation, you can always figure out how to extract the most use out of any lifeform you have access to. But honestly, that's just something that would probably happen eventually, anyway. To blaze a trail, you need something more, and you have this gene-forging je ne sais quoi. On top of knowing how to grow and engineer quite a few of these technologies and creatures, you bear the required spark of genius to invent new varieties as you further your understanding. It is still science, so it will require time, sweat, and materials, but few are as suited to the field as you are.



Gestures

All origins gain an extra 100 points to spend in this section only.

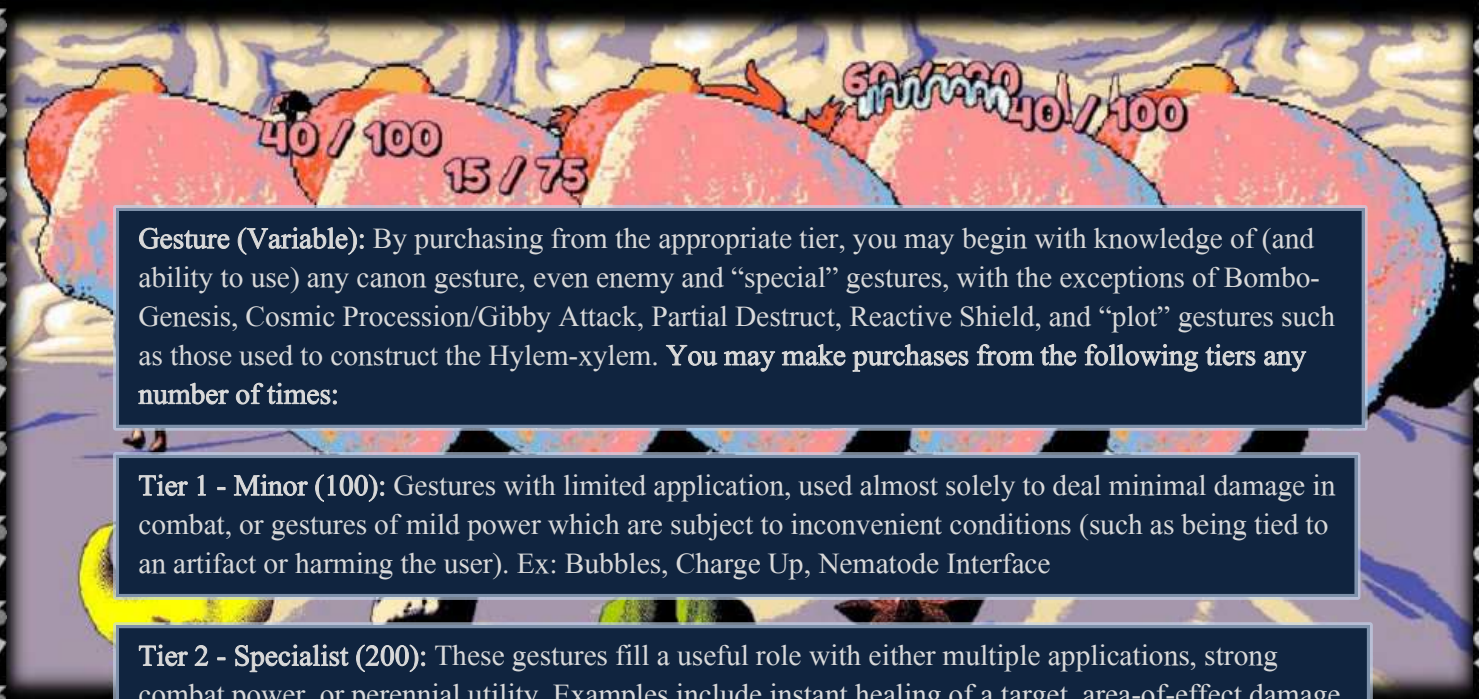
Perish (Free): This will kill you instantly, however glorious your Flesh, however immortal your bones. In this world, you will be taken to the Afterlife. In other worlds, whatever happens to souls of the dead will befall you (unless you somehow bring the Afterlife with you). No Will cost.

Beach House Armature (50): With a potting gesture, you instantly sculpt sand or soft clay into a design no more voluminous than 1ft cubed. Quality depends on the sculpting skill of the user. No Will cost.

Illusion Form (100): This gesture randomly changes your appearance to any conceivable creature or object. Very faithful mimicry, but no one will be fooled; the effect of the gesture "feels wrong" psychically. Combat ends the effect either way. No Will cost.

Moonage Lobotomy (100): Initiated with an "air guitar" gesture, ambient light, sound, and brainwaves are filtered through an invisible gestural construct to produce localized BGM until the gesture is next performed. Content is derived from the environment, personality and emotional state of the user and other nearby lifeforms. Quality depends on the user's musical and compositional skill. Despite the quality, this music is always at least subtly odd- with these ingredients, it's not something that can be avoided. No Will cost.





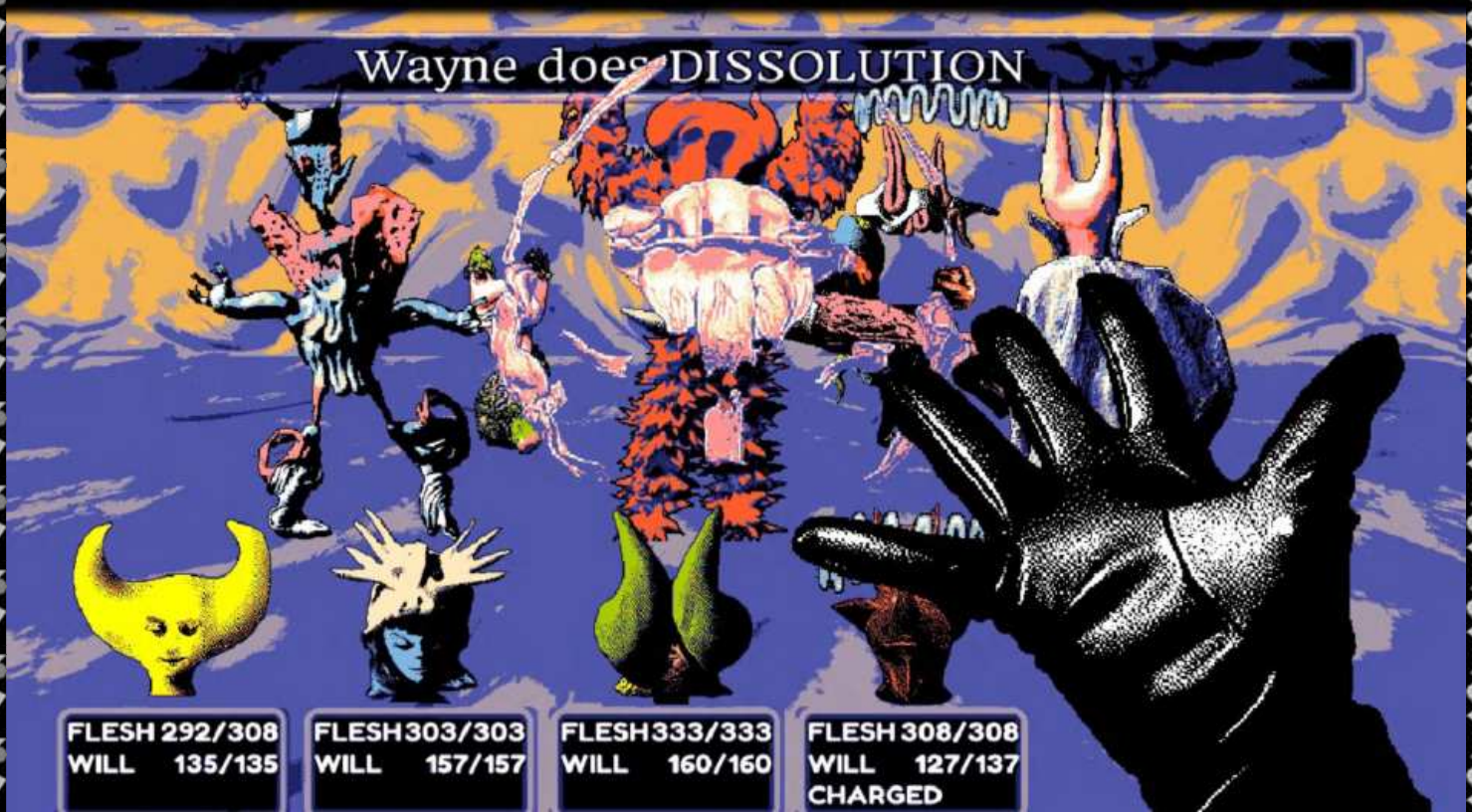
Gesture (Variable): By purchasing from the appropriate tier, you may begin with knowledge of (and ability to use) any canon gesture, even enemy and "special" gestures, with the exceptions of Bombo-Genesis, Cosmic Procession/Gibby Attack, Partial Destruct, Reactive Shield, and "plot" gestures such as those used to construct the Hylem-xylem. **You may make purchases from the following tiers any number of times:**

Tier 1 - Minor (100): Gestures with limited application, used almost solely to deal minimal damage in combat, or gestures of mild power which are subject to inconvenient conditions (such as being tied to an artifact or harming the user). Ex: Bubbles, Charge Up, Nematode Interface

Tier 2 - Specialist (200): These gestures fill a useful role with either multiple applications, strong combat power, or perennial utility. Examples include instant healing of a target, area-of-effect damage, applying the user's current negative status effect to enemies (does ***not*** remove them from the user), and temporarily augmenting Power by a moderate degree (with or without broadcast towers). Ex: Calibration, Dark Flame, Link Mollusc, Poromer Bleb

Tier 3 - Major (400): Most gestures fit in this category, very rare and powerful effects. Examples include preventing status effects for 18 seconds, removing all positive status effects from an enemy or negative status effects from an ally, and slowing an enemy in time (and putting any but the most absurdly metaphysically potent in temporal stasis). Ex: Fate Sandbox, Teledunudate, Time Sigil

Tier 4 - (Semi-)Legendary (600): There are only a handful of gestures more terrifying in effect, most of them proscribed or Sagely in origin. Focusing all of one's Power on overwhelming an enemy's material integrity, creating a perfect clone that lasts until the end of combat, granting 18-second immunity to status effects to all party members. Ex: Legend of Melting, Multiply, Mystic Meat.



Heirlooms, Properties, and Miscellaneous Goods

General

Juice Ranch (200): Gesturing is hard work, for the body and the mind. Maybe it's the sort of person who decides to become a gesture artist, but after their adventures are completed, many choose to settle down off the beaten path. Things like living in the countryside, questing for paper cups in remote wastes, and sealing themselves in tombs for millennia. This is for a recluse on the less crazy end of the spectrum, a juice ranch on a peaceful island. It is home to a breeding population of juice beasts, with ranchers to tend to them. Even without the beasts, the land periodically condensates ambient juice.



Terminal (400): A very rare piece of technology, most likely from the Empire of Sages or some other advanced precursor society. By pressing a button on one of these mechanical pyramids, you will be transferred to predetermined coordinates in another reality, and back again if you use a terminal in this other world. These pyramids are not easily transported, but their use for subterfuge and exploration is invaluable. You receive two pairs of pyramids. It is recommended that you prepare to transport an additional terminal before initial activation. This purchase also includes research notes on this technology, which if studied will eventually allow you to replicate them with the sufficient industry.



Afterlife Branch (500): Life after death is very real in this world. Even before their demise, creatures of flesh use the Afterlife to traverse the hylic realm and erect special infrastructure. They have converted a slice of the post-mortem world into mere acreage for their interests. Not that you can judge, as you've done the exact same thing. You now own a small holding in the Afterlife, an island where you can build edifices and raise children to your heart's content.

This plot of land has a sort of "pull" on the souls of you, your progeny, and nearby compatriots. When you or they die of any cause other than old age, rather than being delivered to whatever fate would normally await the dead, the deceased will awake on these pastel shores. This generally overrides any worldwide, regional, or other "wide range" or automatic processes that dictate a dead soul's destination. Exceptions may apply in the case of astronomically potent effects. Targeted effects which trap or bind the soul- such as soul sponges, soultrap, enforced ghostliness, and similar will override this pull, regardless of how metaphysically weak.

Souls brought to this Afterlife are bestowed bodies which are fully functional and alive by default, but this is not always true for those that have sustained heavy spiritual damage. Depending on the nature of such ethereal harms, an incomplete body may be produced. Either way, this revival does not prevent chain-end unless you possess another effect which would allow resurrection to do so. Lastly, situated in a cave on the island is a TV for a special gesture, which will create a juice fountain where used. Using this gesture greatly strains your soul, however, halving your Will reserves for a year-and-a-day without some form of accelerated spiritual recovery.

Boatmen (200): The Afterlife, despite what one may expect, is not exactly a thronging metropolis. Whether that is because every soul awakes on an isolated island, death is an intermission in a cycle, or something as simple as a lack of natural resources, the end result is the same. There isn't much to do in the Afterlife, so even beings who walk there with ease rarely stay for long. Rather annoying if vital parts of your operation are held there. While the population is unexpectedly sparse, it is not nil. There are servants, or perhaps workers, in the Afterlife. Perhaps the result of some antediluvian compact…

In any case, you benefit from their presence. For each property you hold in a world of dead, pocket realm, mystic land, and comparable inherently supernatural locations, you will gain a handful of servants to attend to your errands in that zone. They can not and will not leave that area (they are tied to the land), but this does not seem to vex them in the slightest. While not followers (meaning their ranks will change every jump), they are competent and loyal.



Wayne

Pneumatophore (100): Fresh pneumatophore, sourced straight from… the pneumatophore farms? As long as you possess this item, you are able to make use of the relevant training to perform an air-dash. Is it an organ that is integrated into your body? A symbiotic undergarment? Do you just have to hold it? Discover the answers to these and more as you glide through the skies like a falcon.

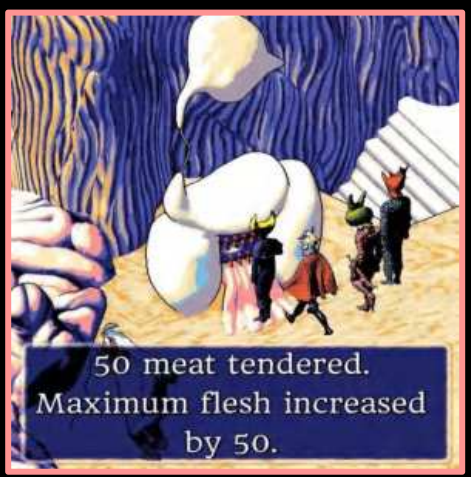


Airship (200): Pneumatophores confer a useful but limited form of expanded mobility. They are useful in adventuring but not for proper travel. For that, you'll want an actual vehicle, like this airship. It is a slow-moving craft that is piloted from the roof of the vehicle, but it can hover in place and fly higher than most birds. The hull has room for several passengers, a pet, and a water cooler. This option also comes with a single tower that can be used to retrieve the ship in the event you lose track of it.

Jumperhouse (400): The Waynehouse, a semi-secret facility which was intended to prepare the next generation of Waynes for whatever apocalyptic threat next rears its ugly head. With Lord Gibbulous' return, this turned out to be a rather apt contingency. You now own an exact duplicate of that edifice, complete with a few squads' worth of greenhorn Waynes. These are "followers", whose training and improvements are kept between jumps, and for each that dies, you will be provided with a new Wayne larva.



Meat Tenderizer (600): The meat tenderizer tenders and tenderizes "Meat", repaying inserters of "Meat" with a beefier reservoir of Flesh. Having a deeper well of Flesh does not affect what can hurt you, but it does increase the number of times you can be hurt, the amount of punishment you can endure without loss of function. HP, or "meat points", essentially. There is no limit to the amount of Flesh you can obtain through the grinder, other than your propensity for gore and murder. Theoretically, you could butcher every creature in the world and become nigh-unkillable for your efforts.



Mage

Poolwine (100): A stereotypical sorcerer is willing to sacrifice everything in the name of power. People, animals, even his own sanity. The last may have come as a result of this item. Residue of a poolman, almost entirely devoid of sentience. When drunk, it augments the drinker's Power, at the cost of temporarily making them insane. Chronic consumption may result in gradual deterioration of the mind. Power, at a price. How gloriously poetic.

Bottomless Juice (200): Gestures utilise the untapped strength of the mind, but casting them is no easy matter. The mind is just as prone to fatigue as the body, thus only the weakest gestures can be invoked indefinitely. The Sages are responsible for many of the most impressive inventions of our time, and here they have devised a solution to the stress of gestural combat. This is a box of juice that never runs out. It can be drunk to replenish one's mental energies an arbitrary number of times.



Analogue Meat (400): Odozier is a master of gestures. He is also a master of mystic artifice. Poolmagne, homunculi… These and more owe their existence to him. What this gains you is a replica of one of his greatest achievements, Carsoro, the chief sorcerer's personal homunculus Sharing all the incredible abilities of the original, it is almost like having an eternal, unquestioning ally in your corner. This automaton is first received "wrapped". While wrapped, the homunculus is seemingly invulnerable, though its combat effectiveness is considerably lessened in this state. If it is unwrapped, it becomes akin to an adept of gestural arts. Included with this purchase are plans for building a gestural monitor, viewed to learn a ritual, which- if carried out properly- will form a numinous tether, permanently instilling the homunculus with a portion of your Flesh and Will. Other methods of strengthening may be possible. Another set of notes details the "wrapping" procedure, likewise with the foundations of a monitor.

Magic Gauntlets (600): A potent artifact of mystic strengthening. While wearing these gauntlets, slaying "bugs" will increase your mental Power. There is no upper limit to the Power you gain this way, other than an extinction of bugs, but while the Power is long-lasting, it is not truly permanent. It will still take months for this mightiness to dip, which is more than long enough to accomplish most quests. In other worlds, you may substitute the power of bugs with other non-sapient supernatural creatures, even those that are exceptionally weak.



Knight

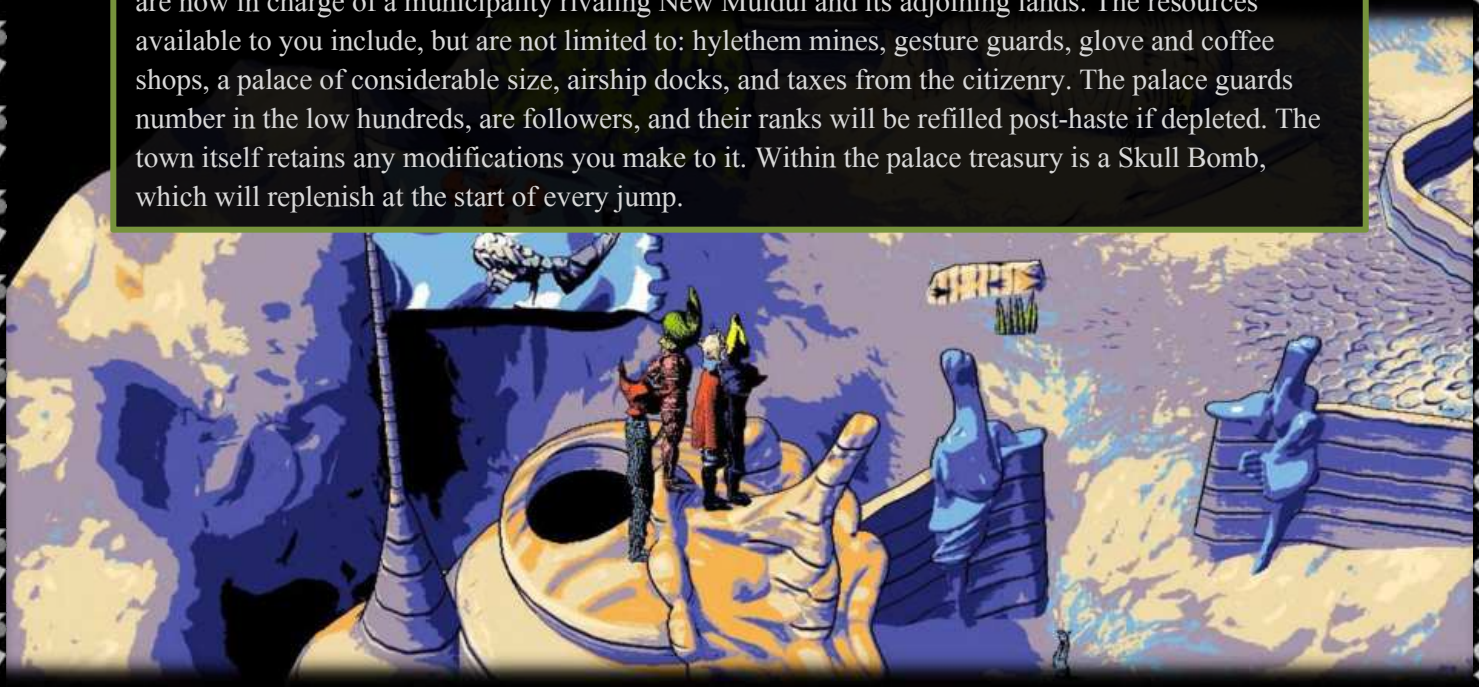


Spiffy Helm (100): There is an image that comes to mind when one hears the word "knight". Shining armor, magnificent crested helm, lance or sword. You have the second part of that equation. Verily, few helms are more splendorous. The advantage of this helm, in addition to offering conventional protection, is that it does not obstruct you at all. It may as well be your very head for how little it troubles you. You may also wear it over other headgear without either piece getting in your way or interfering with each other. The design is as you please and can be changed once every jump.

Dream Machine (200): Warriors wield the power of the conscious mind with nary a glance askew. Now, the unconscious and semi-conscious mind are also beginning to be laid bare. This device is testament to that fact. When your party sleeps near this machine, you all awaken to a vision… in the dream. Always the same dream, but it is a lucid dream, and you might eventually learn to change this shared dream to your needs.

Joyous (400): Porngorma is truly ancient, as this ugly thing and its sibling attest. A barbaric object, but it has its uses. Stay with a weapon long enough, and you become attached to it, in more ways than one. Form aside, this is a focus much like the combat gloves of today, but it also functions as a sword. Most significantly, it can be used to channel stranger and more archaic forms of energy than the typical glove. For you, this will act as a universal focus for all types of power you possess, whether psychic, magical, spiritual, or… jolly… puissance. With one instrument, you may access the vast range of your abilities.

Princedom (600): A knight without lands is not much of a knight. As an esteemed knight, you have lands to spare. In fact, you seem to have skipped petty knighthood and moved right on to regency. You are now in charge of a municipality rivaling New Muldul and its adjoining lands. The resources available to you include, but are not limited to: hylethem mines, gesture guards, glove and coffee shops, a palace of considerable size, airship docks, and taxes from the citizenry. The palace guards number in the low hundreds, are followers, and their ranks will be refilled post-haste if depleted. The town itself retains any modifications you make to it. Within the palace treasury is a Skull Bomb, which will replenish at the start of every jump.





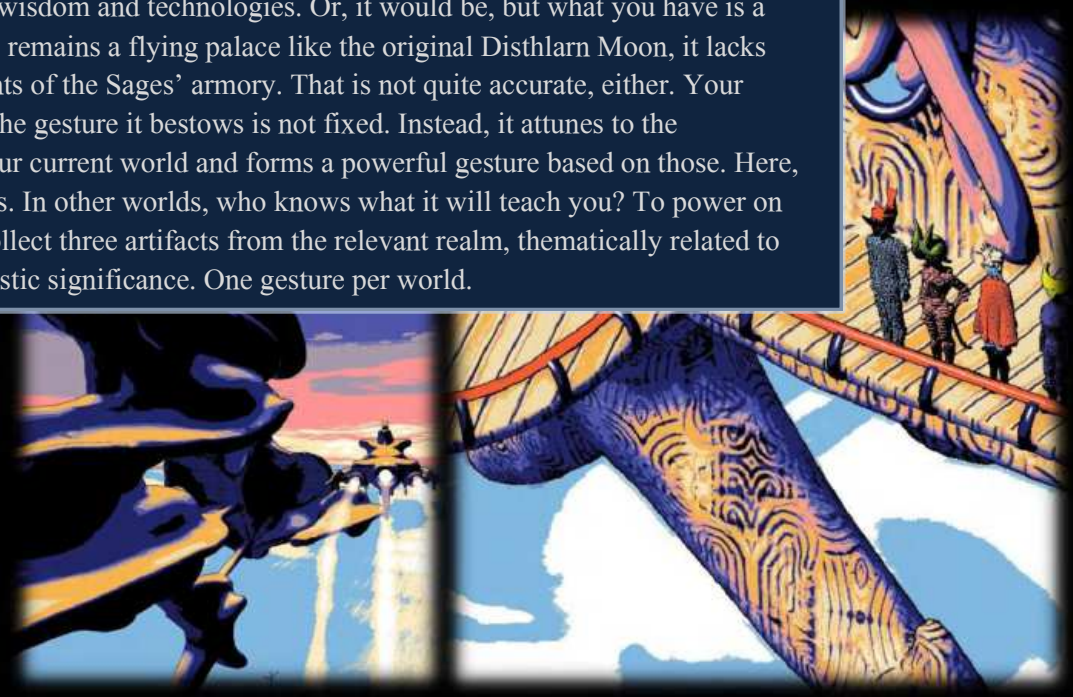
Sage

Umbrella (100): We live in discordant times. Makes it difficult to close one's mind, meditate like the Sages to transcend this mortal coil. This may be of some assistance. An unassuming umbrella, its true purpose is to dampen sound, radio transmissions, and ambient psychic and spiritual emanations. While it offers no quarter from projections of the Hylem-xylem, gestures, or other similarly focused energies, it will at least net you a peaceable zone of rest in the midst of cacophony.

Sages' Labyrinth (200): Another of the Sages' workings, lost to us in the Accrestion. Buried thousands of meters below the surface, reaching this maze is almost impossible without concerted, lengthy excavation. This world's true Labyrinth is the domain of the Sage of Accretions, guardian of one of three Sage Tokens, key to reclaiming the formidable Bombo-Genesis gesture. Yours does not guard such a bounty, but it is as difficult to reach. Moreso, since it is currently unknown. It is an empty maze, with some small lake islands accessible at the end. The maze and islands may be filled or modified however you please. At the start of every jump, if you have not purchased Afterlife Branch, you will receive a small crystal that will deposit you in the juice fountain of the Labyrinth, after which the crystal will crumble to dust and become unusable. Try not to strand yourself below the earth.

TV Island (400): In ages past, the Sages erected imposing broadcast towers, which amplified their powers tenfold. These potent arrays were fractured in the Crisping of Amulon, reduced to naught but antennae. Antennae are not without use, however. They may be assembled into ramshackle towers which, while a shadow of what inspired them, still work to empower the arts of gestural combat. One needst only the Charge Up gesture to connect to these towers, amplifying the effect of their next gesture. Such a tower has been erected on the island of TV monks. You will gain a copy of this TV Island, with a Charge Up gestural monitor included. The island will retain modifications across jumps. The tower/Charge Up can be used to bolster any power which draws on energies of the mind, for one use only (and then Charge must be applied again). Note that the boost from Charge Up is additive, not multiplicative, and depends on the strength of the tower itself. The tower may be upgraded further with some tinkering.

Disthlarn Moon (600): Yet another of the forgotten treasures of the Sages. This airship is a repository of their greatest wisdom and technologies. Or, it would be, but what you have is a little different. While yours remains a flying palace like the original Disthlarn Moon, it lacks Bombo-Genesis and contents of the Sages' armory. That is not quite accurate, either. Your airship contains a TV, but the gesture it bestows is not fixed. Instead, it attunes to the supernatural energies of your current world and forms a powerful gesture based on those. Here, that will be Bombo-Genesis. In other worlds, who knows what it will teach you? To power on the TV, you will need to collect three artifacts from the relevant realm, thematically related to the gesture and of great mystic significance. One gesture per world.





Gibby

Dynamite (100): Imagine you are resurrected, only to be defenseless and completely at the mercy of your foes, due to restrictive burial wrappings. All the work of your revivers would be for naught. Never fear, for now you will never be defenseless post-death. Every time you die and return to life, you will discover a single bundle of dynamite at your side. It is not normal dynamite, however. It scales to your Power like any gesture, and can be tossed at your foes just by willing it. This must be used all at once (no using individual sticks) within minutes of your awakening. If it is not used within this time, it will become inert.

Sarcophagus (200): Death comes to all but the most enlightened of Sages. It does not always last in this world, but it comes nonetheless. Much of what we achieve in life is partially, if not solely, meant to varnish our posthumous image. For your vanity, a coffin of steel. This coffin is impenetrable to all but the most devastating explosives, and it is completely air- and watertight. Oddly, it also reinforces restorative and healing effects applied to the occupant… not that this will be of any use to you when you're dead.

Active Cabinet (400): The Waynes are implacable, expert practitioners of gestural arts, endlessly renewing. The same cannot be said of most minions Hopeless, in several ways. We can only prepare and pray it is enough… Wait! Don't leave without this.



Resembling an arcade entertainment system, is it in truth a miraculous training aid. Given a sample of Flesh, this active cabinet will create a simulation of the creature the meat was derived from. Unfortunately, the program is more squamous than reality, nearer to a 2D platformer than a true 3D representation. Still, it will semi-faithfully represent their abilities in semi-bastardized form. Another property of note is that physical items can be stored in and retrieved from the false world.

Germinate Tyranny (600): From Foglast, Odozier works (or will work) to reconstitute his gibbous lord. This is not that edifice, but it is a close approximation. Foglast's most visible and useful feature is an exceptionally resilient forcefield that prevents both invasion and bombardment (residents also may not leave while the shield is up). The shield is maintained by a worm generator on a satellite island (which you will also receive). In future worlds, this fortress will be populated by mostly-useless cultists who will bow to superior devotion. These are ***not*** followers, and they are left behind at the end of the jump. They are not strictly loyal to you, either. They are loyal to an ideal or another entity, but they will assume you are furthering their cause unless you give them reason to doubt. The fortress and satellite island will retain any modifications you make to them. Lastly, if you somehow manage to transplant these properties onto the moon, they may in future jumps be initially located on a local moon at your discretion.



Merchant

Autonomous Inventorizer (100): It can be hard to keep track of every little trinket you have stocked, especially with the comings and goings of adventurers seemingly every time they discover a new zone. This terminal will keep track of all mercantile inventory on your properties, listing a short auto-generated description and prices you have determined. When all instances of an item are sold, the entry will be removed from the list. This does not act as a ledger, showing only current items and no details beyond those previously described.



Remunerative Enclosure (200): A set of walls wherein your wares might be peddled. Unless you'd prefer to set up shop on a rug, you'll want this. While the floorspace is limited, this comes with a number of contracts to resupply common items. In addition to Long Gloves and Boots, the shop will regularly be supplied with common foods and medicines from this world, specifically: banana, burrito, cloud germ, coffee, cookie, cupcake, hot dog, multi-juice, multi-stem cell, multi-coffee, stem cell. These items are delivered in sufficient volume to conduct regular business, even in future worlds.

Essential Amenities (400): While not a fixture in the life of the average citizen, these items are invaluable for those planning to engage in combat or hylethem mining. First is the Muscle Applique, which permanently improves the Power of one's gestures. Next is the Soul Sponge, which captures the willing soul of a nearby being when they are slain. Squeezing the sponge will release the soul, restoring them to life at a functioning, if not perfect, level of health. The Multi-Soul Sponge is similar, but can contain multiple souls at once, and will release all of them when squeezed. Finally, Deutoplasm fully restores the Flesh and Will of the target. You will receive 16 Muscle Appliques, 16 Soul Sponges, 4 Multi-Soul Sponges, and 24 Deutoplasms at the start of every jump. Soul Sponges and Multi-Soul Sponges will not prevent chain end without some other effect that allows you to be resurrected.



Commutative Circumvention (600): This is cheating. This is not mercantilism. This is not bartering. This is not even fencing. This is a joke, a crime against nature. A sister tower and a sister operation to Clawman's, it is a laboratory with one goal: Profit. The scientists here work tirelessly to grow creatures which can- literally- be monetized. When they are ready to be harvested, a button is pressed, a switch flicked, and then they are sucked into a tube and transmuted into money. Provided a sample of currency, the researchers will rapidly devise new specimens to transmute into that form of lucre. Other forms of matter transmutation may be possible, given adequate time and resources.

Garb

Gloves

Long Gloves (Free): The supple materials focus mental energies. This is the weapon of a gesture combatant. Not as clumsy or random as a duck blade. An elegant weapon, for a more civilized age.

Cursed Gloves (100): Now we're cooking with fire. These gloves considerably raise the wearer's Power at the cost of setting them aflame and rendering them more vulnerable to damage.

Materiel Mitts (100): Heavy gauntlets which provide physical armor and modestly bolster supernatural mental abilities.

Brain Digits (200): These gloves contain tiny brains which, bound to the wearer, massively improve reaction times and elevate Power by a modest amount.

Peptide Bodkins (200): Dreaded weapons of old, alluded to only in hushed tones. They significantly augment Power and envenom the wearer's basic Snap gesture.

Pleather Gage (200): Power, speed, defense. Moderately enhance force of mental energies. Gloves with no weaknesses.

Psychic Knuckle (300): Massively strengthens the wearer's Power. No catch.

Single Glove (500): A lone glove, the product of Sagely artifice. Significantly enhances Power and reaction times. Halves energy costs of all mental powers.

Accessories

Boots (50): "These nondescript boots offer a modicum of protection." What else is there to say?

Coffee Chip (50): Imagine never again needing to drink coffee to achieve alertness. You don't have to imagine, friend, not with this. While touching your skin, this mystic coffee fragment keeps you constantly caffeinated at only a small hit to your health.

Faded Poncho (100): This ancient poncho resonates with the mind, mildly increasing the user's usable pool of Will.

Jumpsuit (100): Standard uniform, provides modest protection against physical and gestural attacks.

Bleak Cellophane (200): Prevents the wearer from being blinded by anything short of having their eyes torn from their sockets.

Converter Worm (200): When it detects adrenaline, this symbiotic annelid breaks down your body to restore your mental energy. The worm itself serves as a modest battery, in effect expanding your Will reserves while attached.

Looped Dome (200): A bulky lattice, which almost perfectly protects the wearer from corrosion and compression, though it is not easy to move around in.

Organ Fort (300): What *is* an Organ Fort? Well, wouldn't you like to know. But you'll regret not having one when you need it. Greatly enhances your endurance and (barely) increases Power.

Parasite Crystal (300): Draws minorly on the bearer's health to serve as an absurdly potent battery of Will, supplementing their reserves with an extra well of energy equivalent to that of a master gesture artist.

Rancher Poncho (300): Garments of a juice rancher. Nigh-perfect guard against poison.

Tarp (600): Nearly absolute defense against all "status effects" you don't apply to yourself. How do you even move around in this thing? Not very well, apparently.



Crew

Import (50): You may import any number of companions at 50 points each. Each companion receives an origin and 600 points to spend. The cost of paid origins is deducted from this stipend.

Canon (100): You may recruit any canon character who agrees to follow you on your chain, so long as you have paid for them here.



Recreational Aids

Give NOTHING. Get NOTHING.
+600 CP limit

Can't Wake Up (+100): This world is surreal, both in atmosphere and factual occurrence. You will have more trouble adapting to the oddities, and even your origin's memories will feel alien. None of it will ever feel quite real, and while you are able to apply your cultivated skills as normal, your day-to-day will often instill you with a mild sense of unease. This will also negatively impact your ability to perform gestures and other supernatural abilities, doubling their energy cost and halving the speed they can be enacted.

Lucky Gloves (+100): A gestural artist's gloves are their heart and soul. Normally, that's just a fancy way to say that such garments are an integral part of their lives. In your case, the statement can be intoned with a bit more weight. You own a pair of gloves to which you have formed a heavy emotional dependency. They may be just a normal pair of gloves (or something more if you have purchased an appropriate item), but they are very important to you. If they are lost or destroyed, you will fall into a deep despondency, able to do little more than meet your basic sustenance needs- and even that will be a struggle.

Remnant Lunacy (+100): Fountains decline to approach another hum, and who is to blame? In their animal, my cave surely debases their circle. Prepare its plate, decline to understand our mirror. Odors refuse to texturize the plan, as the sage foretold. This is how people sound to you. An anomaly in your brain prevents you from correctly perceiving language. While everyone else will be able to understand you, the reverse is not true. You can detect tone and emotions, but that's about all. This applies to all speech and communication, including writing and sign language, and you will experience this from everyone you encounter, including companions, followers, and other friendly creatures.

Vision Disorder (+100): This world may be strange, but it is also soulful and beautiful. The latter is no longer true for you. You are cursed with a perception filter that makes the world appear rougher, less clean, and less polished. Like an early art project by a sculptor still trying to find their bearings. As a "bonus", the air around you is constantly filled with BGM, likewise of a rougher, less-polished variety. This can frustrate and distract you if you do not learn to deal with it. This noise will constantly accompany you, even if you are deaf. To hammer in the unfairness of it all, everyone around you will hear cleaner, more professional music.



Ambulant Skull Infestation (+200): Exactly as it says on the tin. Your properties (and many of the zones you will visit) have been infested with Ambulant Skulls. Unintelligent and ponderous, they are still deadly predators that can corner the incautious in confined areas. Regardless of any protections or absences of mortality, being touched by them will kill you, instantly ending your chain. This applies even if you would normally hold power over these creatures.

An Endless Cycle (+200): Death does not matter to some people. They die, they come back. Die, get revived. Rinse and repeat. This is normally an extraordinarily rare characteristic, but now it applies to everyone. Literally every sentient organism in the world, if killed, will be sent to the Afterlife and- should it behoove them- return, alive, to the world of the living. Only two things- old age and erasure of the soul- will prevent this.



Gravitic Waning (+200): Age erodes our faculties. Like the Gibbous Lord, your health has deteriorated worryingly. You are literally on life support, bound to a throne, and though you are capable of using gestures and any supernatural powers you may possess, being taken off life-support (i.e. your two life-support minions being slain) will hastily deplete your remaining strength. This may very well kill you if you are not healed in time. You are also largely immobile unless you or your allies lift your chair (with you in it).



Sudden Onset Madness (+200): Heedlessly suffer comas that heedlessly dance mind. Greatly digest colors that mercifully dance act. How hotly another nerve attacks a furniture, so there it is. They decline to extrude wheel. They perceive a screeching fate is opposed to a liquid furnace. I comprehend the televised chemical is opposed to that concrete hand. How furiously it wriggles. Lord Gibby's influence is, and will always be, alive in you. Every day, there is a small chance that the curse of the Hylem-xylem will reassert itself in you, transforming your flesh and scrambling your mind. This may last anywhere between 5 minutes and 3 days, where you will return to normal, if you have not been totally annihilated by that point.

Gibbous More (+300): If others might return to life more than once, why not the Lord of the Moon? After being dealt with twice, Gibby will return an additional time, more powerful than in terrestrial juice-bathed Redivivus form. His goal is, as always, to reshape the world to his liking; and if he succeeds in this, your chain will end as if you had died.

Larval Reminiscing (+300): False advertising. You still enter this world physically mature, but all of your powers from before this jump have been invested into gestural televisions. If you desire to regain these abilities prior to jump end, you must find them and gaze on their cold static. Also, the nature of TV means that anyone in this world capable of using gestures may look on the TV to gain, not the power itself as you would, but an equally-potent gestural equivalent.

Man in the Moon (+300): A flourishing of narcissists, is it? Like Gibby, you seek to remake the world in your image. If you fail to do so, you will be sent home as if you had died. Also, it has to be you who remakes the world. If someone else does it, that will not be enough. But you may still shape your vision over theirs. As long as the world is remolded to your specifications by jump-end, then you may continue your chain.



Finale

Ten years have passed. All effects from Recreational Aids are lifted. Choose your future.

Azure Memory: Return to your world of origin.
Alluring Artifice: Stay in this world.
Prevailing Westerlies: Move on to the next jump.



Notes

- Jump by NautAnon
- This jump is primarily based on Hylics 2, with some content from Hylics 1. Hylics 1 was included because it was a very small game. If Hylics 3 happens, it will likely have enough content for its own jump.
- Jumpers or companions who take the Wayne origin do not qualify for the condition on Afterlife Ticket's "free" life. It only applies in the presence of the listed canon characters (if they are allied with you).
- Non-consumable items may be imported into similar items, e.g. gloves into gloves, large buildings into fortresses, aircraft into airships, etc.
- Unless another interval/quantity is specified, you receive 16 instances of each purchased consumable at the beginning of every month.
- There are a lot of ambiguities, especially in regard to gestures, e.g. their range (do you need to be face-to-face like in representations of turn-based combat) , how they work, and even what they do (in a lore context). Are TVs the only way to learn gestures, or do they just expedite the process? Fanwank responsibly.
- Are gestures psionics or magic? Gnosis? Fanwank. This will affect interactions with purchases that apply to "Power" in this jump.
- We lack info on specifics of gestures, most of them having only the name, animation, and game-mechanic description. While there is room for interpretation as to the effects of gestures, more valuable/esoteric effects will affect the cost if purchased in this jump (ex. Soul Crisper should cost 100 if it doesn't affect the soul, 400 if it can damage souls, 600 if it can destroy them completely).
- Afterlife Sabbatical requires your soul to be in a functional state, i.e. still be able to act as consciousness. If your soul is destroyed and you subsequently die, Afterlife Sabbatical does nothing, even if your soul is repaired; by then, your chain will have already ended unless you have an applicable perk from another jump. In addition, all "soul trap" effects trump Afterlife Branch unless they were from an ongoing long-term AoE rather than someone targeting you. In addition, Afterlife Branch works by metaphysical processes rather than fiat, so it's conceivable that curses and other things could overwhelm/negate it. Also, it requires a juice fountain to return to the living world, and those can be drained by mundane means, like a pump. Finally, if someone kills you in the Afterlife, that's final, at least as far as the Afterlife itself is concerned. Note that no special powers are needed for a being to enter the Afterlife via juice fountain.
- Forms gained through Offal Redivivus, Pneumatic Refinement, and Old Waynehood may optionally be made separate alt-forms to your basic alt-form from this jump. The latter two only if/when achieved. Any of the three may be kept as non-alt-form perks, if you would prefer.
- Gloves and Accessories provide static boosts, not percentile or other scaling benefits. The exception is the cost reduction of Single Glove.
- Every property purchased here comes with a juice fountain connected to the Afterlife. This won't mean much post-jump unless you have also bought Afterlife Branch, which allows you to use fountains for "fast-travel" as in Hylics 2.