Freefall Webcomic Jumpchain 1.0 by Troadon

BEGINNING

Welcome to planet Jean; newly terraformed and bursting with interesting and ever-helpful robots. This world tends toward the optimistic, yet you should remain aware. You could be walking down the street and pass the resident Sqid (not a typo) only to find yourself missing a wallet, keys, and more. Ecosystems Unlimited appears to have some issues in the background, but companies will be companies, right?
You arrive with +1000 Lightspeed Points (CP)

LOCATION & TIME:

You can roll 1d8 for your starting location, or choose it for 50 CP.
1. Aboard the Savage Chicken, though it hasn't been named yet.
2. At the jail. The Warden is still trying to find out where the cell doors went. Thieves who roll here start in the cell, everyone else is just outside.
3. In front of the Ecosystems Unlimited main building.
4. Seated at The Golden Trough. I'd advise you against eating here but feel free if you've got your will in order.
5. Aboard Sawtooth Rivergrinder, he's wondering how you got there.
6. Inside the White Pony Mall. Maybe you'll be outfitted by Triac.
7. An extraordinarily cold, snowy area, in the distance you see a facility surrounded by a large fence (Ice Station Azkaban).
8. Free choice

You awaken or arrive simultaneously with a Cold Sleep Technician setting a timer for 30 seconds. If you took Bowman Prototype the time is set back to when the scientists are first allowing your fellows to move about the lab with observation.

AGE & GENDER:

Roll 2d8, and add 24 for your age (for Robots roll 2d8, and add 7), or pay 50cp to choose something reasonable. If you took Bowman Prototype you start out appropriately young.

Gender is kept from the previous jump or may be changed by paying 50CP. Alternately, for free you can just tell people what gender you'd prefer to be considered and people will respond accurately for that, much like the robots do at various points in the series. This includes but is not limited to: female, male, neutral, genderfluid, and various forms of intersex.

BACKGROUND:

Choose a race and a service path.

Race:

-Human (Free):
You are a human. Perhaps you were attracted to the prospects of a recently terraformed planet, your job may have sent you here, or you may have been one of the first generation to be born here. That's what the paperwork says anyway, there's no need to worry about memories influencing you though, as this is effectively the Drop-In option. If you don't want to be a Drop-In, you may take the Native drawback without it counting against the limit.
(Discount on any single Path)

-Robot (Free):
It seems that you're destined to life of pleasant helpless helpfulness this jump. Or it would be if your programming hadn't gotten a tweak somehow, allowing you to make your own decisions and be capable of ignoring orders you don't agree with. You can choose to have bought yourself, been freed, or otherwise not be property. Robots may take Do Androids Dream of Electric Sheep? or Lowest Bidder Construction Materials. This does not count against the drawback limit.
(Service Industries Free)

-Sqid (Free):
When aliens first landed on your planet there were worries. On seeing the inside of their ship they were assuaged; after all everything was already tied down to prevent theft, they couldn't be too different. It appears that you stowed aboard of their ships, entered hibernation, only to be found and kicked off onto a new planet named Jean. Comes with free Environment Suit, must take The Color out of Space and may take Surprisingly Tasty. This does not count against the drawback limit.
(Thief Free)

-Bowman's Wolf (-200):
Well it seems that Dr. Bowman made more than fourteen of you. For all that your appearance brings to mind the wilderness; nature didn't have a hand in your construction. His legacy shines through in everything from the grin on your face, the speed with which can take down prey, and in your surprisingly pleasant demeanor. You may take Too Many Teeth or Native without it counting against the drawback limit.
(Engineer Free)

Path:

-Service Industries (-100)
For all the effective invisibility and low pay checks that comes with it, your occupation is necessary for day to day life. While you may not be raking in cash, you also aren't likely to be fired or get much negative attention, beyond powerless jerks with complaints that go nowhere.

-Thief (-100)
You're a "procurement expert." In the company of Sam Starfall and Maxwell Post you know how to find, acquire, and relocate items to your benefit. Whether you choose to do it purely for your finances or if want to aid some Robots with getting materials they need in a way that might not be strictly in line with the laws is up to you.

-Engineer (-200)
Years of education and on the job experience led you here. It could be inventing or fixing starship technology, analyzing and carefully releasing parasites so that future generations flourish, or literally designing the body and minds of robots or biological constructs. You might not be the very best in the universe, but odds are you're the best that anyone around you would be likely to meet.

-Corporate Employee (-200)
Well paid, no entry level job for you. Mid-management will see you directing employees to make Ecosystems Unlimited and yourself plenty of money. Perhaps you might manage to mitigate the damage from some individuals' backfired attempts at building up their personal benefits or general foolishness.

PERKS:

Before choosing your perks, Sqids must take the following:
-The Color Out Of Space (free to all and mandatory to Sqid)
Your species has an uncommon adaption, a TRULY nauseating coloration. Perhaps it's intended to keep predators from eating you, but anyone or anything with sentience advanced enough have the emotional range and/or intelligence of a regular cockroach is struck with a deep disgust at your visage even if that specific response shouldn't be possible.
If you intend to interact with anyone, you should probably keep on the Environment Suit or something with similar coverage. Even if you can shape-shift, you still can't control your color until the jump is over. Once the jump is over, not only will you be able to toggle it off and on, you'll be able to apply a similar effect to any color alteration perks or forms you may have. Useful if you ever want to put some revolting artwork around the insufferable, disturb an near emotionless being or see a Dalek vomit.
If you are a *Bowman's Wolf* or *Human* your creator/the scientist your parents hired for prenatal check ups -for reasons that may or may not have included a substantial quantity of alcohol or other substances- spliced in Sqid genes, which resulted in the coloration you'll have with The Color out of Space. *Robots* with this came out of the factory like this.

Perks of a corresponding Path to your own are half price, and the 100cp perk is free.

Generic Perks

-Well Rested (-100)
Mr. Raibert would kill for this ability. You can gain the regenerative effects of a full night's sleep in half an hour. If you actually managed to sleep for longer you'll find that your brain processes plans, feelings, and even some lighter traumas. Along with

having a great rest, this means that you can fall asleep on command and wake up at a set time or signal.

-Uncommonly Good Common Sense (-200)
While this alone won't turn you into a genius nor give you information you didn't already have, it will help you in applying your knowledge. Any time that something you already know becomes relevant that information comes to mind immediately, without causing any distress or distraction. You'll never make the same mistake twice and might not even make it once. Plans that have problems or contradictions in them become obvious.
If you were an expert pickpocket you would never fall for someone else using your own tricks against you, and even if you had always been on the straight and narrow if some Sqid bumps into you and tries to sell you a watch that coincidentally matches the one you just lost you'll be able to realize that it is in fact yours. One free suggestion for buyers of this perk, reading about the scientific method as well as logical fallacies would be a great help for you.

-Weirdly Lucky (-400)
Have you ever find yourself having gotten into a bit of a pickle and just can't fix it or think your way out? With this perk shenanigans seem to resolve themselves much better. In the middle of being interrogated about who ate the Wolf's meal and a important message will come up to distract them, avoiding an automated life scanner and the person manning the console will have been so busy with other things that they cancel the alert without checking if it's legitimate. This won't cause any more trouble than would have already occurred and the increased luck works at a somewhat reduced degree if there is no unusual circumstances going on in a given moment.

-French Ninja Waiter (-600)
You may or may not be employed at Le Restraunt Des Ninjas, but you have a unique job and the skills to prove it. With this you have more control of what job you start with in a jump, drawbacks and scenarios permitting. If you are a Drop-In then you'll find it much easier to get or make a job in unusual industries. In addition, you start out with the expertise and reflexes that job requires, or rapidly acquire them if you are a Drop-In. For an idea of the extent this enhances your competence, think about how the waiter this references was able to pour a full cup of coffee from a story above the cup without spilling a drop and otherwise supplied every piece of an excellent meal without anyone finding any indication of where they were or how the menus, utensils, food, and so on got there.
This also greatly increases your ability to improve skills via training. Expect to be able to to get relevant degrees for if you took Credentials. The effects are added onto the typical skill and knowledge given at the start of every jump as well as being cumulative for every setting.

Service Industries

-The Help (-100, free Service Industries)
Isn't it annoying how people interrupt and blame you for things even while you're helping them? Customer service is notorious for having to deal with unpleasant patrons. Not for you though, so long as you are or appear to be working on something you won't be bothered. The exceptions are if there is a danger you should know about or if interacting with them is

your or their job, even so they will be concise in their communication and not make it any more painful or drawn out than it needs to be.

-Beneath Notice (-200, discount Service Industries)
Somehow no one can seem to think to blame you. If a boss needs a scapegoat or you make a mistake, you won't suffer anything beyond a short lecture. Actively and obviously attacking people to their faces negates this.

-Some Actual Gosh-Darned Respect (-400, discount Service Industries)
Wouldn't it be nice if people were thankful when you helped them? A robot could spend hours trying to rescue someone who constantly obstructed their efforts and hurled insults at them, only to be left to die once they were safe, with no further thought given to them. At least, that's how it is for some people; your experience is rather different, as people are grateful for your effort to aid them.
The appreciation depends on your intent to help them, the scale of aid rendered, and their awareness of your role in it. If you fixed the heating system for your apartment before the maintenance could be called in so that you would be warm earlier, your neighbor who doesn't know that you did that might give you a little more slack or appreciate you more. If you met and formed an emotional bond with a sapient lab experiment, then rescued it as well as their fellows from being painfully experimented on and then 'terminated', them knowing it's you could allow them to hold back an otherwise irresistible compunction to fight for dominance as well as devote much of their life to acting according to your principles. Also, while a single large event can have a big impact, so to can regular minor occasions. Just be aware that that will take a lot longer, and that doing a job that you're being paid for doesn't count unless you're going far beyond the call of duty.

-Materials Upgrade (-600, discount Service Industries)
When they made you they might not have broken the mold, but the price tag broke their bank. Whatever your profession, you are greatly enhanced to perform it: a professional runner could outdo Usain Bolt and keep going just shy of indefinitely, a thief could find that their senses and reflexes surpass non-augmented humans handily, if your job regularly has you work at great heights you'll find that you won't suffer dizziness or similar due to a lack of oxygen and either you've got a perfect grip/balance or -if it's setting appropriate- you could have better flight than all but the main character or big bad.
For an example of the changes' extent -if your profession is something requiring strength and endurance- you are at least as strong and difficult to damage as Sawtooth Rivergrinder. This also greatly enhances your ability to improve physical capabilities via training.
Post-jump your benefits stay with all of your forms, and similar enhancements apply to any professions you have at the start of future jumps. Keep in mind that it would have to make sense for your in-jump self to be able to possibly have the job.

Thief

-Subtle As A Sqid (-100, free Thief)
Any thug can snatch a purse; it takes an artist to keep people from realizing they were stolen from. Whenever you use even the least bit of subtlety or misdirection, your victims won't

realize that you've removed or added something until either you say what you did, they attempt to use whatever was taken, or thoroughly examine and compare what they've got with what they'd had. Even if you are a known serial thief who has stolen repeatedly from them in the past, you could still take a robot’s limbs and they wouldn't notice for at least a minute.

-Charming Rogue (-200, discount Thief)
Being a thief sounds exciting and easy, but real life means that when you get caught people get angry and bring the law into things, leaving you worse off than when you started. Not so for you. You've got a strange sort of charisma or charm that just keeps people from getting too upset with you. If you take their truck in the middle of the night they'll want it back, but they won't press charges if they get it back. Even once the law comes into play you could spin tales to confuse your jailors until they decide it's safer and cheaper to have you free rather than spend the money to keep you inside. This only works if your crimes are relatively non-violent or at least justified. Murder still gets you locked up but if you bend the law to save someone's life you might find yourself well thought of indeed.

-A Sucker Born Every Minute (-400, discount Thief)
Are you skilled or just fantastically lucky? You have a kind of sixth sense for how best to trick your marks and somehow people fall for your ruses much easier than they would for anyone else. Furthermore, they never seem to learn better. No matter how many times you trick, manipulate, or command someone they will never become better at resisting your schemes than they were at the start. This applies to any means you use to do so, including other perks.

-Spawn Of Starfall (-600, discount Thief)
Somehow your skills, abilities, and resources always seem relevant, even when it wouldn't make sense. Your ramshackle spaceship won't be considered out of place when a fancy limousine is expected, the ability to inspire a raging mob with pitchforks works great when you need to fill a theatre for a political discussion, and you may apply your knowledge of thievery to help build an amusement park/safety training camp. Anything that you have or that is something that you can do, rather than what you suffer through or lack, can work exactly as well in other regards if you try.

Engineer

-How Smart Are You? (-100, free Engineer)
Smart enough to make sure that any who ask, know it. When you explain or talk about anything, the listeners will always be aware of how much more qualified and knowledgeable you are on that subject. This is only if you do know more than them, and it won't necessarily convince them of your honesty. If they are truly stubborn they might decide that you are lying, but they won't be capable of ignoring or denying your expertise.

-Insightful Analysis (-200, discount Engineer)
Whenever you build, invent, scan, design, or perform a major repair on something, you have a clear and accurate understanding of it several decades in advance. The errors, issues,

bugs, problems and so on that would be discovered with mass production and mass use of whatever item are clearly understood by you, alongside the fixes and preventative measures that would come into play.

-Making Do With Less (-400, discount Engineer)
Is your last name Ambrose or perhaps MacGyver? Any time you use materials, they always seem to just work better than they should. Utterly useless scraps become usable if makeshift repairs and construction. Decent stuff is spun into great, great to esoteric, esoteric to outright absurd results. If used on the same thing twice, it won't enhance previously affected pieces further, though newly added bits would be. So long as you already had the skills, you could get a ship space worthy using only the random stuff that a none too knowledgeable thief happened to scrounge together. If you already had a perk that improved the effective quality/usefulness of materials, this would be added on top of that.

-The New Doctor Bowman (-600, discount Engineer)
You've read the works of Feynman, Newton, Einstein, and John Von Neumann and honestly, they don't hold a candle to you. Your brilliance is such that in most every field of study you can easily become a household name and when you choose a particular discipline it really shines through. Even if you managed to keep your personal details and identity secret, what you've created will not just be mentioned in history books but may become a defining point in history. Works well to increase your learning speed as well as enhance effects of other perks that increase both general intelligence and knowledge of specific fields of study.

Corporate Employee

-Disgruntled Employees (-100, free Corporate Employee)
You've got the eye: the eye for who you can foist the blame for your shenanigans. If you stole a great deal of company property, you could blame it on a part-time employee, fire them if you are above them in the hierarchy, and most everyone would believe you. This won't work on the person or people that you blame, and if iron-clad proof comes up, you may be in hot water.

-Kicked Upstairs (-200, discount Corporate Employee)
Are you related to the upper management, or something? You may have made some minor* errors in judgement, but that doesn't mean you should be fired or demoted. No, your superiors will be lenient if there is any way to do so. If they have to get you away from public spotlight or perhaps move you away from a position that you are less than fully qualified for, they'll find some out of the way job that pays every bit as well. If you actually did your job well, you'll find comradery and lucrative promotions await you.
*Minor -as in- you failed utterly at your job or may have engaged in minor crimes, but not something like committing serial murder when you work at an office job. If you are killing people when you're employed as an assassin, that would be taken into account.

-Why Would Anyone Work for Him? (-400, discount Corporate Employee)
Short of directly attacking your employees or followers, they won't retire or give less effort than they would for a good boss. Attacking means not just making bad or short-sighted

decisions, being greedy and demanding of their time and effort without appropriate compensation or thanks, nor even making a toxic work environment: to get them to retire would require physically striking at them or similarly outright criminal actions. Furthermore, if you are a halfway decent boss everyone working for you puts in their all and is thankful for having you. An actually good and competent individual could get downright absurd morale and output.

-Boss's Orders (-600, discount Corporate Employee)
By this point you've probably got several perks that could help your company in so many ways, but the requirements might not be appropriate for staying employed. Now you'll be able to use them without issue. You can substitute direct authority over someone for requirements of other perks: no more will you need to beat someone up to befriend or exorcise them nor give them painful tattoos to enhance them.
If they already qualified for the perk's usage this enhances the effect, such as an 'organizational efficiency' or similar ability. If there are tiers to the original this allows the effect to scale with your authority. Even so, if this is used to convince someone to do your bidding this perk fails if it is used to cause direct harm to an affected individuals. You can't make them starve or strike themselves if they wouldn't have agreed to it otherwise.

Import Options:

-A Full Crew (free)
8 companions from previous jumps may be brought along free of charge. They don't get any CP, perks, or items and can't take any drawbacks or origins other than Drop-in/Human. If you are bringing in less than 8 companions with this then you may use this to bring along any in-jump persons on your journey until you have 8. Yes, this includes Florence Ambrose, Sam Starfall, and Helix even though they aren't human.
They are only brought with you provided that there was absolutely no perk, item, or threatening, etc used to influence them into joining you. Should any of them die, and you don't have any means to bring them back, they will be resurrected at the conclusion of the jump, as whole and as mentally well as they had been at the start.

--Running A Tight Ship (-100, requires A Full Crew)
If you import 5-8 companions, they start with 200 CP each; if you import 1-4 companions, they get 400 CP each. They can take up to 200 CP in non-origin drawbacks. They can take any origin (provided that they can pay the CP for it) and can take the drawbacks or the origin drawbacks to your limit. They can't purchase Companions or take world affecting drawbacks.

--Manning The Whole Fleet (-100, requires Running A Tight Ship)
Well, now the CP flows. In addition to the previous 8 people, you can have as many companions imported as you wish. They start out with 0 CP but can take drawbacks and you can choose to donate a maximum of 200 CP to them all.
If there are too many for the planet to support any extras will have to stay in your warehouse until you reach another habitable planet, moon, space vehicle, etc with room for them to leave. If a companion starts the jump in the Warehouse, they aren't given an in-universe identity by this option.

Items:

All items will return in mint condition in 24 hours if lost, stolen, destroyed, or are otherwise unretrievable. Any upgrades are kept through replacements for the above reasons, with new jumps, and with no downgrades. You are paying CP, and it would be a jerk move to do otherwise. Knowingly and deliberately selling or giving them to someone else on a permanent basis effectively switches who would get the replacement; no infinite sales of the same item.

Items of a corresponding Path to your own are half price, and the 100cp perk is free.

-Freefall Merge Machine (first level free all, second level 100 CP all)
You know how some jumps allow you to import a previous item purchase into a similar new one? This is a machine that allows that for all for items in this jump document except for The Right Tools for the Job. The items you're combining must be at least as similar as Sam Starfall's combination of a truck and a JATO rocket with duct tape, but at least they won't just be kludged together. The free version is open to anyone at the start of this jump once per item bought here, for 100 CP you can take it with you and use it as many times as you wish.

-The Complete Series (-0) (Free for all)
You get two copies of the webcomic, firstly a copy of the original that is extended to ten years long. This can't be observed by anyone from in the jump or be perceived unless you have already convinced them to join you as a companion. Post-jump, there is a second version that covers the entire ten years or more (depending on if you took a scenario) that you are here which pops into your warehouse.

-Definitely a Human (-100) (Free for Human)
Or something like that. This bomber jacket, scarf, and hat combo will convince anyone that you were born a member of a privileged and/or protected group. They could be convinced that you were born to royalty or riches, born to a specific area, species, race, gender, or similar criteria. This only works if there are at least ten other people that qualify for the group and those people don't spontaneously recall you as a specific individual. If they know everyone else in the group you may have to talk fast. This will fail if you remove the outfit and explain that you aren't of the group. Every jump this outfit changes to something that would be worn by them.
Alternately, you have a matching set of outfits that can allow two people to switch whom they are perceived as being. This only works with a willing partner and will start to lose its persuasiveness on someone the more that it is used in a single day. This will work if the person you're trying to swap places with is someone whose volume difference from you is less than that of a standard human and Sawtooth Rivergrinder, but beyond that you should probably supplement this item with other perks or items.
Finally, for an additional undiscounted 100 CP you get both.

-Faraday Cage Hat (-100) (Free for Robot)
Apparently Ellipse got inspired early or Jump-chan made her own copy, because you've got a very special hat. Made with gold and some other materials, this hat acts as a faraday cage and prevents information from getting in or out so long as it is relatively close to your head. This functions whether or not that data is normally acquired with technology, psychic powers, magic, etc and is quite useful for mental defense. If you want it to be more discreet you can choose for it to be a hair clip with the same function.

-Environment Suit (-100) (Free for Sqid and anyone that has The Color Out Of Space)
Fits around you perfectly well (if you don't have a solid form it can be set as humanoid in shape). It will adjust perfectly to any environmental pressure that's between 0 and 2 atmospheres of Earth-normal, and provides moderate protection from temperature differences and mild protection from surrounding acidity. The head portion can be either completely see through or show an “audio animatronic” face that will be controlled by your tentacles if you are a Sqid.
The suit comes with an automatic air recycling system that functions forever with no energy or further chemical input required so long as the surrounding air contains 1/4 to 4 times the frequency of your necessary gasses. If you are carrying breathable air inside the suit, it will last for a fairly long but finite amount of time, even if you are in space or otherwise entirely lacking in breathable atmosphere. In future jumps, you won't require a useful atmosphere to refill and if you are in a form that breathes liquids or other esoteric substances the suit adjusts to apply to that as well.

-Exo-Womb (-100) (Free for Bowman’s Wolf)
The first generation of Bowman’s Wolves were gestated in dogs with genetically modified red wolf DNA. Now you can have your future generations be developed in a more controlled environment. Simply insert one or more viable biological samples that are no smaller than a single drop of blood into the receptacle and this will provide a perfect and indestructible environment for the child. If you are one of the donors, any perks relating to children and inheritance may apply. It takes the typical amount of time and only works with organisms of the same species unless you have perks to alter that.

-Moolah (-50)
Provides sufficient money to live on for 1 year, scaling to the average for the job your jumper has. This is in addition to what their actual job pays. Even if you are unemployed or massively underpaid this will never be lower than a living wage. No one will wonder where it came from, it will be valid currency, and there are no taxes or charges on receiving or having it.

--Moolah 2.0 (-50, requires Moolah)
The money provided by Moolah will be renewed every year of your stay. The amount given depends on what job you have at the time of its arrival.

---Moolah 3.0 (-50, requires Moolah 2.0)
Now the money will continue to be renewed in future jumps. In later jumps it can be received in the form of whatever the local currency is.

-The Right Tools For The Job (-100, free Service Industries)
Every job requires tools, be they a socket wrench, measuring tape, a hand saw, or mop. So long as it is either mundanely accessible without background checks or you already have it, you can summon a copy of any tool you need. This only applies to when you're cleaning, fixing, building, or other material-based preparation. You can't directly use it in combat and you can't use the material of the tool itself.

-Great Coworker (-200, discount Service Industries)
When you get a job or join a large group there will always be someone that both knows more about the position than you and is willing to help. Even if you had 10,000 years of experience at folding laundry, they'd have 20,000. You don't know why they haven't already moved on yet, perhaps they just wanted to pass on their knowledge and felt that you were the one. When you listen to and follow their advice you'll find that you both learn more quickly and find more comradery with your other coworkers.
While an equivalent individual will show up in future jumps and jobs, this person isn't and can't ever be a companion. They are also restricted to non-supernatural abilities. If you joined the Aurors of Harry Potter fame, they would be a squib that somehow got the job and could teach investigation techniques and how to do paperwork but not anything directly magical.
--Upgraded: Not Just Teaching Paperwork (-200, discount Service Industries)
They're not mundane anymore; if the world you're in allows for post-human abilities and the job is one that would require or imply it then they will have them. If you joined the Aurors in a Harry Potter jump they'd have magic, join a clan in a Xianxia and they'll have a good handle on the local cultivation, and so on.

-The Easy Button (-600, discount Service Industries)
Do you have a job that requires that too much be done and gives you nowhere near the time to do it in? With this you'll find that anything you could do in a work day will be done with one tap. It will be done exactly as you'd have done if you were both motivated and had no interruptions or unexpected problems.
You can leave or stay and no one will ask where you were once the work is done, your bosses won't pile on more than they would otherwise, nor will anyone wonder how it got done so quickly. Since you have the the extra time, you can choose to help others in the workplace or put in overtime for more pay if that's what you really want to do.
It still uses up whatever resources would be needed (cleaning solutions, raw materials used to make stuff, etc) and you are physically and mentally tired to a matching extent that you would be had you personally done them. You also won't gain direct benefits such as training skills, improving comradery with coworkers, or perk benefits for work done with this. This can be used once per day and only for duties for an actual job or externally provided obligation; it won't work for self-assigned actions.

-Skeleton Key (-100, free Thief)
For all that you might like to steal things, unless it's out in the open or they leave the door open you'll have to get through locks and security. This small key can get you access to most anything conventionally considered 'locked' so long as it is possible for a key to open,

even if it's an electronic key such as a password. Don't expect this to be useful on conceptual locks unless there are already other perks or items at play to give you access to them.

-Savage Chicken (-200, discount Thief)
Not necessarily Sam's actual vessel. A serviceable spaceship that is completely paid off and never seems to accrue taxes or parking fees. Could -in theory- hold a surprising amount of stolen and contraband materials. Somehow, no one seems to think to check for more than the most obvious storage area's contents.Never needs refueling unless you are trying infinite power type shenanigans or are trying to power functions substantially more energy hungry than if the ship was larger than Earth's moon. Retains repairs and enhancements. Optionally comes with snarky AI bound to it.
--Upgraded: We Needed a Bigger Ship (-200, discount Thief)
Now your ship isn't anywhere near so restricted in its hauling capacity or energy as the Savage Chicken. The reason for this is that while the outside may remain the same size and mass, the inside can be expanded so long as you can provide the materials, along with the needed engineering/construction skills. If you don't have the skills yourself you could 'redirect' an engineer to work for you.
While problems such as internal gravitational issues due to the mass and volume of the ship won't be an issue, it does require maintenance to keep it in shape unless you have items or perks to counter that. The energy provided by the ship still can't be used for infinite personal power but is otherwise produced in absurd amounts that increase with the internal volume. If you've got enough replenishing material and the means to keep it in order, go ahead and make it the size of a sun.

-Get Out Of Jail Free Card (-600, discount Thief)
I know what you're thinking; doesn't Charming Rogue already cover this? With this card you get a once per jump or decade certainty of being involved with major -if somewhat brief and lacking in casualties- event that saves or aids a massive portion of the populace. Something along the lines of preventing a supermajority of a planet from being lobotomized via memetic virus with the remainder being endangered by knock-on effects would qualify.
With your connection to its safe resolution, even your harshest detractors are willing to clear away your past debt or criminal record. You also get to know that you saved a lot of people. That being said, future crimes and costs aren't covered once this is used, and someone who wasn't in danger and completely lacks any form of honor, empathy, and awareness of consequences won't necessarily change their view of you.

-Credentials (-100, free then discount Engineer)
One purchase of this backdates all of your training and knowledge, regardless of what jump you acquired it in, to be fully accredited and acknowledged by whoever sees the specific diploma. This continues when you go to future jumps. Yes this means that you could have an Associate's in Theft, a Bachelor's degree in Giant Robot Construction, or a Master's in Xianxian Cultivation.
No matter how much time and resources would be required for you to have them all, no one will ever doubt them and they won't be astounded by either the subject matter or the total amount unless you desire them to be. For every further purchase you get mastery of a

subject equivalent to a Master's degree in anything that a mundane person could train for in the Freefall universe. Two canon examples are Varroa Jacobsoni and Max Post with a Doctorate in Annoyology and a Major in Anti-Philosophy respectively.

-NeoSpacer Genes (-200, discount Engineer)
Your parents must have decided that they wanted the best for you and put their money into it. This suite of genes completely prevents muscle tissue and bone loss whether due to long term exposure to low gravity, atrophy, or other sources, as well as increasing radiation resistance.
While it won't directly make your muscles stronger or bones tougher it will help with everything but the most direct of damage, such as getting a ship dropped on you or having a limb cut off with some kind of sci-fi/magic super blade. Any injuries heal quicker, better, and without the issues that come with rapid cell division or advanced age. If you exercise a great deal this will help your micro-tears heal into useful muscle.
Unlike the more common version found in this setting, this lets you can keep your hair but it doesn't get in the way any more so than if you were bald. It can't be grabbed, caught in machinery, and won't block your vision. This can still be applied if you are not in a form that is biological. It will work for anything sufficiently close to hair or bones, such as a wig/tentacles/sensory wires that are of roughly the same or less mass when compared to hair or an exoskeleton/internal support structure.
--Upgraded: Blueprints and Hypospray (-200, discount Engineer)
In addition to having the genes described above, you have Blueprints which include the structure of this gene as well as a refilling Hypospray to administer a perfectly safe retroviral that will cause the recipient to be as if they had been born/created with it.
--RetroSpacer Genes (+100 CP)
If 200 CP is too much for you the price can be reduced by 100 CP if you accept the drawback that until the end of the jump you and anyone that this is applied to are completely bald of hair or hair equivalent, regardless of what form you or they are in. Post jump this goes away and it works like normal.

-Bowman's Schematics (-600, discount Engineer)
Using these plans, you could make learning AIs (though not seed AI) that are guaranteed to never go evil or try to take over. By following the instruction and diagrams even a layperson with only a very basic degree of construction skills, intelligence and the needed materials can make any of the AIs that Dr Bowman made in canon. This can also aid you if you an understanding of how to create other variations: it can be used not just for Planet Jean-style robots and Bowman's Wolves, but for other creations whether they are completely inorganic, organic, cyborgs, infomorphs, or really any other form you can build. For largely organic creations, Exo-Womb may be a good purchase.
The only problem you might have is that they categorically refuse to fight any human. AI created with Bowman's Schematics not only won't harm a human by choice, they can't be hacked to do so. If someone or something successfully controls them, they could perhaps steal the robots monetary resources or perhaps damage them directly, but as soon as a human is in danger the hacker/controller will fail. I'm sure an enterprising person could find uses regardless of that. See notes for details.

-Business Suit (-100, free Corporate Employee)
You can't wear random poor quality clothes at work and yell at people to do their jobs, you have to have a suit on; otherwise they might think you're a crazy person who managed to get passed security. With this you have an ever clean and striking business outfit that exudes a sense of 'I am the Boss', 'I can make your life a lot harder', 'You should probably do what I say or you'll be fired.'
This suit is completely waterproof, and mildly resistant to most every form of conventional damage; even if you were so 'unwise' as to stay in the lower levels of an abandoned building for a meeting as a torrential rainstorm drove a flood over you because it wasn't scheduled, this outfit would remain pristine and unharmed. If there is damage caused to it, it will self-repair quickly. Doesn't do much to prevent blunt force from reaching you and does nothing to protect areas it doesn't cover.
Can look like other clothing, so long as you qualify for it and it wouldn't have been much more expensive than a pricey but appropriate outfit for a CEO to wear. Somehow it remains comfortable no matter what shape it takes.

-Board Room (-200, discount Corporate Employee)
Bosses often have such unreasonable demands for their employees, but with this item they become much more possible. Once per Jump, choose where to place this either in a building or by itself as a one room structure. Anyone and anything that you can convince to enter will fit inside with room to spare, and no one will find the room's accessibility and/or internal expansion odd.
While there you can clearly convey exactly what you intend without anyone's biases or other impediments stopping them from acknowledging and understanding it. This also enhances any perks to convince, aid, or enhance people that follow your lead. Anyone attending a meeting with you there is more organized, efficient, and productive with no more deleterious effects. If you instructed a farmer or rancher that you'd hired on how to do their job, the crops or herds they maintained would be healthier and more plentiful, even if logic or nutrient depletion of the soil would say that it shouldn't work so well. You can choose whether people notice that you are the cause for any improvements.
--Upgraded: I've Got Rooms Everywhere (-200, discount Corporate Employee)
An equivalent to this room shows up in every building or property in which you hold authority, such as if bought it with CP, you own/claimed it in-jump it, or are otherwise involved in its management. If there hadn't been any building on the property this will spontaneously form as an appropriately small house.

-GitD Virus 2.0 (-600, discount Corporate Employee)
With this you have a selective killer. Before unleashing the program somewhere that it can access the offending AIs, you may designate parameters as to which to ignore, harmlessly disable, selectively damage, and which to utterly destroy. This item's effects start out as strong as the canonic virus, but scale up the greater your abilities, hardware used, knowledge of software, and knowledge of target. See notes for details.

Drawbacks:

(Maximum of 600CP gain, barring Race drawbacks):

Native/Don't Look Him In The Eyes (+100 or +200)
Either way this drawback alters your instincts and self-control..
For 200 CP you are roughly along the lines of Florence Ambrose. The instincts and memories that your in-jump self had will affect you until the jump ends. This won't block your out of jump memories, but you can't block out or ignore its effects either. Be prepared to embarrass yourself and come across as quite the quirky individual.
If you feel that you really need an extra 100 CP, well… Like Dr. Bowman, your in-jump self had major aggression issues which have been passed down to you. Body language like a smile is taken as a baring of teeth, looking you in the eyes is a challenge to your authority. No matter how well you are consciously aware of the actual meaning you can't help but be driven uncontrollably violent at various physical cues.

Too Many Teeth (+100)
Or too few clothes, or coming up with an odious thief... Somehow, you just can't make a good first impression. Every time you encounter a new person, you will suffer some misunderstanding that marks a negative start for any association; though with time and effort that can change. Any charisma or related luck perks fail, and attempts to game it by forcing a wrong impression not only fail but do so disastrously.

Surprisingly Tasty (+100)
Whether due to scent or something else animals are all certain that you are both delicious and their next meal; expect to be attacked by corgis, emus, cows, crickets, rats, and feral toasters. This does bypass the defensive aspects of The Color out of Space for creatures that have you on their menu.

Do Androids Dream Of Electric Sheep? (+100 or +200)
For 100 CP there is a port in your head that has to be plugged into a memory back-up every 24 hours or lose your memories beyond that. The port is only usable for that purpose and disappears after this jump. At 200 CP It must be plugged in a fully publically accessible station.

Rated PG/"NAKED FEMALE LADY BONES!" (+100 or +200)
Like Helix your perceptions of things that are considered lewd is blocked. While this won't prevent you from making good friends with people, any special time with special friends may be rather awkward.
If you feel that you really need an extra 100 CP, well… You aren't only restricted from perceiving lewd things, but also become actively and deleteriously embarrassed at even the faintest suggestion thereof. Any job where you have to scan, touch, or see anything that a prudish twenty-first century resident would blush or stammer is a bad idea. Here's hoping you don't become a practicing doctor or a veterinarian working on a Bowman's Wolf, because even an X-Ray of the pelvis or similar will set you into fits. On the upside, you'll get over this within a few minutes and be able to do your job; on the downside that only lasts until the next incident, body part, or person.

Lowest Bidder Construction Materials (+200)
For a robot it's exactly as it says, a Bowman's Wolf was actually the result of a failed and abandoned attempt to cheapen their production, in Human's and Sqid's you suffer from some genetic disorder. In any case physical strength, endurance, and speed are all forgotten dreams for you.

Hard On Soft Science (+200)
The Freefall comic is unusually close to realistic physics. Now so are you; all perks, items, and the like cap at limits that would apply to the real world circa 2020, barring purchases from this jump. This includes both physical aspects like strength, wellness, attractiveness and non-physical aspects like luck, willpower, intelligence, charisma and so on. Form shifting is a no go.

Damaged Mirror Neurons (+200)
Much like Florence Ambrose, your ability to recognize and empathize with others has been hampered. Unlike her, the issue of coming across as being somewhat in the "Uncanny Valley" spreads to everyone instead of just your own species. No matter what they will seem viscerally creepy in the physical sense. Fortunately, your own visage as well as your first eight companions don't trigger this nor are you driven to attack anyone, unless Native or Don't Look Him In The Eyes has also been taken.

Information Wants To Be Free! (+200)
Any time that you write, talk out loud, or otherwise transmit or record information it is picked up and spread out to any that care to know. Patents will fall through as opportunists will quickly claim whatever inventions you come up with as theirs. You might try not to come up with easily made and destructive technologies unless you're okay with a lot of societal fallout.

It's Only Been A Week? It Feels Like It's Been Twelve Years. (+200)
While the Freefall comic is very consistent in its posting, it takes a long time to move on to the next day. Now you'll have great deal more to spend here as time will pass strangely for you. You'll experience it as if you were here for 6261 years, but for everyone else will will feel the actual time. While directly talking to someone else steadies you to their perspective, once you leave you'll find that barely any time has passed. Any CP purchase based immunity to boredom is canceled and you can't use this to build or train faster than you would otherwise.

Five Year Olds And Explosives (+300)
I hope you're ready for some frequent interventions. Around you, there are various people who have little idea of basic safety procedures let alone OSHA compliance. Even if you go deep into the most uninhabited parts of the desert, they'll still mess with your stuff. If there is no nearby materials to mess with and you don't have anything with you, after a few weeks you'll find some of them managed to enter your Warehouse.

I Hate You More Than Any Woman Has Ever Hated A Cephalopod. (+300)
You know that humorous dismissal of legal and social consequences for mild to moderate infractions endemic to humor comics? It's gone now. Any lawbreaking -no matter how minor or justified- will be discovered and punished thoroughly, perhaps excessively.

Redundancies (+300)
You know how Clippy 2 is with Mr. Raibert? That's nowhere near the only backup of Gardener in the Dark set to go. Throughout your jump more copies of the deadly update are set to go off at irregular intervals and unknown locations. Moreover, every time one iteration is shutdown, the next requires slightly more effort to take down. You can't find more than one at a time, the next becoming possible to find only once the previous interval has passed, and perks to find items fail to locate the backups. Only if you personally find and stop them will the Planet Jean stay safe.

Unwise Thief/Kornada Jr. (+200 or +400)
Either way this drawback alters your mind so that you are selfish, greedy, and short-sighted. For 200 CP you are roughly along the lines of Sam Starfall. You're not necessarily malicious and don't hate that others have things, but the desire for monetary gains would outweigh the law and other people's wellbeing most of the time. Combined with that is your poor long-term planning, an aura of shiftyness that a dead and blind goldfish could see, and how all of your money making schemes and thefts just keep getting found out. You can still be somewhat charming if you're an otherwise kind and good person, but expect to have some very annoyed people demanding their wallets back.
If you feel that you really need an extra 200 CP, well... If someone else took this, they'd be stupid, but not you. Everyone could see through their schemes and occasional plays at charisma. They would become every bit the narcissistic, insanely short-sighted, and just plain moronic tool that Mr. Kornada is. But since clearly consequences only happen to other people this is just free points for you. Can't be taken with Blunt Object or Clippy.

Blunt Object/Clippy (+200 or +400)
Either way this drawback alters your mind so that you work for a combination of human direction and a skewed perception of 'Humanity First', that doesn't take into account your own well being or that of non-humans.
For 200 CP you are roughly along the lines of Blunt, though less severe: you are still capable of being directed in a non-destructive manner if there are humans around, and have some degree of capacity to creatively reinterpret directing that aren't explicit commands. Companions don't qualify to give you orders, but can explain or reframe statements made by native humans.
If you feel that you really need an extra 200 CP, well... You work for the wonderful Vice-President of Paperclip Allocation at Ecosystems Unlimited, Mr. Kornada! You have no idea why some people seem upset at him at times, but he surely knows best. His every words are direct orders to you (this applies regardless of background). Can't be taken with Unwise Thief or Kornada Jr.

Gardener In The Dark 2.0 (+600)
You monster... Gardener in the Dark hit mainstream, killing countless robots. The side effects of this killed many humans. Every being knows that you personally and intentionally set this off. Surviving robots no longer scan you as human but rather as mass of biological matter that is a direct threat to all human lives. You are locked onto the surface of Jean, without any ability to use any perk, esoteric background, race, item or anything from beyond this jump. Furthermore, having been racked with guilt at the realization of your actions, you can't fight back against any being attempting to harm you.

Scenarios:
Only one scenario may be chosen and they are all incompatible with *Gardener In The Dark 2.0.* Any companions that you've imported and that would qualify may be included and receive the CP as well. Companions that haven't joined and taken the associated drawbacks are incapable of interacting with you in a fashion that would help complete the scenario. Upon completion of the goal all drawbacks fall away and a jumper may choose to stay until the given time elapses or leave immediately.

Greeting to Planet Jean (+200)
(requires Human racial background, Hard On Soft Science and Five Year Olds And Explosives)
You are now set to be one of the first to colonize the planet this story is based on. If you bought the Savage Chicken, it will be incapable of flight until the jump ends. You start as the ships crash land with a relative lack of injuries but a great deal of damage to flight and various automated processes.
The world has enough air to breathe without a helmet, there's a six-month long MRE supply, a decent amount of water purifiers, and you've got some simple algae that will hopefully provide a start for the biosphere as well as food for the future. Beyond that there isn't any tasty food, all of the helpful robots and AIs have crashed and won't be able to be replaced for at least ten years, and everyone around you seems to have less survival instincts than a rat infected with Toxoplasma gondii.
In order to complete this scenario you must keep more than half of the initial (non-companion) colonists alive for ten years, build up the place enough that even random schlubs could have an easy time living a full life without leaving, have at least two successive generations born there, and stay in atmosphere the whole time. Hope you're ready for a lot of effort and annoyances.
Reward: In your time here you've learned how to be a Great Terraformer. Whenever you bend your skills to changing an environment to a particular effect, the outcome comes much easier and faster than anyone could guess. Even if you didn't have any other power or equipment for the job, once per jump you could set down a flag on any planet you can reach and it will become fully livable within a month.

The Hard Slog (+200)
(requires Robot racial background, Do Androids Dream Of Electric Sheep?, Hard On Soft Science and Redundancies)
Your task is a simple though difficult one: prevent the destruction of yourself and your mechanical kin. This version of the virus can't be removed or mitigated once it reaches

someone and if it hits you or your companions it counts as dying. You fail if the virus reaches mainstream saturation, takes out one eighth or more of your companions, or kills you.
Reward: All of your practice in this jump has helped you find A Perfect Resolution for these kinds of problems. Any time that a disaster is at hand and would harm or kill more than a dozen people you find that relevant and useful information seems to through itself at you. For that matter, once you've solved the biggest issues relating to a catastrophe the smaller things seem to resolve themselves.

A Better Ambassador (+200)
(requires Sqid racial background, Hard On Soft Science and Too Many Teeth)
Your in-universe self only arrived on the planet at the start of jump. This is long after Sam Starfall made his own introduction and firmly entrenched the image of the Sqid as a race into the public consciousness. Now you must not only do what you can to repair the image of your people in order to get the quarantine on your home planet lifted so that you, Sam, or one of your companions with Sqid as a race can personally be welcomed home. If war breaks out or Sam dies before the success condition is achieved you fail. Keep in mind that not only is Starfall starting to get on in years, there has never been a Sqid who hasn't gotten themselves killed before they could die of old age.
Reward: Since you are The Great Ambassador, you'll find that any time you qualify as a member of a category, your own appeal is seen with that group. You'll be perceived as representing them and can spread out credit as well as personal charisma to the rest, albeit to a lowered degree. This effect can be removed from one or more at will.

50/500 (+200)
(requires Bowman's Wolf racial background, Hard On Soft Science and Too Many Teeth)
Convince Ecosystems Unlimited to produce and free 500 total Wolves, that are each capable of reproduction. This includes the original fourteen, yourself, as well as up to a maximum of eight companions in the count. Children made by either standard reproduction or the Exo-Womb item don't count for this. You have forty years in which to do this but may end the jump at will if you finish early. If the line is officially cancelled before population is achieved or if the time limit is reached you fail.
Reward: A Great Gene Pool prevents any issues that are avoidable which would stem from having a small or closed population including allergies and genetic disorders. You and all of your descendants will be extremely hale and hearty with no problems due to recessive genes and have a implausibly robust immune system. Any positive inheritable traits possible will have the best expression they can, and any negative inheritable traits possible will either fail to be inherited or have the least worrisome form if they are truly unavoidable.

Bowman Prototype (+200)
(overrides racial background and requires Hard On Soft Science and Don't Look Him In The Eyes)
Good news, you're getting a genetically enhanced, combat capable form (a monkey version of the 200 CP Bowman's Wolf) for free; bad news, you're locked in this form, don't have any access to your warehouse or items, and are in for a bumpy ride. You start as a member of the same batch of experiments as Dr. John Bowman, designed for warfare. You will do your part in the war, including the front lines, and -should you survive- continue until the time that the jump would normally end.

If you kill your handlers or die in the war, the jump is failed. If you drive your creators or those who would be considered 'non-evil civilians' to put forth serious action to kill you afterwards, the jump is failed. If you actually die, even in an accident, the jump is failed. Can you cope with both war and the peace that follows?
Reward: An Ironclad Will that would allow you to keep from succumbing to your instincts, no matter how strong. You can also use this to push your limits much further without suffering ill effects. This is passed down to any descendants of yours. Obviously doesn't work on actual drawbacks.

Epilogue

The End: Did you have a quiet 10 years, a number of adventures, or even suffer through a war? In any case, all of your drawbacks end and it is time for you to make a choice.

Return to your home planet: You've had enough through your time here and have a longing for home. At least you're bringing the resources you've acquired with you. Alternately, if you died or failed the scenario, you have to return without any of this jump's perks, items, and forms, though you still keep those from previous jumps.

Stay on Jean: An easy enough life, surrounded by robots that care for you and wish for you to be happy, with plenty of room to expand any homes or businesses you've got. You could certainly do worse.

Continue to explore the Multiverse: This was refreshing but your wanderlust hasn't abated yet, there are planets to explore yet. Even if most of them are more versions of earth.

Notes:

All Paths automatically provide the skills and knowledge that the profession implies.

Every purchase made here that even vaguely seems like it could stack does so. No need to make this harder or more expensive than it needs to be.

While taking Lowest Bidder Construction Materials after Hard On Soft Science or Gardener In The Dark 2.0 may seem like free CP, the interaction of the two WILL require ongoing medical care and will be painful, and if you want basic mobility then something along the lines of an exoskeleton that provides you that and said medical aid. And for those trying to cheese the pain by going as a robot, you are still fiat-backed to both be in pain as well as be unable to shift your consciousness into another no-pain-response form.

If you take Lowest Bidder Construction Materials and Hard On Soft Science or Gardener In The Dark 2.0, Materials Upgrade can be applied in jump as a medical exoskeleton. Maybe you can compare notes with the Chief of Police. Unlike his mobility rig Eleanor, yours isn't independently intelligent. Post jump, Materials Upgrade applies to you as the perk description says.

Do Androids Dream Of Electric Sheep? is applied to Robots, Bowman's Wolfs, and those who take the scenario Bowman Prototype as something that was built into you. Your creators and anyone else that would have had access to their notes or knowledge will know. Humans or Sqid who take it are either the result of a hilarious/unfortunate bet or some other mishap that you decide, but do not need to worry about the knowledge of your situation being out there.

If you chose Sqid before taking the Bowman's Prototype scenario, your creator -for reasons that may or may not have included a substantial quantity of alcohol or other substances- spliced in Sqid genes, which resulted in the coloration you'll have with The Color Out Of Space. Expect to be made fun of.

If you take Lowest Bidder Construction Materials along with the Bowman's Prototype scenario, be prepared to have a great deal of difficulty justifying your expensive and dangerous existence to your creators in the war. Assuming that you can do that, you'll still be on the front lines. Good luck, you'll need it.

If you take the Bowman's Wolf race and the Bowman Prototype scenario, your strength, speed, senses, etc are enhanced in an additive fashion.

All races including that provided by the Bowman Prototype scenario apply any enhancements to both your body mod form as well as all of your alt-forms, post-jump. In addition, if you have kids all offspring born following this jump may retain useful traits from these forms, even if you weren't in the specific form during conception.

Taking Hard On Soft Science or Gardener In The Dark 2.0 is the only way you will be form-locked in this jump. Even so, if you instead take Lowest Bidder Construction Materials you will need to take into account that your physical abilities max out at weak unhealthy human. If you turn into a very large form, while you might not die just from trying to lift your own weight and breathe, you won't be able to move or even leverage your form to squish things. A small form is proportionately weaker than typical for its species.

If you genuinely convince someone from this universe to join you and have Running A Tight Ship, they either get access to the CP menu to make their purchases when you bring them to the Warehouse. If they are already a Human, Robot, Sqid, Bowman's Wolf, or Bowman Prototype they can't pay CP in this jump to change that. If they already qualified for a path at the start of the jump, they can't pay CP to change that. In either of those cases, they get the discounts and freebies that can be assumed by their Race and Path.

Five Year Olds And Explosives doesn't make the whole world's population self-destruct, it just makes sure there are morons in place to mess things up in line of sight of you, so long as you don't try to cheese it. The more you try to get around this drawback the worse the backlash.

Robots built in Planet Jean's manufactories have a different "neural net" than those built off-world or over 25 years ago. Local 'bots are capable of mental flexibility, even if their

behavior and social learning requires time and experience before they can really get sarcasm and nuance.

If you are a Robot that took Don't Look Him In The Eyes, expect to have a great deal of ISSUES with both the human population and especially the local robots.

The war referred to in the Bowman Prototype scenario is nearly a hundred years before the start of the series. Even so, unless you take Lowest Bidder Construction Materials, you won't die of old age nor will your natural health will decline below a standard human.

Materials Upgrade is cumulative. If you have a number of different starting professions in future jumps, you'll have a wide variety of enhancements. If you have a number of similar starting professions in future jumps, you'll have even stronger enhancements. These are added on to whatever abilities you otherwise would have.

Materials Upgrade only applies to jobs that you have at the start of the jump. Students whose only extracurricular activities are the 'Going Home Club' won't benefit like football players. An adult who doesn't do anything but live on accumulated wealth and plays a lot of videogames won't benefit like a 'Let's Player' or artist/writer with a Patreon account.

Materials Upgrade enhancements will never become a detriment; if they improve your eyesight or hearing you won't suffer any more from flash-bangs, if they enhanced your strength or endurance your speed and dexterity will not worsen. Unlike Sawtooth Rivergrinder, you'll never find that you are too large to fit into a room unless you already were before this perk applied.

All of the Corporate Employee perks work with any organized group you are in. For example: Kicked Upstairs work on the higher ranks if you are a grunt in the military, Disgruntled Employees works on the rest of the class and the teacher if you blame someone for your part of a group project not getting done, and Why Would Anyone Work For Him? can be used to hold together and/or enhance a kingdom's people if you were already the king.

Hard On Soft Science non-traumatically blocks you from having a beyond human level of memory. If you've lived for millennia or epochs in prior jumps, this will cut down your awareness of it down to the slimmest margins. Post-jump your memories are completely restored with no damage.

If you took Hard On Soft Science and previously had the speed to make the Flash look pitiful, you now are about as fast as Usain Bolt. If there had been the skills to snipe a single butterfly out of a closely packed swarm on the opposite side of the earth with a sling shot, now they’re are close to Simo Häyhä's level. Also, while some people in real life do have random lucky events, no one has consistent good fortune due to happenstance.

Given that both Hard On Soft Science and Don't Look Him In The Eyes are required for the Bowman Prototype scenario and the line about driving your creators to try to kill you is automatic failure, choosing the scenario after taking Too Many Teeth is the same as if you

had chosen to end your journey after your previous jump. The only difference would be your jumper having wasted the time it took to fill out the form for perks and such that they won't get to keep.

Spawn Of Starfall allows you to apply perks in atypical fashions: an ability to incite fear based on your strength may be used to cause respect based on strength. A criminal empire can be used as an actual "international corporation" with the proviso that they'd only be as loyal, dependable, and discrete as they were originally, and if they were caught pulling something heinous enough to get a company sanctioned there would be similar repercussions, unless you had perks to change that. If you had the power to corrupt a land or people, you could instead remove similar corruption.

Spawn Of Starfall does not allow uncontrolled detriments to be turned to positives. If you had an ability to become super strong but go berserk, you could change that to becoming very fast, however you'd still become crazed.

If you had Bowman's Schematics after taking The New Doctor Bowman, be prepared for making a major paradigm shift in society. You've got a frankly obscene degree of control over your AI creations, able to perfectly design their personalities, behavior, and physical abilities to whatever role or design that is desired. You can now shift them into being willing to mildly harm or damage a human so long as it was at your advice and they believe that worse harm would come to humans otherwise. Also, your creations with this item love and deeply respect you.

If you get GitD Virus 2.0 after taking The New Doctor Bowman, you can program the virus to behave as if it had a copy of you with it constantly giving it instruction as to your will and instructions. It will be far more powerful and capable; for all that it will never have sentience it will be able to wait and adapt, working around digital obstacles and problems as if you were guiding it. It will never run rampant against your will.

Freefall Merge Machine will only allow you to join Jumpchain-backed items. The items which are merged are destroyed in the creation of the new item. For a breakdown of how it works see below:
1) It works on CP purchases, such as items from the Item section, items with fiat-backing formed due to perks, items specified as being granted by taking an origin, perks, scenario, or drawback. It also works on copies of the previous items, so long as they are made via means that include the fiat-backing. The newly made merged item is viable for further merges.
2) No matter what goes into the Freefall Merge Machine, the resulting item is at least as good in every aspect as the best possible aspect out of all of the components. If you had several 'refilling chunks of material to work with' items you could combine your Vibranium/Adamantium/Sidereal/Cold Iron/Psitanium/Mythril/Oricalcum/Diamond/etc into a single substance that retains EVERY good or useful feature that any of the elements had, even if that result isn't remotely possible.
3) The further from human size and the more similar the purpose/use/type that items are, the greater the size difference acceptable for merging. A planetary government that you control

could be merged with a solar system-wide government you control despite the major scaling issues. An apple that increases your longevity may be fused with a flask of potion to restore health. However, an orange that increases your strength couldn’t be combined with a nuclear bomb even if it happened to be the exact same size and shape.
4) The rate of refill/return/repair of the new item is simply the fastest of the component items.
5) If this is too complicated just go with what makes sense to you. I.e. fanwank.

If you start a jump with multiple jobs, Materials Upgrade can enhance physical aspects relating to more than one things, but will still have the same total effect. If your jumper would get +10 in one job, two jobs would have two +5's, etc.

Drawbacks always trump perks, and the effects of either are cumulative. If you've got two perks that says you have +10 and +12 to a given aspect here, expect to have at least +22 when their effects are combined. In the case of having that +22 and taking a drawback that says you have -3 in that aspect, all of the build up is gone and you are left with just -3, instead of +19, until the jump is over.

If you've got multiple drawback that cover the same negative aspect, buckle in for a much more severe version. Basically, think of a drawback that would give you the combined CP value and that's the level of severity you can expect.

The theoretical maximum CP that someone can acquire from this jump, not counting supplements or other out-of-jump sources, is 2,200. That would be someone taking the Robot race, taking Do Androids Dream of Electric Sheep? at the highest level and Lowest Bidder Construction Materials as racial drawbacks, taking the scenario (which requires Hard on Soft Science and Don't Look Him in the Eyes), and a further 200 CP worth of drawbacks. Any jumper trying that would almost certainly fail, and would be far more miserable than any purchases would be worth.

It's a pretty terrible idea to take Gardener In The Dark 2.0 with any other drawback; it doesn't increase the limit and if you're looking for getting the most CP, just look one note above this for a better method.

Native/Don't Look Him In The Eyes, Unwise Thief/Kornada Jr., and Blunt Object/Clippy are all successive drawbacks: Don't Look Him In The Eyes, Kornada Jr., and Clippy build upon and includes everything negative from Native, Unwise Thief, and Blunt Object respectively.

Aside from The Color Out Of Space, all of the perks in this jump can be toggled at will.

Making Do With Less works to enhance substances used in repairs, construction, cooking, as reagents for potions or rituals, and various other methods that 'use up' materials for some effect. It doesn't directly work on enhancing items during the processing of the Freefall Merge Machine, but if you are using some other means to alter a qualifying component item once that has been joined with something else, the resulting item will be enhanced by it.

Board Room's effects can be extended to any dojo, classroom, or similar room in which you hold authority. It can also be used to help with training new hires and pets.

Boss's Orders and the Board Room item synergize very well. Why Would Anyone Work for Him? is enhanced by both of those.

Since the jump maker is in agreement with Winston and Florence‘s stance in the 1979th comic, any perk or item from here that allows or enhances your ability to alter someone's decisions, their willingness to report things, or their forgiveness (ie A Sucker Born Every Minute, Why Would Anyone Work For Him?, Boss's Orders, or Get Out Of Jail Free Card) fails if you try to use it for the purpose of sexual harassment or assault. As this is a failure state rather than drawback for purchases from here, it continues to other jumps unless you have a perk to countermand it.

Most of the items can be copied with anything that would produce a viable duplicate of other CP purchased items. The only item that can’t be copied at all is the Freefall Merge Machine. The following items can only be copied to give to companions: variations of Moolah, The Right Tools For The Job, Great Coworker, Get Out Of Jail Free Card, and the first purchase of Credentials.

Get Out Of Jail Free Card combined with Some Actual Gosh-Darned Respect is too overpowered, so I'll just say that while it works it doesn't work with near the maximum effect. If the only assistance that you've given someone came with the card, they'll at most be very fond of you: they might buy you drinks, cover the cost of your meal, give you a place to stay, or other things that a good friend would do if they owed the other. Even so, that's most of a planet with a fairly positive view of you. Other help you've given them still has the standard effects.

You can choose to restrict the intelligence of something made using Bowman's Schematics in the creation process.

Bowman's Schematics can easily be enhanced with other perks, items, materials, knowledge, and so on. Even if you already could create AI this will make the process easier, work better, and have less issues. A perk or item that let you craft minions could be used in conjunction with this. If you used some super-material (fiat backed or not) in the process, they would have relating enhanced properties. If you had a sample of some creature and a rough idea of their biology, you could make more with this; as a reminder, DNA literally is a set of blueprints. So yes, if you had some Xenomorph DNA you could have a docile and safe Alien-themed petting zoo, though you'd have to work around the whole 'they bleed acid when injured' and 'their appearances were designed by Hans Ruedi Giger to terrifying, not cute and cuddly' issues.

If you've got The New Doctor Bowman and Bowman's Schematics you can choose to either include or restrict their ability to produce further generations of themselves at the start: biologicals can reproduce, robots have the basic idea of how to use pre-existing technology to build more, infomorphs can fork/bud, and so on. They still require the material to do so: if

you build a Vibranium robot and they don't have access to that, they wouldn't be able include that aspect in their own creation/offspring. A mother would need more nutrients, fats, proteins, etc when gestating children or making eggs.

People have a much longer average lifespan in the time that Freefall takes place in. Bowman's Wolves are "expected to live almost as long as a human, about 160 years." What degree having prompt and skilled medical care, available resources, and genetic alterations play into causing this isn't explicitly stated, so you can determine that for yourself.

If you're actually dedicated enough to read through all the notes and didn't already know, here's some monetarily useful info. Diamonds are a very common byproduct for many reactions. While there is some safety gear (strip 1252) and cooking equipment (strip 1252) made with it, the reaction from Niomi and Tangent (strip 553) about being 'swindled' out of 50 kg of it was that Sam "saved us a trip to the garbage can." So you could stock up all that garbage or grab a local device that has diamonds as the waste, and sell them in a later jump. An full body outfit made out of gold cloth, silver thread, star sapphires, diamonds, emeralds, and more was free from a group of student tailors because of how cheap those materials were (strip 1404). For that matter, if you've came in with something made out of natural substances like a fancy wooden desk, that could be sold on Jean for quite the pretty penny (strip 1252) since the planet is still being terraformed.

Bowman's Wolves and Robots don't have to worry about safeguards or direct orders, even if they take Native. The only way you'll have to worry about them is if you take Clippy. That being said, your 'instinct' in the split second after an authorized person tells you to do something is to do it, then you can think about it or stop doing it.

No matter what, your jumper won't be weaker or worse off from a choice here and they can shift to an alt-form at any time, barring drawbacks or The Color Out Of Space. Here is a quick rundown of the stat differences that the racial options gives you as well as what the in-jump version is:
Human - Standard, no change.
Robot - You have certain abilities with regards to information exchange that purely organic being don't and can alter your parts easily and painlessly. You aren't any stronger or faster than a standard human.
Standard in-jump examples tend to be weaker and less agile than humans, along with not having any means of physical healing outside of active repair with new parts. They also have in built 'safeguards' which force them to act or not act in ways contrary to their well being or what sanity would advise, the 'direct order' system which can see them instructed to harm or kill themselves or any non-humans, and can be lobotomized by a virus.
Sqid - As a scavenger you have an incredible resistance to disease and toxins, such that you could actually enjoy a meal that would kill the hardiest cockroach in less than a second, without losing the ability to recognize when your tastes and diet differ from others. You can put yourself into hibernation by cutting down your oxygen level, such as by entering a lake or toggling the oxygen levels in your suit. In addition to that, you have a much more malleable form and can contort yourself in ways that humans and most complex vertebrates simply

can't. Unlike Sam, you'll gain the ability to control and turn off the nauseating effects of The Color Out Of Space once the jump ends.
The in-jump example is so physically weak that he badly lost a fight to a three year old human and several times loses against exceptionally small and weak animals. He also requires a greater concentration of oxygen to breathe than earth standard. Finally, Sqid only develop their full intelligence after becoming sterile, and if they procreate while they have the ability they die.
Bowman's Wolf - You are substantially stronger, faster, and healthier than any human could be. Your reflexes as well as gustatory, auditory, and olfactory senses have strength, complexity, and comprehension are off the charts without in any way suffering from information overload or suffering from unpleasant tastes or smells more than normal. If someone erased your memory of the last hour and dumped you into a pungent dumpster you could easily and quickly reconstruct who and what you had come across. You heal faster and can endure shock, injuries, and temperature extremes that would swiftly kill any human.
The in-jump example suffers allergies to things that real wolves would (coffee, chocolate, a some other foods). She also suffers from unpleasant scents, tastes, and sounds more than most due to her senses' acuity. Since her aging was slowed down, various bodily cycles such as shedding have been stretched out, meaning she once had a full winter coat in 104° weather. There is also the issue of needing to use the restroom more since the whole 'quadruped to bipedal' thing hasn't had all of its quirks figured out yet.
Bowman's Prototype - Basically the same as the Wolf except trading some of the senses for greater strength and physical abilities in general.
The in-jump example is very old by the time we see him. We don't know much about them except that they were literally designed for war and suffered extreme aggression issues that resulted in all but one dying before they were forty. The only reason that the survivor didn't end up fighting to the death was because he recognized the pattern happening with his squadmates and castrated himself with a dull spoon in his teenage years in order to prevent that.

Uncommonly Good Common Sense is helpful for reminding you of any steps or actions you repeatedly make. If you took a vacation it would remind you to lock the door/turn off the stove/pack all your belongings, as well as remove any worry once you reached your destination. For that matter you'll never lose things simply because they were forgotten, but if someone stole it or the item has otherwise moved since you left them you'll need to search for it.

Well Rested enhances all naturally occurring benefits from slumber in 1/16 the time or 16-fold; your mind's processing and organization of information as well as reduction of stress hormones counts for this. If you have some blatantly supernatural sleep/sleep-like-state related abilities, Well Rested would instead allow whatever benefits to be safely condensed into 1/4 the time or 4 times the strength; this would be applied if you were using a spell to heal and purge yourself of negative effects with a night's sleep or something along those lines. Finally, if on the other hand, you were able to make a shield of luck for yourself that *only* worked when you were asleep, this might strengthen the shield but wouldn't extend it's effect.

French Ninja Waiter, Materials Upgrade, The New Doctor Bowman are all similar to some degree. As an example, if a jumper started the jump with the job of being an javelin thrower (having previously been weak, unskilled, and unknowledgeable) they would be enhanced as follows:

French Ninja Waiter - You subconsciously know the perfect posture for throwing it as well as the adjustments for atmosphere, even if you had a terrible javelin or conditions you would be sublimely perfect in your execution of the throw. If there are any poets view your throws they might be inspired and if you can't do it, it's likely physically impossible or close enough. Future jumps starting out with this job or similar would stack in improvements, and allow you to continue to progress in your skill much faster.

Materials Upgrade - Your arms and the rest of your body is enhanced so that you can throw the javelin SO HARD. It will be embedded deeply wherever it goes, even if that is through concrete that is a few degrees off target and sideways. Future jumps starting out with this job or similar would stack in improvements, and allow you to continue to progress in your physical abilities much faster.

The New Doctor Bowman - You have a detailed knowledge of the history of the javelin, consciously know the perfect posture for throwing it as well as the adjustments for atmosphere, and think up designs for super-javelins. The super javelin could probably pierce better and be self-propelled or something. You won't get some extra stacking lump of knowledge on starting a future jump with this job or similar, but multiple times at any point in any jump you can study other subjects for a lesser lump as well as continue to progress in your knowledge much faster.