Version 2.0
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Generic Tamer

When it comes to monsters, there will always be others that want to harness their powers for themselves, through the act of taming them, learning from them, or stealing it for themselves. Tamers are those that seek to use this power and have the skills to actually do so. Skilled in the taming, training, and direction of various creatures, as well as esoteric techniques to potentially gain power from them more directly, tamers are capable of being potent forces should they have the right creatures available to them.

You can now count yourself amongst their number and will be spending the next ten years in this world of monstrous creatures and those that tame them.

+1000cp

Setting

Choose any of the following.

1. *A Generic World of Your Choice*.
2. *Isekai World*. You've been taken from one world and thrust into another. If you lack memories of this world, this is the same as 1.
3. *A Portal Nexus:* This is a world that's filled with portals to various other universes that have tamers in them. You can find your way back here after entering one of the portals.
4. *Supplement Mode:* You can choose to use this jump as a supplement and attach it to another jump.
5. *Crossover Mode:* Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Origins

There are no specific backgrounds here, the default is a Drop In. However, you can choose to have memories of this world applicable to the perks you've purchased.

Age and Sex

Age and gender don't make much difference in this setting so pick whatever you want.

If you choose an age under 13 or over 75, you gain +100cp due to the hardships such ages can have on you.

Perks

You get 5 Tamer Tokens. These can be redeemed to get anything you want here for free, with a maximum of two Tamer Tokens being able to be used for 300cp perks. You gain a single 50cp perk for Free.

Taming (Free): The key skill for any tamer. You are able to calm nearly any beast, regardless of how big or small they may be, whether they are predator or prey, or any other factor. Once calmed, you can work to earn their trust and slowly work out the wildness from them, making them more willing to follow you and your orders, as well as being better able to control their instincts. The more intelligent and willful a creature is, the longer this can take.

Creature Care (Free): You also have a knack for taking care of the creatures you've tamed, able to quickly figure out their needs and desires to make sure they are in good health and don't grow resentful of you or those around them. This includes their needs for land, food, nutrition, stimulation, and basic medical aid, though this won't give you full medical knowledge for anything worse than a few common illnesses.

Trainer of Beasts (Free): You have the ability to get your desires and ideas across to the creatures you've tamed and get an idea for theirs in turn, which improves as you get to know the creature better. This gives you an advantage when training creatures, which you have a basic level of skill with, and makes it so the more mutual trust there is, the easier it becomes to train them.

Tamer's Gift (Free): Your tamed creatures naturally produce a small amount of energy, producing more when they are being trained, taught, or fighting in some way, with life or death struggles seeming to provide the most of this energy. You can either allow this energy to pool in the creature that generated it or collect it for yourself. The more energy a creature has pooled in itself, the more in tune with their own form they become, the more they understand and can flex their own abilities, and the more they can push their limits beyond what standard training can do.

Energy you collect can be used to fuel certain abilities, to substitute for stamina drain, to augment the training of a creature and make it more effective, or to condense it into an edible, candy-like form that can give some of the energy used in its creation to a creature that eats it. This will only give a fraction of the energy used in the creation of the candy and will not grant training on its own.

You have your own, separate pool you generate over time like any other creature, which you can allow to pool within yourself or collect it like any other creature.

Hobbyist (50cp): Choose a sport or hobby, such as collecting, drawing, or the like, you gain five years worth of experience with the chosen hobby. This may include esoteric knowledge, such as the worth of various coins if you collect coins or knowledge of urban legends if you study or hunt cryptids. This perk may be taken multiple times, either increasing the amount of experience by 5 years or getting experience in a new hobby.

Craftsman (50cp): Choose a craft, such as metalworking, carpentry, or the like, you gain five years worth of experience with the chosen craft. This may include esoteric knowledge, such as the concepts associated with various woods as a carpenter on top of the physical properties or what different weaves represent in textiles. This perk may be taken multiple times, either increasing the amount of experience by 5 years or getting experience in a new craft.

Career Path (50cp): Choose a career, such as office worker, technician, or the like, you gain five years worth of experience with the chosen career. This may include esoteric knowledge, such as numerology if you are an accountant or color theory if you work in graphic design. This perk may be taken multiple times, either increasing the amount of experience by 5 years or getting experience in a new career.

Combat Skills (50cp): This perk gives you five years' worth of experience in various combat skills. You may distribute this experience across any number of weapons or combat-related skills, such as tactics, sapper training, scouting, or fortifying areas. This perk may be taken multiple times, increasing the amount of training you gain and can distribute by an additional five years.

Specialist (50cp): You have an affinity for a narrow category of creature, which can range anywhere from as broad as mammalian creatures to as narrow as a very specific species of animal. This affinity makes you better at handling and working with creatures that fall within the category you have chosen, with narrower choices providing better results to this perk's effects. You may purchase this perk multiple times.

Perceptive (100cp): You notice little details and patterns that others may overlook, some of which may prove useful to you. This gives you an impressive degree of pattern recognition and the best senses a human is capable of having and can be trained up to match the heights of the greatest animals, all without the vulnerabilities such improved senses would normally have.

At the Crack of Dawn (100cp): You are able to get more out of your rest and sleep than most, giving you the ability to operate on half as much sleep as you otherwise would so long as you take short breaks throughout the day (and with 6 hours you don't even need to take those breaks). Additionally, you possess an internal alarm clock you can set for any time you would like, which will wake you up regardless of how deep you were sleeping.

Cryptobiologist (100cp): You have a knack for learning about the various creatures you tame through simple observation and careful examination. With this, you can figure out the individual aspects of your approach to a specific creature and refine them as well as figure out how they do the things they can do, whether mundane or magical in nature, as well as what about them goes into those abilities.

Outdoorsman (100cp): You have the skills to survive out in the wilds relatively comfortably, including general knowledge of what is and isn't safe to eat, and are able to survive on your own with no detrimental side effects to your mind. This includes skills in orienteering, navigation, hunting, trapping, and bushcraft.

Home Cook (100cp): You are an absolutely incredible chef and can fine tune your meals to be absolutely perfect for any single person or creature in terms of flavor, texture, nutrition, and ease of consumption. You can figure out how to use nearly any ingredient in a meal even if it is not normally intended as food for most creatures. Creatures eating the food you make, including humans, are generally healthier and happier.

Fitness (100cp): Dealing with animals and the sorts of creatures that a tamer is likely to encounter can often require a fair amount of physical ability, lest they be harmed. You have a healthy and well trained body, giving you ample strength, speed, endurance, agility, and toughness that, while not supernatural, is above the average for the common man, approaching what a trained soldier would possess.

Goldbricking (100cp): You are very good at putting obstacles between yourself and your enemies, including using your allies and tamed creatures as shields. However, rather than this being to their detriment, those you use as shields are seemingly bolstered whenever you do this, gaining improved combat skills, resistance to damage, and a decent boost in willpower, though this won't stop them from being annoyed at you for making them the scapegoat.

Resizing (100cp): You know a trick that causes creatures to grow smaller and cuter, as well as being able to return them to their original size or anywhere in between. You can even teach monsters to adjust their size on their own within the bounds of this effect. This shrinkage weakens the creature proportional to the size decrease, but makes them need less food and space, making them easier to care for.

Rider (100cp): Any mount you ride, be it a horse, a vehicle, or something more exotic, will act to your will as if they were an extension of yourself rather than a separate entity. Additionally, you do not suffer from soreness caused by riding a mount or remaining seated for extended periods. Mounts you are currently riding also benefit from some of your physical abilities, adding some of your strength, durability, and endurance, as well as nearly all of your speed to their own. Lastly, you actually know how to ride most any mount you encounter.

Groomer (100cp): You know how to groom creatures to make them look their absolute best and emphasize certain physical qualities that may be there, even allowing them to maintain the altered look indefinitely, or at least until you change it, though this effect is purely cosmetic in nature. This has the added benefit of bringing you and the creature closer together as you clear out parasites and make them more comfortable, even if there is some discomfort during the process itself. Also makes you a very good hair stylist and beautician.

Beast Whisperer (100cp): The creatures you encounter seem to have a language all their own, and you are fluent in it, able to actually understand what they are saying and asking for with every vocalization or action. This is a more comprehensive understanding than that provided by Trainer of Beasts. In return, you can make yourself understood to a similar level. This also works as a basic form of universal translation, allowing you to understand any language and learn those languages in a few hours through simple exposure.

Instructor (100cp): Teaching comes naturally for you, every method of how to teach, train, and condition a living being is locked tightly in your mind and you can get them to work for just about anyone with some patience. This lets you teach, train, and condition others up to five times faster than they would normally learn. This works for even normally untrainable creatures, such as creatures that would be considered mindless (golems and other automatons, for example), as long as they are animate.

Know Their Limits (100cp): There is only so much a creature can take before they start to wear out and break down, and this isn't always physical in nature. You can tell just how much a creature can take, mentally and physically speaking, and can render them more resistant to mental and physical stress in general. They are also quicker to recover from mental and physical strain. This also familiarizes them with their limits, allowing them to, if ever needed, force themselves to keep going, past their normal limits, at least for a time. The consequences of doing so, however, will still occur.

Teamwork (100cp): You have an innate ability to work with others, able to synchronize with anyone or anything else and keep in their tempo, making working with them simpler. You can impart a similar quality to others to allow them to work better with yourself and other people, compounding the effects further. You are also good at building trust and teamwork between people even without this quality.

Wild Empathy (100cp): Wild creatures of all sorts are generally less aggressive and more tolerant of your presence compared to how they interact with other people, with even territorial creatures being less inclined to harm you, so long as you move along quickly. You can also tell roughly how aggressive a creature would normally be and why it has that level of aggression, something that may help you socialize a creature.

Scholar (100cp): You have a perfect memory, with unlimited storage, the ability to instantly recall any information, and an immunity to outside tampering. You also possess an enhanced ability to visualize things within your mind and can create mental constructs or formulas at will to simulate simple devices and processes.

Academic (100cp): You are a skilled researcher, able to read quickly, organize information you've gained, and extrapolate from that data more readily, with fewer mistakes and false leads. You also find that books are nearly as good a teacher as having an actual person there to aid you.

Fun & Games (100cp): All work and no play makes jumper a dull boy. You know how to provide proper mental stimulation for any creature you have tamed and can keep them both entertained and relaxed through these methods, as well as making their training more fun for them. A trait that makes them easier to train overall as training that's fun is easier to get through. Additionally, you are always able to tap into a childish sense of fun when you want to, which can ward away the ennui and boredom that can come from experience.

Green Thumb (100cp): In many a fantasy world, plants are able to become creatures themselves, and so, you have learned to care for plants just as well as you do your creatures. You are a skilled gardener, capable of growing nearly any plant you can think of, as well as caring for them properly to ensure their growth goes well. Additionally, this allows you to use any of your abilities that target creatures on plants and fungi as well.

Spirit Tamer (100cp): You possess the ability to see and interact with ethereal and spiritual entities as if they were physical beings, so long as you will it, and allows you to tame them as if they were a normal creature. Training can allow you to selectively apply the effects, allowing you to touch a spiritual creature but leaving them unable to touch you themselves. This also allows you to potentially learn to channel or expel spirits from the living, as well as giving you an affinity for spiritual creatures.

Protected Soul (100cp): You have significant protection against any attempt to attack made against your soul, attempts to possess you, and abilities to subvert your will, making you effectively immune to such attacks unless you allow them through, even if they are indirect. Additionally, you find that, while the benefits of corruption (if any) still accrue, you will never suffer the negative consequences of such corruption nor will you qualify as corrupted in any manner.

Common Sense (100cp): You have common sense. You don't get caught up in your head and can come up with simpler solutions to things rather than something more complex and convoluted. You are also able to recognize bad ideas or when you're getting caught up in something that would lead to a bad idea. If you could think about it and come up with a better idea when calm, you will think of it even when stressed.

Grounded (100cp): You always seem to remain a very down to earth and well adjusted individual. No matter how much power you obtain, no matter how inhuman you become, you will be able to retain your sense of self and identity. You will never go mad with power or lose sight of your roots. You can even induce a similar effect in the creatures you train and/or tame.

Nomadic (100cp): Tamers aren't always ranchers that have settled themselves in one specific location, sometimes, they travel across vast stretches of land to achieve specific goals, maybe simple exploration, maybe as a trial, but regardless, travel is something they deal with. Travel is simply easier for you, seeming to avoid the worst of the discomforts of travel. Mud won't hinder you, biting insects and pests will leave you alone, and you will simply cover more distance as you travel, as will anyone traveling with you, regardless if you are in a vehicle or on foot.

A Learning Experience (100cp): You, and your tamed creatures, are not discouraged by failure. Failures instead act as a motivator to do better and help the learning process and helps creatures you have tamed to keep their enthusiasm intact. Additionally, any failures you or your tamed creatures make while learning or training will rarely result in significant injury and will never result in permanent injuries.

Ideal Host (100cp): Your body, spirit, and mind are perfect for hosting any sort of creature that can form a symbiotic, mutualistic, or even parasitic bond with another being, providing them the perfect environment to grow. You are also immune to any downsides from such bonds, be they physical or otherwise, and may gain some measure of benefit even from normally parasitic creatures.

My Demons (100cp): The mind is an unusual place, one that can have its own creatures. You are able to lucid dream and explore your own mind while you sleep or through meditation, which you gain some skill in. In your mind and dreams, you are able to find and tame creatures based on your own psychology, traumas, dreams, and subconscious likes or dislikes, which you can then summon should you possess the ability to do so. These creatures are weaker than you are as they rely on your own power to exist, but they are supremely loyal and return to your mind if they would die or be banished.

Friends in the Making (100cp): You have a talent for building friendships with others, a natural and easy charm that just makes it easy for you to integrate into the lives of others and allow them to integrate into yours. You make friends easily, are naturally a little more charming, and know how to maintain a friendship as if by instinct. This even applies towards non-human creatures, allowing you to befriend animals and monstrous beings as easily as you could one of your own. This also means you can befriend creatures through combat, if you beat them, they will gain some degree of respect for you, assuming they are not significantly weaker than you.

Combat Trainer (100cp): While not all tamers are focused on combat, a great many are, using their tamed beasts as supporting fighters or even as the main fighters in the world. You are able to bring out the combat potential of your tamed creatures and grant them some level of combat instinct even if they would normally be docile creatures, without harming their ability to act outside of combat situations.

Service Creature (100cp): You know that combat isn't everything, and that is reflected in how you can train your tamed creatures to help with non-combat tasks. You know how to turn even the most destructive of abilities a creature has towards something less destructive. You can also train creatures to be viable service animals in the same way a dog could be trained as a service dog. This includes search & rescue, drug sniffing, or tracking.

A Familiar Friend (100cp/200cp/300cp): A staple of magic using tamers, you have acquired the ability to spiritually bond with a creature you have tamed to turn them into a familiar.

For 100cp, you can bind only small beasts, nature spirits, minor demons, and similar creatures as your familiar. You can share the senses of these familiars, speak through them, and use them as a conduit for your magic to have a spell originate from them instead of yourself. They also have their intelligence boosted and are more loyal to yourself.

For 200cp, you can bind stronger creatures, such as wolves, varieties of lesser fey, elementals, and similar creatures. These familiars will have the previous benefits as well as giving you a minor boost to your own abilities related to the creature you have bound. Your familiars are also more durable than they would normally be.

For 300cp, so long as you have the power and will, you can bind any creature as a familiar. These familiars will have the previous benefits as well as provide you with a number of magical abilities or enhance certain magics. Your familiars can grow in power and ability if you imbue them with magic, temporarily or permanently.

Regardless of what tier you purchase, you start able to bind a half dozen familiars, but can grow this number over time as you acclimate to having more familiars.

The abilities granted by your familiars do not stack, they overlap.

MonTech (200cp): You are extremely familiar with technologies and/or magitech that interact with creatures of all sorts, from items that that allow you to capture and store weakened creatures to folded space for backpacks that are larger on the inside, healing stations that can bring a creature from the brink to perfect health once more, and much more. Your intelligence also gains a significant boost, roughly enough to push you to genius levels of intelligence.

Veterinarian (200cp): You have a great deal of knowledge in regards to medicine, anatomy, and biology in regards to a wide variety of creatures covering most any type of creature you could potentially encounter and tame. Even if you do encounter something entirely new and outside your range of knowledge, you can use your existing knowledge to quickly come to a similar level of understanding of their medical needs. You also have a fair bit of instincts in regards to such medical knowledge and how to apply it outside your field of expertise.

Synchronization (200cp): Beyond simple teamwork is the point where you and your tamed creatures just seem to flow naturally around each other to better emphasize each other's skills and abilities without getting in each other's way. This comes with a sort of proprioception that extends between your creatures and yourself, allowing you to sense each other in the same way you'd sense your own body, as well as getting a read on each other's intentions, making it incredibly easy to read each other. Without proper training in teamwork, however, this still can only go so far before it becomes an issue. This won't just extend to your tamed creatures, but can be established with anyone you work with long enough.

Skill Sets (200cp): You have the ability to help a creature to form what is known as a Style. A Style is a sort of stance, mindset, or minor transformation that can be adopted to emphasize certain traits and skills the creature possesses at the cost of some of their other traits and skills. A creature can have multiple Styles known in most cases, but will normally only be able to use a single style at a time. Particularly talented, intelligent, well-trained, practiced, and/or powerful creatures can potentially adopt two or even three Styles at once.

Monster Armory (200cp): You are able to transform a willing creature into a weapon, piece of armor, shield, or other piece of equipment. This is a full transformation of the creature into whatever piece of equipment they take the form of that is designed to fit you but has a form and set of abilities based on the creature, its own abilities, and its personality. An aggressive creature with electrical abilities will be very different from a tactically inclined, battlefield controlling creature with smoke based abilities.

Once this is used on a creature, they are able to transform back and forth between the two forms at will. Over time, they may learn to adjust this form or transform in such a way that their armor form wraps around their intended user instead of needing to be put on manually.

As long as one piece of the monster is in place, it can recall its armor/weapon form back to the rest, making it impossible to lose pieces. Damage done to the weapon or armor form does, however, carry over.

Monstrous Artisan (200cp): You are incredibly good at integrating the parts of creatures into your crafting, able to meld organic materials into other materials as if they were a similar material, and even coaxing out some of the properties of the creatures used in the crafting, whatever that craft may be. As an example, you could include the proboscis of a mosquito-like creature into a sword to allow it to drink blood, and by incorporating the hide of a hydra, may even allow it to repair itself with the blood it consumes, while incorporating pixie dust may allow it to heal you instead. This also gives you a massive boost in your talents as a craftsman.

Material Extraction (200cp): A special technique that some tamers are able to utilize, you are capable of extracting permanent materials from a creature that is willing, or unable to resist, without causing any actual harm to the creature. If you have a willing dragon, for example, you could extract copies of its scales, bones, blood, heart, or any variety of organs or other pieces. Once you do so, however, the creature cannot provide more of what was extracted until some time has passed proportional to the importance of the part conjured and the amount extracted. Using the above example, scales would recover quickly given dragons shed them naturally, but pulling the dragon's heart would take them a full year to recover from. This does not actually impact the creature's body, just your ability to extract further materials. They'd still have a heart even if you extracted one from them.

Trophy Hunter (200cp): When you slay a creature, you may concentrate its power into a single piece of it and carve it free, preserving it indefinitely and giving it a sort of power all its own, provided to you for your triumph over the creature and still being in a state to collect this part. This is called a Trophy. A Trophy provides you with a passive benefit based on the creature in question, so long as you own it and it is not destroyed. It need not be in your direct possession, simply under your ownership. Trophies that were claimed from weaker creatures and easier hunts will only provide minimal benefits, but the harder the Trophy was to obtain from the creature and the more powerful the creature, the greater the benefits.

Summoner (200cp): You have the ability to form a sort of pact with a willing creature to allow you to summon them at-will with a small expenditure of energy. You can do so in two different ways, either summoning the actual creature, with all the risks that entails, or summoning a copy of them. Summoning a copy of a creature means that the creature itself will not experience anything the copy does, nor will it gain any benefits from winning the fights, and it requires you to sustain the summon with your own energy, however, it will protect the actual creature from any harm that befalls the copy.

Crossbreeder (200cp): Breeding creatures is a fairly common thing for tamers, whether simply trying to get more of the creature or selectively breeding for specific traits. While you are a skilled breeder in the traditional sense, you possess something a bit more interesting. You have the ability to allow vastly different creatures to interbreed and produce viable offspring with the qualities of both parents, as well as possibly developing unique characteristics from the combination of the parents' traits. As a final benefit, you can allow creatures to lay eggs to allow their offspring to develop externally, useful for allowing a smaller mother to give birth to a larger hybrid.

Armorsmith (200cp): You are able to create special items called Armor Shells that, when imbued with energy, will merge with a creature to create an empowered and armored form. These items are able to promote certain elemental, mental, physical, or talent-based qualities based on the materials used in their creation, which help to shape the transformation. Otherwise, they simply bring out some of the latent potential of the creature they are used on. The power increase from these items are less than that granted by Unleashed Power or Induced Metamorphosis, but is easier to use and access for any creature without needing energy.

Memento (200cp): Very rarely do creatures live longer than their master, most dying after only a decade or two, and yet, the emotional bond built up isn't severed by this death. When a creature you have tamed and formed an emotional bond with passes, either through natural causes, an accident, or enemy action, so long as it wasn't orchestrated by yourself, they leave behind a Memento, a small trinket or token that carries a piece of their soul. A Memento can substitute for the creature for any of your perks or abilities, such as Burst Fusion, Monster Armory, or even Familiar Binding. A creature that can revive itself (such as a phoenix) cannot provide a Memento unless it is permanently killed and one that is revived cannot provide another Memento.

On The Shoulders of Giants (200cp): Tamers are often significantly weaker than the creatures they tame making it a precarious prospect to go after larger, more dangerous creatures. You are able to ingratiate yourself to beings that are stronger than you, getting them to like your company more easily and earning their trust with exceptional ease. They will come to see your advice as valuable and will see you and your actions in the best possible light. As a final benefit, you read as being as powerful as the strongest creature you have tamed, your abilities that scale off your strength scaling off of the strongest creature you have tamed.

Watch & Learn (200cp): An odd technique that allows a tamer to let their newer tamed creatures catch up to those they already have, you have the ability to impart some of the experience of a creature to those watching what is garnering that experience, allowing them to develop some of that experience themselves, as if they were doing it themselves. This does, however, require you to use some of the energy from Tamer's Gift as fuel or reduce the experience gained from the creature doing the task to grant it to those watching.

Tamer's Support (200cp): A tamer is usually weaker than the creatures they have tamed, however, they are still able to support their creatures. You have access to some means of empowering your creatures, be it a series of techniques, a series of concoctions you can create, or simply just the power of friendship. Taking just a few moments to focus, concoct, or to cheer on your tamed creature, you can give them a boost in one of their 'stats' for a period of time. This can be used multiple times to provide more significant boosts, but may tire your creature and/or yourself if overused. With research, development, practice, and enough time, you can develop other ways to boost your creatures, such as giving them small utility modifications, providing multiple boosts at once, or increasing the number of times you can use it and your creatures can sustain before it negatively affects them.

Monster Equip (200cp): Your creatures have a sort of 'equipment inventory' that you can access and slot in pieces of equipment into. This can vary based on the creature itself, but generally speaking you can give them a weapon, armor, and two accessories by default, which do not reflect on their form unless they want it to. If they do reflect on their form, then they are adapted to their biology and allows them to utilize that equipment regardless of the original form of those pieces of equipment. As an example of an expanded 'inventory' that a creature could access, a creature reanimated from a fossil could have fossils of the same type equipped to provide a boost to their base abilities based on the quality and special traits of the fossils themselves.

As an added bonus, you gain your own 'equipment inventory' that you can use in much the same way as the above. You can expand on this with any form of 'inventory' possessed by the creatures you have tamed.

Manifest (200cp): You have the ability to allow something immaterial to take on a material form, temporarily or permanently at your discretion. This grants them a full body that reflects their self image with a degree of strength and power based on the creature itself, though they are often physically less capable than they are in the supernatural sense. To do so, they need to be either willing or unable to resist and you need to spend some of the energy from Tamer's Gift, proportional to the strength of the creature being manifested and the duration of the effect, with a significantly greater cost if this is meant to be permanent. Digital entities, planetary spirits, ethereal beings, thoughtforms, and similar entities are all able to be manifested in this way.

Anthropomorphize (200cp): This is an unusual ability you possess, jumper. With an investment of energy from the Tamer's Gift perk, you can give a creature the capacity to take on a more human-like form and ability. By default, this is limited by the level of understanding the creature possesses, the more they think like a human and can understand them, the more human-like the resulting form. A creature that gains more understanding of the human condition does not automatically gain the ability to become more human-like, instead requiring another investment of energy beyond the initial investment.

This transformation is by no means permanent, the creature can choose to shift between their original form, their human-like form, or anywhere in between the two forms.

Awakening (200cp): Not all creatures are smart enough to be properly trained, so a technique was developed to make them more easily trainable by bolstering their intelligence. You can imbue the energy of Tamer's Gift into a creature to expand their mind, allowing them a greater capacity to learn and understand. The normal technique won't quite grant them reason on the level of a human by default, simply making them a bit more animally intelligent and cunning.

You, however, have gained the ability to keep on going to the point you can grant a creature human level intelligence and the capacity to reason. You can also direct this towards a specific sort of intelligence, such as giving them a similar mindset to humans or allowing them to develop in more alien patterns. This takes considerably more energy than the default technique.

If you also have Anthropomorphize, you can instead shift a creature's mind to be closer to that of a human and grant them some degree of humanity in their own right. This can break certain conditions within them, such as an AI-powered robotic creature being able to develop past the constraints of its AI restrictions to take on a more human-like mindset.

Symbiotic Integration (200cp): Any creature that uses you as a host, including most diseases, can be integrated into your body and become a full part of yourself, maintaining the life of the creature and your own health as the creature becomes a part of you. You can choose to keep the mind of the creature separate and able to speak with you telepathically, suppress it for as long as it is integrated, or destroy it entirely if it is too antagonistic to keep around. Any benefits they provide are enhanced and even those that don't normally provide a benefit of their own will do so under these circumstances. You can, at any time, reverse these effects, so long as the mind of the creature isn't completely destroyed.

Creature Synthesis (300cp): Well now, isn't this interesting. You have the ability to encase an object, substance, essence, energy, or collection of such things in an egg-like structure made from the energy from the Tamer's Gift perk where they will slowly transform into a creature with the traits of whatever is contained within the egg. The more complicated the mix, the more potent the individual components, and the stronger the creature to be made, the longer it will take to incubate and, eventually, hatch, though it requires a minimum of a month by default. You can use the energy from the Tamer's Gift perk to accelerate the incubation period.

The eventual strength of the creature is based on the quality of the materials used in their creation, the amount used, the energy invested, and the length of time they are allowed to incubate past when they would normally hatch, though this suffers from diminishing returns for all but the quality of the materials used. The egg can remain unhatched indefinitely, allowing you to store the creature until you need it. Hatching it requires an infusion of energy or a set condition to be met.

The resulting creature will be an infant and must grow into its full power. It is also untamed to start, though with it being a baby, it is easier to tame it than if it were a wild creature. You can invest more energy into the hatching process to accelerate the creature's growth, potentially allowing you to have its full power from the start, however, it is still untamed and lacking in experience if you do.

Additionally, you may use any perks you could use on a creature on the egg, imparting the effects directly into the resulting creature before it even hatches, though this does not allow you to tame the creature prior to its hatching. This also allows you to effectively shape the creature.

Finally, you have a strong, general affinity for techniques to create various creatures, regardless of how, and find that such techniques and abilities simply work better for you.

Arena Trap (300cp): In some worlds where tamers exist, creatures and/or tamers are able to create specialized battlefields, called Arenas, where they can fight without damaging the environment. These can range from full dimensional pockets to merely a border where the effects of their fight cannot bleed over from, stopping an earth rending attack from damaging more than what lies in the Arena.

You have learned or gained this technique and can now create your own Arenas. By default, you are simply able to create a border for a battlefield to stop attacks from escaping the boundary and that prevent easy fleeing. However, with study and practice, you can potentially develop specialized arenas that may favor your own creatures, weaken your opponents, or overlay an environmental effect on an area.

Simple Arenas, like the default one, can be set up quickly and easily, more complex ones, however, may require more time, preparation ahead of time, or an investment of energy from the Tamer's Gift perk to set up. For example, an Arena that mimics a volcanic environment may require you to craft an object over the course of a few hours to quickly deploy it later or spend a considerable amount of energy, but could not be deployed quickly without them.

Induced Metamorphosis (300cp): If a creature has enough energy pooled in itself from the Tamer's Gift perk, you can use it to induce a metamorphosis that will emphasize the features and abilities of the creature and possibly generate new ones given certain requirements are met. Some may require an extra catalyst of some sort to aid in inducing these changes, such as a special crystal aligned with a certain element or possessing a certain ability that helps bridge the gap between one form and the next. This transformation can drastically increase the power of the creature and unlock more of their potential than they otherwise would have.

Alternatively, you can give the creature the potential and allow them to induce their own metamorphosis once they reach the point where their energy pool grows enough and they desire to transform. This also allows them to shape their evolution with how they live after they gain this potential.

A creature may only benefit from this a few times before going any further does nothing for them, this can be anywhere from one to five times depending on the creature.

Unleashed Power (300cp): By tying your own life force and energy to another creature you are able to put it through a sudden and drastic transformation, similar to those of Induced Metamorphosis, except they are temporary in nature. This has an initial drain on your stamina that is fairly significant and a smaller, but constant, drain on the creature affected by this ability, though training can reduce the strain on the creature you use this ability on. This will naturally last a few minutes before it fades unless you feed it more power to sustain it or the creature forces it to remain active, increasing the stamina drain on themselves.

If you don't share a strong bond with the creature you use this on, you may cause the power begins to run wild and cause heightened aggression and an inability to recognize friend from foe. Training and deepening your bond will reduce the chances of this happening until it becomes an impossibility, the creature having complete control over themselves and the added power they were granted.

You can use this on yourself to induce a similar transformation, draining either your stamina or the energy collected with the Tamer's Gift perk for the initial and sustained cost.

Burst Fusion (300cp): You are able to synchronize with a creature in order to induce a transformation, similar to what is used for Unleashed Power, except that you and the creature transform into a composite creature. You are in control of this combined creature but also carry the instincts and training of the creature you are fused with for the duration of the fusion, which lasts a few minutes as a baseline, but it grows the greater your bond with the creature you are fused with.

You can choose to take a backseat on the fusion instead of being in control yourself, allowing you to regulate the fusion directly and help keep it stable, possibly allowing it to last longer and gain additional power. If you fuse with a creature intelligent enough to do this, they can learn to do so when you are in control of the fusion.

With training, you may be able to fuse with more than one creature at a time, however, this is a straining process for you unless the creatures you combine with have a strong bond of their own. You can train to reduce the strain on yourself or use the energy collected with the Tamer's Gift perk to stabilize the fusion.

If you have Trophy Hunter, you can use a Trophy as the focus for this instead of a creature.

Unity of Form (300cp): Tamer and creature are not the only ones that can form close bonds, sometimes, one creature will form a bond with another, and if they are close enough, or well trained enough, you can induce a fusion between the two creatures similar to the one you induce with Burst Fusion. However, unlike with Burst Fusion, both creatures share the body while the fusion is in place, with the two minds getting close enough that they are almost of one mind and are unhindered by the dual nature of their combined mind. This can actually be an advantage as it allows them to shrug off mental effects more easily, motivate each other, and synchronize instincts so that they don't get in each other's way.

If the creatures hold a close enough bond, they can be two minds functioning as one and allow them to maintain the fusion indefinitely, creating a semi-permanent fusion that only ends when they choose for it to end.

Alternatively, you can spend the energy from the Tamer's Gift perk in order to make it permanent and completely fuse the two creatures, mind, body, and soul. If you force this, however, the two creatures may form a dissonance that can lead to long term issues for the resulting creature.

If you also have Burst Fusion, you can sustain that fusion indefinitely.

Monstrous (300cp): The creatures that most tamers interact with are vastly more powerful and have more potential than any human, and sometimes, a tamer will see this and wonder if a human could have that potential. Whether you are actually a hybrid through some means, be it natural birth, scientific experiment, ritual, or otherwise, or you are simply an outlier of humanity, you have gained the heightened potential that the creatures possess. As your mastery of a skill grows, you can develop more supernatural applications for that skill, and you can use your combined mastery of multiple skills to develop supernatural abilities based on all skills involved. This allows you to constantly improve your skills, even if by all rights you should have hit your peak, in fact, you have no peak and can always find a way to progress and grow. This applies to all of your abilities, not just your skills.

Prestigious Restart (300cp): This unique ability allows you to reset a creature's capabilities to an earlier level of experience in what is known as a Prestige. This gives them back all of the spent energy from Tamer's Gift to them which is then used to permanently improve their potential, increasing their rate of growth, enhancing the ceiling for their growth, and allowing them to learn more quickly. Undergoing a Prestige does not reset their actual skill levels. Trained teamwork and ways to use their techniques are maintained, even if they lose the physical ability to use those techniques from the reset in their base capabilities.

In videogame terms, Prestiging resets the creature's level back to 1st level with a boost in their stats, stat growth, and the rate at which they acquire new skills and abilities.

Additionally, you can use this ability to reset specific skills, abilities, or perks, improving the recipient's talents with them directly and allowing you to pick new options for the ability if it allows for a choice.

Finally, you can use this ability on yourself and others, not just on tamed creatures.

Monster Arts (300cp): You are gifted with the power to learn the abilities of monsters, starting weak but eventually able to reach the point you can utilize them at the level of the monsters they are native to. This requires you to gain some measure of understanding of the ability, meaning you need to have the monster either teach you the ability of their own accord, observe the ability in question, or defeat the monster to extract a bit of the monster's own understanding, as well as spend a bit of the energy collected with the Tamer's Gift perk. By learning the same ability from multiple monsters you can improve your understanding, and thus the strength and potential, of the ability and improve how easily you can use it.

These abilities may be passive improvements, such as gaining a denser musculature that improves physical strength and durability, or an active ability, such as being able to heal others at the cost of becoming fatigued. However, you can only maintain a relatively small number of such skills from each category. Baseline, this is five of each, though you can develop the ability to maintain more given enough physical and mental conditioning to refine your capacity for them. Alternatively, you can use the natural pool of energy generated from the Tamer's Gift, not the collected form, to expand your abilities if you have enough gathered.

You also gain the ability to convert a large amount of the energy pooled in yourself with the Tamer's Gift perk, not the collected form, to create a reserve of regenerating power to fuel the active abilities you learn rather than having them tire you out. This can be used in place of other forms of magical energy and is effectively a generic magical energy you can use for any of your supernatural abilities.

You cannot use a Tamer Token to gain this perk.

Seal the Beast (300cp): Not all creatures are friendly, some are violently opposed to humanity, some are uncaring of others, and some are little more than walking natural disasters. When these creatures attack, often the only way to stop them is to seal them away. You know the methods used to seal a creature away into an object or person, either partially or fully, though the details may vary greatly from creature to creature. A creature that is fully sealed away is able to perceive their surroundings, may exert some influence on the object or person they are sealed into, and apply some of their traits to what they are sealed into. A creature that is partially sealed, however, takes on a much weaker, and often smaller, form that acts more like a normal creature rather than a force of nature.

Sealing a creature in an object can cause it to take on some of the traits of the creature, such as a fire-aligned creature with blue flames sealed into a lantern turning the lantern's flames the same shade of blue, as well as acting as a conduit for the sealed beast's power, making it act much like a magic item. A fully sealed creature can give this object a sort of curse if it doesn't like the wielder and, if the object is overused, may break, freeing the sealed creature. A partially sealed creature can be gifted some of its sealed power from the object by the current holder of the object. However, should the creature ever gain possession of the object that contains it power, it can slowly extract its power out and return to its prior form if it so desires.

Sealing a creature in a person, on the other hand, would allow that person to converse with the sealed creature, draw on some of the creature's power to use for themselves, either forcefully or with the aid of the creature, and improves some of the physical abilities of the host. The creature is, however, able to exert some level of influence on the host's personality and development, restrict how much power can be drawn on, and speak to their host even when the host doesn't wish to hear them. The creature may also fight the host to try and escape, which may be more effective if the host is drawing on their power or is willing to help them leave. If, however, the creature begins to like their host, they may be able to offer additional power to them.

With time and practice, you could improve upon or change how the seals manifest and work overall. This could, for example, prevent the host from conversing with the sealed creature unless they meditate to do so or automatically draw on the power of the sealed creature to form a pool of power they can use freely without a risk of the creature trying to break free.

You cannot use a Tamer Token to gain this perk.

Items

You gain two additional Tamer Tokens that can be used in this section only.

A Place in the World (Free/100cp/200cp/300cp): Not so much an item, but not quite a perk either, this option gives you a place in the world. This gives you access to a history in this world, however sparse it may be, along with just enough memories to allow you to fit in and any paperwork necessary to prove you exist in the setting, if that's a thing. However, if you want something more, you can spend additional CP or a token to do so.

For 100cp, you gain access to a small, but comfortable, home, improved knowledge of your starting location, people that you will know and have friendly relations with, and enough of the local currency or resources to get by, along with a job to make more if you are so inclined to such things.

For 200cp, you gain a larger home that is able to house a small family, more knowledge of the world at large, rather than just your starting location, trustworthy friends and allies you can call on for help or favors, a bit more of the local currency, and a source of income that doesn't require you to invest much time, though it isn't entirely passive, needing your input every now and then.

For 300cp or a token, you gain a full on mansion with servants (which will act as followers going forward if you wish), even greater knowledge of the world at large, including the sociopolitical state of the world, a great deal of allies and friends, as well as some measure of political influence, coffers that carry a great deal of starting wealth, and an incredibly reliable source of passive income. This may come with noble title, if you so choose.

Each jump after this one, you can choose to apply these effects to your origin, even drop in if you were to so choose, though this would be limited to more academic knowledge and people that are more contacts or hirelings than proper friends and allies. It is enough, however.

Regardless of what level this is purchased at, you can choose the specifics of your history and origin within the bounds of the tier you purchased.

Hat & Goggles (Free): Not actually a hat or goggles, but a signature accessory that has a quality that ensures anyone that sees it recognizes you, so long as you are the one wearing it. It also provides a minor boost to tactical thinking when put into a certain position such as turning a cap around or putting a pair of goggles over your eyes.

Travel Pack (Free): A simple-seeming backpack made of canvas and/or leather. It never seems to weigh more than the materials it's made from, the things stored within never weighing it down in any way. A useful feature given how it can store much more than its size would suggest, having the capacity to hold as much as an eight by eight by eight foot room. When you reach into the pack, whatever you were reaching in for will always be right there and will be in just the right position to be easily pulled from the pack itself.

The travel pack also includes a full set of camping gear, complete with a tent, bedroll, tarp, pots and pans, water filter, and solar battery that can power small devices. These can be stored in or on the backpack with out taking up any space or adding any weight.

Feed Bag (Free): A simple seeming sack full of food fit for consumption by a wide variety of creatures, always providing just the right level of nutrition and having a pleasant, if bland, taste. It can be mixed into other forms of food to improve the nutritional value while also improving the taste. It restocks weekly and has enough food inside to feed up to ten creatures the size of a horse for a full week. It can also store foods you place in it without it going bad, preserving its freshness. The feed from this bag can be eaten by any creature, including humans, safely.

Toys & Games (100cp): You have a variety of toys and games ranging from the simple to the complex that are guaranteed to be fun for any creature you've tamed, helping to relieve stresses put on them while also building up physical and mental abilities to a degree. These toys are particularly durable and are safe for the creatures that use them, including being impossible to cause any kind of harm with them.

Capture Device (100cp): Taming a creature can be difficult if it is unrestrained, so these special devices were created to help you capture them. The specific form of the device is up to you, but they are universally handheld and can be easily stored, whether they're cards, balls, disks, or something else entirely. You can use one of these devices to capture a creature that is weak or willing to putting them into an internal environment. The creature itself is rendered into an energy form by default but you can choose another method if you wish. Inside the device is an environment that is comfortable for the creature, though unadorned. You can modify these devices to have custom environments within suited to the creature, but this would require considerable skill to accomplish.

Catching a creature with one of these devices does not immediately tame them, nor does it compel them to let you, however, you can speak with and interact with them to a limited degree while they're in the device or you can release them under more favorable conditions to try and tame them directly.

Catalysts (100cp/300cp): These special items hold a tiny bit of energy that makes them capable of interacting with creatures, and each other, in a variety of ways. From spoons bent with psionic power to metallic polishes to stones that carry some manner of quality or element within them. On their own, they can provide a slight boost to a creature while held, such that they give aligned abilities and techniques a bit more power and control or can impart minor aspects to their abilities that wouldn't otherwise be present.

However, these catalysts have more potent uses. They can be used in various crafts to create specialized tools and pieces of equipment that focus their innate qualities, interacting well with the MonTech, Monstrous Artisan, Armorsmith, and Creature Synthesis perks. They can also be used to catalyze certain alterations in a creature that is affected by the Induced Metamorphosis perk or other means of permanent transformation.

For an additional 200cp, you gain access to a special, one-time-use, legendary catalyst that will greatly boost the power of a creature it is used on and makes it so they have no hard cap on their capacity to grow and develop their abilities. You gain one of these catalysts at the start of each jump.

Consumables (100cp): This is an array of medicines that can heal certain conditions, repellants that can keep creatures from approaching, pester balls that contain irritants that can afflict conditions on opponents, and other one time use gadgets that can be used to aid in a wide variety of situations held in a very simple satchel or medic's bag.

None of these consumables are particularly potent on their own, being mostly basic examples. These items will replenish weekly and will include the sort of one time use items that you think you might need in the future or a simple array of staples if you don't expect to need specific items. You can set certain consumables as staples at will.

Laboratory (100cp): A large and expansive laboratory that has all the tools you'd need for scientific and magical pursuits, including an infinite supply of basic and common ingredients, with rarer materials that will replenish themselves slowly, some replenishing after a week while the rarest will only restock once per jump. You can add new materials to this replenishing supply by dumping a good sized portion down a chute in a side room. Everything will automatically clean itself once you are finished with it without affecting what you are still working with.

Pocket Device (100cp/200cp/300cp): A simplistic bit of tech that can identify nearly any monster you come across and provide some degree of useful trivia, as well as being able to monitor the condition of your tamed creatures. It can also act as a smartphone and handheld gaming system with internet access when it is available.

For an additional 100cp, the device gains infinite storage capacity and no longer needs power for its normal functions. The battery can also house as much power as you can put into it, can be charged with the energy collected from the Tamer's Gift perk, and only drains when more advanced functions are used.

For a final 100cp, your pocket device gains access to an app store where you can download and install apps that allow for some level of interaction between the device and various creatures and objects. These can have real, tangible effects on the world around you, given enough power is available.

Portable Cabin (200cp): Rather than a simple tent being present in your Travel Pack, you have a handheld box that can unfold into a full sized cabin able to host up to ten humans with surprising ease in about a minute. This cabin is stocked with raw ingredients for cooking, has a kitchen, several bedrooms, a few bathrooms with full facilities, maintains any upgrades you make to it, and is larger than the outside dimensions would suggest. Anyone inside finds it easier to relax and rest, healing and recovering just a bit faster. Storing it back in its box form is done with the push of a button and takes about a minute, with anyone inside being teleported outside before it closes up. This also upgrades all of the other camping gear to fit into the Cabin.

Ranch (200cp): A large plot of land with a farm and plenty of space for your creatures to reside when not traveling with you, this place is a peaceful one, guaranteed to be safe and secure for your tamed creatures and ensuring they do not wander beyond its borders, regardless of size. It always seems to have enough room for your tamed creatures to reside unless they are large enough to be mistaken for part of the geography. Creatures residing here are calmed and shed stress quickly.

This is a warehouse attachment by default, but you can choose to import it into a jump as part of your starting location at the start of the jump or import it later to have it just… appear. If you keep it as a warehouse attachment but don't have a warehouse, you can access it through a door by using a key provided with this item.

The house from A Place in the World can be incorporated into this ranch.

Token Case (200cp): This small case, able to fit into a pocket, has eight empty slots in it. Every time you, your companions, or your tamed creatures complete a challenge of some variety, such as a sanctioned tournament or a fight with high stakes, you gain a Token. The Token represents the challenge you overcame and can be put into one of the eight slots in the case to provide a small benefit to you, your companions, and your tamed creatures. This is usually a small stat buff, a utility boon of some sort, and an improved connection to your tamed creatures.

You can have any number of tokens, but only eight may be slotted into this item at any given time, and it can take a few minutes after swapping tokens for the new ones to take effect.

The Training Center (200cp): A warehouse attachment that you can choose to import into a jump when you enter it. This facility is a perfect location to train any and all powers, be they your own, those of your companions, or of your tamed creatures, regardless of if they are magical, psionic, technological, or any other descriptor in nature. The facility acts in a similar manner to a holodeck from Star Trek, though with no chance of malfunctioning, allowing you to train virtually anything within its bounds without having to worry about collateral damage.

Morsels of Incentive (200cp): Taming a creature can be difficult without some incentives, and these little tidbits are exactly that. This item takes the form of a pouch that you can pull an array of potential substances from that may be attractive to a creature, from morsels of meat for a carnivorous creature to small containers of oil for machine-based creatures to bits of blank soulstuff for demonic entities.

Giving these morsels to a creature naturally makes them more receptive to your taming attempts and can make even the most violent of creatures just a bit calmer, enough that they may listen. Only creatures that have a true grudge, such as if you were to crush the eggs of a mother dragon, would resist these morsel's effects.

You will still need to actually tame the creature, these morsels are not enough on their own, simply making it easier to do so. Even someone with no experience as a tamer might be able to tame a weak creature using these morsels, so long as they at least try to tame them.

Tamer's Garden (300cp): There are a number of foods that can benefit a monster, many of which can be cultivated and grown like plants, even if they themselves aren't. From berries with natural healing properties to nuts that can boost the physical and mental capabilities of a creature to greens that can promote adaptations normally unseen, all can be grown in this special garden.

You can grow virtually anything in this garden with incredible ease, taking almost no effort on your part besides sewing the seeds and giving them a touch of water. The garden then takes care of their growth from there on out, providing ideal conditions to each individual plant growing within its boundaries. This may even reduce the time it takes for them to fully grow and achieve their full potency.

You can also plant other food-based materials within the garden, even if they are not plants, to cultivate them as if they were plants. You could, for example, plant a hunk of meat to grow a plant that produces bundles of meat instead of fruit to feed your carnivorous creatures.

Beast Hunter (300cp): A tool that bridges the gap between human and creature, this piece of equipment, regardless of what form it takes, imbues you with some of the power of a creature, enhancing your physical abilities, instincts, and potentially providing unique powers and capabilities by unlocking some latent potential within yourself.

As you use this piece of equipment and the enhanced abilities it provides, it will build up the same sort of energy as provided by Tamer's Gift, which you can use in the same way as if it were a creature's. This even allows you to target the item with abilities and powers that'd normally only be applicable to creatures, where the effects are instead granted to the user.

You can even 'tame' this item, which causes it to only function for you or someone you allow to use it. It is not a creature unless you have some way to transform an object into a creature.

Tower of Mastery (300cp): This massive tower is filled to the brim with challenges designed to test a tamer's abilities and skill as a tamer, as well as the capabilities of their tamed creatures in a wide variety of ways, including artful performances, puzzle challenges, combat, survival scenarios, and much more.

By progressing through this tower's many challenges, an individual will receive rewards and prizes based on how well they do and how far they can get, possibly even granting them access to rare materials, medicines, creatures, and the like. Nothing but these prizes and the experiences within can be taken out of the tower. This includes energy built up with Tamer's Gift not being sustained outside of the tower and any uses of Tamer perks that utilize that energy, which are lost on leaving the tower. Only the prizes and knowledge remain. Time within the tower is condensed such that, no matter how long you stayed inside, only a day will have passed outside of it unless you would have been inside for less than a day.

The tower is, by default, a warehouse attachment, however, you can choose to import it into a jump either at the start of the jump, in which case it is integrated seamlessly into the world, or after you have entered, in which case it will simply appear as a new structure.

Pet Insurance (300cp): A simple thing, a way to keep your creatures with you throughout your journey without having to take them as full companions. Any creature you tame, and desire to apply this effect to, comes along with you as a special pet/follower, returning to life if slain after one week and have all health problems they develop removed at the end of each jump, including any underlying conditions that caused them. They can still die of old age, if they so wish, but they are otherwise effectively ageless. Moreover, they are ensured to never forget you and will always be able to recognize you, as well as maintaining any and all training you've given them with no loss in efficiency from lack of use.

Dream Egg (300cp): An eternally unhatching egg that you can feel a steady beat of a heart within and which has an appearance that is different for all who see it. Someone resting their hand on the egg for a few moments will develop abilities similar to those described in this document. If you choose to, you can cause the egg to hatch into a powerful creature that sheds this effect to the entire world, spreading some of these abilities to the various denizens of the world and causing the emergence of various empowered creatures. If you do, you'll get a new one at the start of your next jump. The resulting creature vanishes after it hatches and induces this effect.

You cannot use a Tamer Token to gain this item.

Locked Gateway (500cp): This massive set of double doors planted into a stone altar marked by an equally massive keyhole is a potent artifact. By purchasing this item, you gain the ability to find Keys throughout the worlds you go to, which can then be slotted into the keyhole in this gate. Doing so transports you, and any creatures with you that you designate, to a pocket reality filled with creatures, people, and environs based on the nature of the key itself. These pocket realities are roughly the size of a large country, such as Australia, and are self contained, stable worlds that will not easily be destabilized, and will always seem to be in pristine condition when you return to them.

By default, it comes with a basic hub world Key, which leads to a pocket reality that takes the form of a large nature preserve where your tamed creatures can reside when they are not traveling with you, and a key to return to your current home world (effectively whatever Jump you are in).

Additionally, you gain keys from every Jump you've ever been to and can, once per jump, before a jump starts, you can choose to return to that Jump for a single year. You can save these return visits up and use any number of them when you use one of these keys.

Post-Chain, whether you Spark or not, you can use the Jump Keys to return to the worlds within at will.

You cannot use a Tamer Token to gain this item.

Companions

You may spend your Tamer Tokens to gain +100cp per token that can be spent on this section only.

Recruit Anyone (Free): Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Starter Creature (Free/50cp): Your very own tamed creature. They have a higher than average potential for growth, luck that gives them greater chances for growth, and a friendly demeanor. They are loyal to you to begin with, but may attempt to leave if you abuse them. You can purchase additional creatures for 50cp each.

Import (50cp): You can import a companion, and they'll get 600cp to spend. They also get the 4 Tamer Tokens, same as you got. Each additional purchase doubles the number of companions you can import. With four purchases, you can import all of your companions.

Fellow Tamer (50cp): This option allows you to create a new companion with 800cp and 5 Tamer Tokens to spend, which can be spent the same as yourself. Each additional purchase allows you to create another companion. You can choose the specifics of their appearance and personality, though they are guaranteed to get along well with you.

Drawbacks

Leave When The Story Finishes (+0cp, Toggle): You can leave when you've brought the story to a conclusion. When the "canon plot" ends or is made completely impossible, you can go. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Longer Stay (+50cp): You'll spend 5 more years here. Can be purchased multiple times. Can only provide up to +400cp for an additional 40 years in this jump.

Lesser Start (+50cp): Your starter isn't as impressive as other starter creatures, they may lack an elemental quality, may be below average in ability, or otherwise just weaker than other starters. This can be taken twice, the effects becoming more pronounced. You can take this drawback one additional time for each instance of the Truly Monstrous drawback you have taken. After the jump is over, your starter will regain the power they should have had, and then some, as well as having greatly increased potential.

Lowborn (+50cp): You have little in the way of resources, born and raised on the lowest rungs of society. This will make your time here harder, but it is not insurmountable. An additional purchase will ensure hardships that drain your funds will constantly plague you for your stay, making it even harder to surmount the issues you already face.

Prejudice (+50cp): You will have to deal with a measure of prejudice during your time in this jump, whether due to your gender, your race, or some other quality. This will make your time here harder, but it is not insurmountable. An additional purchase will make this prejudice more intense and lead to some extremists targeting you.

Interesting Times (+100cp): May you live in them. This will make your time here quite a bit more exciting as you will have little time to rest and relax. One event after another will need your attention on a nearly monthly basis. An additional purchase makes this a weekly occurrence and a final purchase makes it nearly daily.

Truly Monstrous (+100cp): Each purchase of this drawback makes the creatures of the world, usually little more than mostly mundane animals, much more dangerous, aggressive, and powerful. A single purchase gives minor array of abilities and a slight increase in aggression. Each additional purchase would increase the danger these creatures represent. This can be taken a maximum of ten times, at which point the creatures would be powerful enough to count more as forces of nature than creatures, and a group of them on a rampage would be the equivalent of an extinction level event.

Limited Roster (+100cp): Normally, having tamed creatures is only limited by space and food available to them, now, however, you have an extra limitation. You are only ever able to have six such creatures traveling with you at any given time, the rest must remain behind, either released, at a ranch, in a digitized form, or otherwise unavailable without accessing specific resources. An additional purchase further limits you to three creatures instead of six. A final purchase limits you to only a single creature at any given time.

Item Lockout (+200cp): You items and resources from previous jumps are locked for the duration of this jump. A second purchase of this drawback leaves your warehouse similarly inaccessible for the duration of this jump. The second purchase only grants +100cp.

Power Lockout (+200cp): Your perks and powers from previous jumps are locked for the duration of this jump and you are reduced to just your body mod. A second purchase leaves you without your body mod as well. The second purchase only grants +100cp.

Companion Lockout (+200cp): Your companions cannot enter the jump alongside you and are restricted to your warehouse until the jump ends. Companions can still be imported, they just cannot leave the warehouse.

Total Lockout (Special): This drawback can only be taken if you have the Item Lockout, Power Lockout, and Companion Lockout drawbacks. If you do, you gain an additional Tamer Token.

Delayed Gratification (+300cp): You don't get access to any purchases from this jump, save for Taming, Creature Care, Trainer of Beasts, Tamer's Gift, Hobbyist, Craftsman, Career Path, Combat Skills, A Place in the World, and whatever freebies you gain from your Tamer Tokens, until after the jump ends. You may work towards learning the effects of the perks you have purchased, however. With an additional purchase, you only gain the benefits of Taming, Creature Care, Trainer of Beasts, Tamer's Gift, Hobbyist, Craftsman, Career Path, Combat Skills, A Place in the World, and nothing else. You can still work towards learning the effects of the perks you have purchased.

Rival Tamer (+300cp): You have an enemy that has a custom build from this doc using 1000cp as well as their own set of Tamer Tokens. They don't like you and want to defeat you, though they don't necessarily want to kill you. Additional purchases can either cause you to get another rival or make one of your rivals willing, and possibly more than willing, to kill you. You only gain points for the first five rivals.

Renown (+300cp): Your abilities and skills don't stay a secret for long, everyone knows what you are capable of and it is easy for your enemies to find out the specifics. An additional purchase gives them a complete dossier of your abilities.

Tamer Wars (+400cp/+600cp): Creatures are often seen as weapons by governments and are exceptionally dangerous in the right hands, and now a war is being fought with them and you may just be caught in the crossfire as a tamer in your own right. For an additional +200cp, you have been drafted into the war effort and must contribute or be labeled a traitor and be hunted by both sides of the war efforts.

Choices

Now at the end of the jump you have one final choice to make... do you go **Home**, do you **Stay**, or do you **Move On** to your next jump?

Notes

As with all of My Generic Jumps, you can import items from past jumps into similar items you purchase here.

As with all of My Generic Jumps, if you have questions about specifics, just use what is narratively appropriate for your story, this is a generic jump and it is meant to be flexible and open ended for interpretation by the Benefactor for the story, and thus the writer of the story.

On MonTech: This perk basically gives you access to all the technology of monster collector games and settings, like pokemon or digimon.

On the Dream Egg: The creature that hatches from the egg is still in the world and completely tameable, being the equivalent of a legendary pokemon. However, it is not something you can instantly tame, so don't even try. Its power varies based on the world it is summoned in, as are its abilities.