Version 2.0
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Generic Alchemist

Alchemy; a science that is as much a spiritual art and philosophy as it is a scientific pursuit, the transformation and refinement of the natural world. From the creation of potions to the use of transmutation circles to the refinement of the body itself, alchemy permeates the world's culture and gives many options to the people of this world. While it may be more or less ubiquitous across the world, it is everywhere in some manner or another.

You will spend the next ten years in this world of alchemy, good luck jumper.

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

The Basics (Free): You have the minimum knowledge to be considered an alchemist. You know how to perform the seven alchemical processes (Calcination, Dissolution, Separation, Conjunction, Fermentation, Distillation, and Coagulation), what the five elements are (Air, Earth, Fire, Water, and Aether), and you know the three reagents (Mercury, Sulfur, and Salt). You also know the interplay of Mind, Spirit, and Body.

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.

Steady Hands (100cp): The processes of alchemy are exacting, and the slightest twitch or wayward pinch of material may result in disaster, thankfully you have incredibly steady hands. In fact, you are an incredibly steady individual in general, able to finely control every movement you may make.

Calm & Collected (100cp): You have the ability to keep a level head and remain calm at all times, even when you are subject to fear, anger, or other extreme emotions, you remain able to think clearly and can keep a straight face under all but the most extreme of circumstances.

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.

A Learning Experience (100cp): You are not discouraged by failure, your failures instead acting as a motivator to do better and helping you to learn a bit faster, roughly twice as fast. Additionally, any failures you make while learning or training will rarely result in significant injury and will never result in permanent injuries.

Philosopher (100cp): You have an amazing ability with debate, oration, and clearly presenting ideas, making it very difficult for you to be misunderstood unless you are deliberately doing so. You also have a knack for finding and asking questions that can, and will, cut to the heart of an issue, can potentially help someone get through a mental hangup, or give some measure of reassurance in their actions.

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.

Nose for Secrets (100cp): You have a knack for ferreting out lost, hidden, forbidden, forgotten, and/or useful information and artifacts during your travels. This makes you an exceptional archaeologist and detective as well as giving you a fair bit of skill in stealth and trapfinding.

Patience is a Virtue (100cp): You can be as patient as you need to be at any given time. This won't stop you from getting frustrated or bored, but will allow you to suppress it to push through those feelings to complete a tedious task or get through an explanation to a particularly dense individual. Additionally, you are immune to the negative effects of social isolation.

Iron Stomach (100cp): You are inured to the foul smells, disturbing sounds, disgusting tastes, unsettling sights, and strange sensations that can come from the pursuits of alchemy. Your senses cannot be overwhelmed by extraneous stimuli in any form and your ability to feel disgust from these sensations can be suppressed as will. This ensures that you will not feel sick from anything your senses perceive.

Keep It Clean (100cp): When any bit of contamination can have drastic results in the final product of alchemy, usually disastrously so, it pays to make sure your equipment and workspace is clean and sanitized. You are able to render a surface or object completely clean and sterile with a touch. You can use this to clean yourself as well, leaving you cleaner than if you had taken a shower. This also neutralizes any odors lingering on your body.

Safety Minded (100cp): You have a form of danger sense when working on your various crafts, especially dangerous ones like alchemy, that will warn you when something is wrong and give a distinct impression of just how bad it could be. This has the added benefit of making you more knowledgeable and aware of safety procedures for just about everything involved in crafts you pursue.

Potioncraft (100cp): Also known as practical alchemy or alchemistry, you know how to make potions using natural materials that have been put through the alchemical processes. The strength of these potions is based on how well you perform the processes, the quality of the ingredients, and the amount of aetheric power (represented by mental stamina) you invest into the potion during its creation. It is also possible to create variations on potions such as oils, soaps, candles, incense, inks, or candies. You are also not beholden to making the effects entirely beneficial and can, for example, make a poison with this knowledge.

Material Gathering (100cp): An alchemist is, usually, nothing without materials to work with, so you've learned how to get those materials. You know what materials to look for and how to harvest them effectively without harming their quality, as well as where they can most likely be found in any given environment.

Material Cultivation (100cp): You gain the knowledge of how to cultivate the various materials you need, at least for those that can be cultivated, including growing various plants and fungi, as well as how to raise a wide variety of animals that have useful parts.

Grenadier (100cp): You have a considerable amount of skill with explosives, how to make them, implement them, shape their charges, everything you could need to know about the production and use of explosives. This does not, however, cover nuclear bombs or anything in a similar vein. Additionally, you have an exceptionally good throwing arm, able to throw farther and faster than one would expect and with pinpoint accuracy, and for more than just grenades; you're practiced in throwing nearly anything effectively.

Toxicity (100cp): You have the ability to make your potions toxic, pairing a benefit with a detriment of some variety in order to strengthen the benefits of the potion. You also find that your resistance to poison, diseases, and potion toxicity increases with exposure, allowing you to ignore some of the detriments of such potions. This also makes it so that any poison you make or use are faster acting and more intense, if you want them to be.

Substitutions (100cp): Sometimes, you just can't find a hundred year old mountain ginseng or the blood of a two hundred year old dragon, so, you improvise. You can find a viable substitute for even the most rare, obscure, and seemingly critical materials for just about anything that would require such materials. While these materials may be rare themselves, having more options makes it more likely you will find something regardless. The potency of your creation may suffer a bit from these substitutions or may express unusual quirks, with more substitutions resulting in more divergence, but they will remain serviceable to their purpose.

Proper Storage (100cp): Most potions are stored in glassware of some kind, which can be quite fragile at the best and worst of times, making carrying them with you a risk. Not anymore. Anything you have stored on your person will be much harder to break or degrade in any fashion unless you actively want it to break in some fashion. You also know several methods to store fragile objects in such a way that they are much harder to break in general, as well as how to keep them from direct strikes that would break them deliberately.

Controlled Processes (100cp): You know how to accelerate or slow various reactions both inside and outside the realm of alchemy, allowing you to more easily control the processes of alchemy. Heating something in flame will happen faster, unfavorable reactions in a solution will complete more slowly or be stopped entirely, fermenting alcohol can occur practically overnight. The exact rate at which a process can be accelerated or slowed, as well as how precisely they can be applied, is determined by how well practiced you are at doing so. This can be made to persist for a time without you being present, but this, likewise, takes practice.

Pen & Paper (100cp): You are a skilled writer, both in terms of creating manuscripts detailing your alchemical findings and pursuits, but also in the writing of fictional stories. You never suffer from writer's block and can ensure that what you write is evocative and easily understood, relatively speaking, by the targeted demographic. Finally, your books can teach in your stead, adding about a third of your skills as a teacher (and any boosts to teaching speed) to the rate at which one can learn something from your books.

Symbology (100cp): You have in depth knowledge of the symbols, pictographs, shapes, and patterns that carry some measure of meaning and power as well as how they can be used in the process of alchemy or magic. While it is possible to learn them and figure out how to put them together as you go, it is a time consuming process that requires a lot of trial and error, where an error can have severe side effects. You gain an increased skill in drawing and have an eye for measurements in terms of length and angles that would allow you to draw a complex alchemical circle without any tools other than your own hands, eyes, and a drawing implement.

Preservation Techniques (100cp): You have in depth knowledge of several methods to effectively preserve nearly any perishable materials long term without reducing their potency or effectiveness when used in alchemy, as well as how to preserve specific qualities or characteristics while allowing others to decay, if such a thing would be beneficial. This can be easily translated to preserving other supernatural qualities.

Encoded (100cp): It is a common thing for alchemists to hide their notes and insights behind various forms of code and cryptograph to keep rivals from learning what they are capable of. You have a natural talent for cryptography, both in using and solving them, as well as being able to develop simple codes that are surprisingly difficult for other people to solve but is utterly intuitive for you.

Tinkerer (100cp): Alchemists, for all of their associations, are scientists, and any good scientist will know quite a bit about basic mechanics. You have taken that to another level entirely. You have a talent for the construction and utilization of mechanical devices of all sorts, as well as how to create devices that can aid you in a variety of tasks, such as clockwork contraptions that can add specific measures of materials to a reaction regularly.

Medical Expertise (100cp): One aspect of alchemy that is almost ubiquitous is how easily it can be used to heal, with a great many alchemists being known as famous doctors as well. You have an extensive knowledge of anatomy in regards to the human body, mundane medicine, and an understanding of surgical techniques, allowing you to act as a quite skilled doctor or medic. Moreover, you can easily expand this knowledge to other life forms besides just humans, such as animals, fantasy races, or even artificial creatures like homunculi.

Practiced Theory (100cp): The theory behind a skill is often ignored in favor of the practical, slowing the progress of such skills as they lose sight of what is possible for the easier path of what they already possess. You don't have this problem as you come to understand the theory of the things you practice at a slow, but steady, rate as you practice those skills, ensuring you never lose out on the theory behind the skills you practice. Additionally, this passively reinforces your skills so they will never grow dull or rusty.

One Man Workforce (100cp): Alchemists often need to work alone, and yet, they can produce works that may well exceed what entire groups would be capable of. You can operate nearly as well as three people working together entirely on your own, and multitask far better than most people. Additionally, you can easily act as your own sounding board, setting aside your biases to ask yourself the questions another may ask to poke holes in your ideas and aid in the refinement process.

Mastercrafting (100cp): When you make something and actually put a significant effort into it, it just comes out better, as if you had used better quality materials and had better equipment to work with. This improves nearly all aspects of the crafted object, including any supernatural qualities it may possess, as it has the quality of its craftsmanship and materials overcome through skill. If done with superior materials and tools, this can compound significantly to create something truly spectacular.

The Madness Place (100cp): You possess a wellspring of additional intelligence and creativity within your mind, either from direct cultivation or as a byproduct of the alchemical materials you have worked with over the years. You can tap into this heightened intelligence and creativity, however, doing so suppresses your morals, inhibitions, and empathy, and the deeper you drink from this poisoned wellspring, the more this suppression affects you. You can bring yourself out of it, given enough willpower, but drink deep enough and you could become stuck in this state until something knocks you out of it or you chip away at it for an extended period of time.

There is actually a limit to how deep this wellspring goes, acting to, at most, double your intelligence and triple your creativity baseline, however, given time and, maybe, some alchemical adjustments, this could be improved upon, in a number of different ways.

Controlled Release (100cp/200cp/300cp): Your constant exposure to the processes of alchemy has allowed you to develop some ability to manipulate effects applied to yourself. For 100cp, you can to delay the effects of any substance you ingest or temporary magic placed on you until a later time. Once you do, it runs its course normally.

For 200cp, you instead gain the ability to store up the effects of anything you've ingested and can tap into it in as much or as little as you'd like, each forming a "pool" you can draw from until used up. This also works for other beneficial effects that have a limited duration placed on you. Any negative side effects for these pools are reduced.

For an additional 100cp, you gain five slots that you can use to store a potion effect, spell, or other form of temporary empowerment. While in these slots, you can tap into their effects at will and will never run out of the power they offer until you remove them from the slot. Additionally, you are immune to the negative side effects of anything that is placed into one of these slots.

Alkahestry (100cp/200cp/300cp): You are familiar with the fundamental processes of life and living, as well as the flows of metabolic energy throughout the body and how this links to alchemy itself. For 100cp, this allows you to sense your own metabolic energies, as well as how it interacts with anything you ingest or any supernatural effects applied to you. This also gives you surprising bodily control.

For an additional 100cp, you gain the ability to sense the flows of metabolic energy in everything within several meters around you, which can expand over time given training and focus on the practice. You can also use this to sense the lingering energies in alchemical ingredients to determine their properties and how potent they are, as well as aiding in the monitoring of alchemical processes.

For a final 100cp, you have learned to manipulate the metabolic energy you can sense to allow you some measure of enhanced physical ability and healing, the latter of which you can apply to others. This also allows you to speed up, slow down, or outright halt alchemical processes for a time. Finally, this can be used, alongside precision strikes, to block up the metabolic energies to cause temporary, usually harmless, paralysis in your foes.

Alchemist's Physiology (100cp/200cp/300cp): Your body has undergone changes from the application of various alchemical processes over the course of your studies. For 100cp, you need only a fourth the normal amount of food, water, and sleep, as well as allowing you to go four times as long without air before detrimental effects set in.

For an additional 100cp, you become immune to poison and disease, age at a quarter the normal rate to extend your life considerably, and no longer need to sleep. You are also less affected by pain, seeming to feel it as a detached sensation rather than something that can overwhelm you.

For a final 100cp, you gain a minor form of regeneration that allows you to regrow any limb or organ, though this doesn't accelerate your healing, you can survive anything short of your brain being destroyed, you cease aging entirely, and no longer need to eat, drink, or breathe.

Alchemical Potency (200cp): You have the ability to empower the effects of any empowerment placed on you by a factor of five (x5) without reducing its duration. This also allows you to maintain the effects of any empowerment placed on you with your own energy and/or stamina.

Alchemical Persistence (200cp): You have the ability to lengthen the effects of any empowerment placed on you with a duration by a factor of five (x5) without diluting its potency. This also reduces the costs to maintain an effect by an equal amount, making it take a tenth of the cost to keep an effect going.

Renewable Resources (200cp): You have learned a number of unusual alchemical processes that can be used to allow for normally non-renewable resources, such as metals, to be renewed in some fashion, effectively allowing you to treat such materials as a plant that can be cultivated. You also know how to recreate certain magical properties in baser materials to turn them into alchemically active variations.

Material Purification (200cp): You are able to draw out some of the innate properties of a material or substance and allow it to project that property in some small fashion, creating a Pure form of that material. This works best with metals, but can be quite effective with non-metallic materials. While a pure material is in contact with an individual, even through clothing, it grants a few minor abilities, such as Pure Silver having a disease warding effect as well as a bastion against supernatural influences.

Spellvials (200cp): You know a process by which you can create what is known as a neutral catalyst; a potion or other object that carries no effect of its own but is receptive to supernatural powers. By channeling a supernatural ability into the catalyst, it takes on the effects of that supernatural ability. It can also be mixed with a few drops of a potion or a supernatural phenomena to take on that potion's original effects at the same level of strength. You can direct how a spell or supernatural power manifests in this catalyst.

Alchemical Prodigy (200cp): You have a truly prodigal mind, one that is able to process and absorb information exceptionally quickly, increasing your learning speed by ten times what it once was. Additionally, you have a sort of intuition that guides your alchemical pursuits, giving you brief flashes of inspiration and insight that can help you to progress your alchemical knowledge even without a teacher or source of information to draw on.

Artificer (200cp): Alchemy isn't all about potions and transmutation, it is also about the creation of devices that carry the mystical and supernatural qualities put into them. You have learned how to use alchemy to create various artifacts with supernatural effects in a form of enchanting, using what properties you can pull out from the materials and combining them to create something new.

Internal Crucible (200cp): You have the ability to use what you have ingested in order to perform alchemical processes within your own body, allowing you to create alchemical products using only your body as a medium. The resulting product can either be expelled from your body or used to affect yourself immediately on creation. Only materials ingested within the last 24 hours are viable for this. Additionally, your jaws, teeth, and digestive tract are more resilient, allowing you to safely consume and draw sustenance from a much wider variety of materials.

Compounding (200cp): You have the ability to create alchemical compounds, a proper fusion of similar materials that combine and bring out new qualities in a way normal reactions cannot. This takes the metaphysical properties of the materials used in the compound and brings them to the surface, combining the results into an altogether new set of properties, often with supernatural results. While this is easiest with minerals such as copper, carbon, and iron, it can also be used on non-mineral substances such as herbs and solvents, however, this requires considerable practice and a lot of experimentation to even begin to achieve.

Stable Alchemy (200cp): Many of the materials and creations of alchemy have a tendency to be a bit unstable, leading to explosive results when not handled with care. At least by most. When you work with something that is unstable, it acts as if it were stable so long as it remains in your care and possession, to the point even a chemical that can, and will, spontaneously combust for no apparent reason will remain entirely shelf stable so long as it is in your possession, even if you have it jostling around in your backpack. This will last until you choose to let the effect drop or the substance is no longer in your possession.

Receptive (200cp): Any procedure or process you undergo that has even the remotest chance of beneficially enhancing you in some way will succeed, and with far fewer negatives, no matter how remote the possibility should be. They will simply not harm you or lead to death as the chance of success becomes a guarantee of success. At the very worst, they will simply fail to do anything. This would let you swallow an energy field bigger than your head and, if even the slightest possibility existed of you succeeding, survive and benefit from it. You also heal perfectly from any damage done to yourself, be it physical, mental, or physical, so long as you can heal them at all.

Ritualist (200cp): You have the ability to enhance supernatural abilities by adding some level of complexity and pomp to how they are performed, using patterned hand movements, rhythmic chanting, or specialized symbols to draw out, augment, and shape the effects of any supernatural energies, powers, or abilities. The more you add and the more time put into the rituals, the stronger the effect. This can apply even to the brewing of potions.

Nigredo – The Black Art (200cp): You are practiced in the destructive Black Art of Negredo. Negredo, as a form of magic, associates with the concept of entropy and works to degrade anything it comes into contact with, breaking down the bonds that hold something together. Using Negredo, it is possible to unravel supernatural effects, tear down barriers, and reduce physical matter to ashes. Life and metabolic processes tend to hinder the effects of Negredo, but it can still be used to harm with relative ease, both directly and indirectly. Negredo requires physical contact to function, at least at first, and is physically draining to the user. *See Notes for More Details.*

Albedo – The White Art (200cp): You are practiced in the analytical White Art of Albedo. Albedo, as a form of magic, associates with the concepts of divination and observation, granting the ability to see that which cannot be seen, hear what cannot be heard, and similar such abilities, as well as a method through which the information gained from such observations can be sorted and archived to be easily accessed later, forming a sort of magical repository of information that you can grant others access to or access yourself. It can also be used to manipulate your senses or those of others given enough time and training. *See Notes for More Details.*

Citrinitas – The Yellow Art (200cp): You are practiced in the refining Yellow Art of Citrinitas. Citinitas, as a form of magic, associates with transformation, able to reshape and alter the material of a physical object or being in some manner, from keeping a blade sharp through its use to changing one's own face to healing wounds. You can also use it to augment or enhance qualities within an object or individual (yourself included) temporarily, bringing out or hiding features, removing or adding impurities into something or someone, or speeding or slowing certain effects or conditions, proportionally increasing or decreasing the effects, respectively. *See Notes for More Details.*

Rubedo – The Red Art (200cp): You are practiced in the unifying Red Art of Rubedo. Rubedo, as a form of magic, associates with the concepts of unity and harmony, granting the ability to attune and harmonize various concepts and traits together in order to form magical effects, keep balance between opposing forces, and interact with the spiritual in a variety of unique ways. This also allows for the linking of various concepts, and can be used to combine objects, spells, effects, forces, the like to create new effects. This is often mistaken for being part of citrinitas but is more conceptual in nature. *See Notes for More Details.*

Essence of Air (200cp): You have been infused with the distilled, alchemical essence of air. This has granted you an unusual boon for most alchemists; social insight and charisma. You possess a high degree of emotional and social intelligence that makes you a veritable master of social interactions of all sorts, from making long lasting friends to deescalating situations to manipulating people to be exactly where you need them, when you need them to simply understanding what your partner may want before they have to tell you. This even extends to inhuman or alien entities as you are able to shift your mindset to match theirs, allowing you to better understand their wants and desires, as alien as they may be.

Moreover, this comes with a great deal of knowledge and skill into how you can heal the mind, through both mundane and supernatural means, and can do so far faster than even individuals trained to do so without any training yourself. If you were to be trained for such, this would become even more effective.

Additionally, you gain an affinity for air-based abilities and other, related elements such as lightning and sound. You are also fortified against the effects of PTSD, ennui, or depression as your mind is naturally buoyed by the elemental air you are now infused with.

Essence of Earth (200cp): You have been infused with the distilled, alchemical essence of earth. This has granted you the ability to interact with the immaterial as if it were material, and even bring such immaterial things into a permanent, material form. You could, for example, capture the first rays of sunlight of the winter solstice and transform it into a silken material that can then be used in your alchemical reactions as if it were a normal material, or even use it in other projects, given time. Such materials are innately supernatural in nature and will bring that supernatural element into anything made with them, even if they are otherwise mundane.

Moreover, you can condense materials into a more concentrated form, reducing their effective size and making them more stable as a result, allowing the material to persist for far longer than it would in its normal form. These condensed materials are not more potent, per se, but are more concentrated, they are, however, more difficult to work with on their own as their added stability may make them harder to integrate.

Additionally, you gain an affinity for earth-based abilities and other, related elements such as wood and metal. You are also fortified against mental assaults that would normally drive a person mad, such as seeing an eldritch deity, as well as giving you additional willpower.

Essence of Fire (200cp): You have been infused with the distilled, alchemical essence of fire. This has granted you a potent advantage as the essence of fire energizes and transforms you into something more. Your own body is now a perfectly attuned catalyst and focus for any power or ability you possess, exceeding even the most ideally crafted of artifacts designed for the explicit purpose of using those powers. As a result of this, the potency of and control over your powers and abilities are greatly enhanced. This even accelerates thought and reaction time as the impulses from your brain simply travel faster.

Moreover, the individual parts of your body are able to act as an ideal sacrifice or material for rituals, the creation of supernatural items, or as an additional component for any supernatural abilities you may possess. A few drops of your blood could substitute for the sacrifice of a living being in a ritual. This has an empowering effect and can be used as a fuel source, allowing you to use your own flesh and blood to fuel supernatural abilities if you are otherwise tapped out of power to fuel them otherwise. Be careful to use this in moderation as overuse could negatively impact your health and lead to lasting damage.

Additionally, you gain an affinity for fire-based abilities and other, related elements such as light and poison. You are also fortified against any form of mental corruption, such as possession or powers that infect you with a specific pattern of thought, as well as being able to purge such influences.

Essence of Water (200cp): You have been infused with the distilled, alchemical essence of water. This has granted you the ability to better control your body, mind, spirit, and abilities. You are constantly aware of your limits and your abilities, how far they can be pushed safely, how much you can handle going beyond your limits without causing permanent injury, and a better feel for how to manipulate them. This also makes it so you can make your abilities just a bit more flexible than they otherwise would.

Moreover, like water, you can extract that which is useful from influences on yourself while discarding the chaff. You can keep a perspective on who you are both internally and in relation to others and can choose to keep any influences you see as positive while preventing the negative from ever taking hold. This includes people, animals, beings of unknown origin, and even inanimate objects or environments.

Additionally, you gain an affinity for water-based abilities and other, related elements such as ice and darkness. You are also fortified against the stresses that can be placed on a person from rapidly changing circumstances, allowing you to adapt to them more readily.

Essence of Aether (300cp): You have been infused with the distilled, alchemical essence of aether. This has granted you the ability to combine your supernatural powers, their systems connecting and interacting as if they were designed to do so. Energies can be mixed and blended, becoming a unified energy able to be used for any such system and carrying the benefits of each, while downsides are mitigated by each energy that doesn't share such a downside, systems will grow and interconnect in ways never meant to, and even structures of spells can be used in tandem or interchangeably. However, this requires a degree of effort on your part to combine these systems and energies, and the more systems you combine, the more effort you may need to bring into it, at least until you achieve balance in an existing admixture. You can reverse this effect in a similar, though easier, process.

Moreover, should you find an energy you do not have access to, you can slowly develop access to that energy or flavor of energy through exposure and study. For example, if you were to be exposed to a type of magic, either by being in an area saturated with magic or by regularly interacting with someone that uses that magic, you can develop some measure of that energy yourself, though your ability to use it is entirely on you.

Additionally, you gain an affinity for aether-based abilities and other, related elements such as space and soul. You are also fortified against the loss of self that comes from growing beyond humanity, allowing you to retain your sense of self and identity always, as well as the ability to connect to others.

Mind of Mercury (300cp): You have, through methods only you know, or maybe even you don't, infused your mind with the essence of alchemical mercury. This has granted you a greatly expanded mental capabilities and somewhat separated your mind from your biology, effectively rendering your brain a non-vital organ, though one that can be crippling if damaged. You are able to form additional threads of thought, either in a general sense or specialized towards specific tasks, a greater ability to hold complex, expansive, and dynamic images in your mind (enough to let you hold the entire structure of an object in mind down to the atomic level), and genius level intellect that can process information at ludicrous speeds, with enhanced pattern recognition and observational abilities. You can distribute your processing power, at will, across your multiple threads of thought to enhance them.

Additionally, you find that the alchemical mercury infusing your mind has allowed it to heal on its own over time, even allowing recovery from madness induced by mind-bending truths, as well as allowing neurons to regenerate and heal, unlike in most people. This has the added benefit of boosting neuroplasticity.

If you also have the Soul of Sulfur and Body of Salt perks, you gain Tria Prima for free (see notes for details).

Soul of Sulfur (300cp): You have, through methods only you know, or maybe even you don't, infused your soul with the essence of alchemical sulfur. This has partially separated you from the standard flow of the universe in a beneficial fashion, allowing you to manipulate your own place within that flow to a degree. This manifests as the base ability to redistribute your physical, mental, and spiritual 'stats' and attributes at will, such as reducing your strength to enhance your speed and perception or reducing your capacity for one affinity of magic to boost another or similar such effects. However, with some practice, you could also control a degree of where you are in the flow of the universe, such that you could, for example, relocate yourself to a place you could have been had you simply taken a different path than you actually did. This won't change the history of the world, or even yourself, just alter your current placement based on what could have been.

Additionally, you find that the alchemical sulfur infusing your soul has allowed it to heal on its own over time, purifying corruption and shedding it like water off an oiled cloak, and even being able to reconnect if severed from your body for a time, though without something to preserve your body this may cause problems.

If you also have the Mind of Mercury and Body of Salt perks, you gain Tria Prima for free (see notes for details).

Body of Salt (300cp): You have, through methods only you know, or maybe even you don't, infused your body with the essence of alchemical salt. This has enhanced your body to beyond peak levels of ability, granting you strength, speed, durability, endurance, and more that rivals all of humanity that has not broken their limits in a similar fashion. However, this is only the start, you have also gained the capacity for near perfect biological control of your own body, down to the cellular level, as well as enough awareness to make such a capability useful. You can, with this ability, even perform a form of self-biokinesis that can be used to adjust your own biology to your desires. This manifests as the ability to alter your body proportions and control biological processes at will, as well as the capacity to make changes to your genetic profile over time.

Additionally, you find that the alchemical salt infusing your body has accelerated its capacity to heal and provided a rejuvenating effect, giving you a youthful vitality that would otherwise be lost with age and preventing genetic mutation and damage from most sources, even preventing cancer and protecting from radiation.

If you also have the Mind of Mercury and Soul of Sulfur perks, you gain Tria Prima for free (see notes for details).

Living Alchemy (300cp): While alchemy is often related to the refinement of the physical world to be closer to the spiritual, or a way to refine living beings, it is also capable of creating new life or semblances of life. You know how to create golems, homunculi, and chimera using alchemy.

Golems are created by infusing existing materials with a semblance of life, granting them mobility where there would normally be none. Clay, stone, and metals are common materials used for the creation of golems, though this is not the limit. The materials used remain unchanged, simply animated through alchemical processes, leaving them largely unintelligent, often requiring something to control them, which you know how to accomplish.

Homunculi are artificial beings of flesh and blood made from base materials transmuted into biology. Much like golems, they often start as clay, stone, or metal, but are instead converted into a flesh and blood creature that is capable of possessing instincts and thoughts of its own, though they are often reliant on the alchemist that created them to continue existing, rendering them subservient. Advanced homunculi do not suffer from this reliance and may be considerably stronger than a normal person, possessing abilities derived from alchemical principles.

Chimera are beings created by modifying an existing creature, either by merging it with another, grafting the essence or parts of another creature, applying alchemical modifications, or imbuing it with base materials to augment its capabilities. Such creatures remain independent of the alchemist and are often stronger than the creature they once were, but are sometimes unstable or need to learn to utilize their new abilities.

Other forms of living alchemy may exist, however, those are for you to discover and are not granted immediately by this perk, though should you develop those abilities, they will become a part of this perk and backed like the above abilities are.

If you possess the Potioncraft perk, you can also create elixirs, a type of potion that can cause the creation of a golem, homunculus, or chimera, with specific parameters determined during the creation of the elixir.

Transmutation (300cp): You possess the knowledge of transmutation, a form of energetic alchemy that uses symbolic ritual circles to transmute base materials instantly, using your own energies or those of an external source of power to fuel alchemical processes to complete near instantaneously. This is largely based on the circle's construction and your own ability to visualize the final result, including the composition of the materials necessary, though practice can help develop this ability. With a lot of practice, you could, for example, use your arms formed into a ring as a transmutation circle in place of needing to draw a circle.

If you have the Living Alchemy perk, you can use this perk to perform transmutations that can heal creatures or be used to create golems, homunculi, and chimeras far faster than otherwise possible.

Self Refinement (300cp): You have learned how to use a nearly meditative state to apply alchemical properties to your own body, allowing you to refine and empower your body, mind, and soul in some form or another. Using this process, you are able to use this meditation to improve on any facet of your physical, mental, or spiritual nature in some way, up to the limits of your physique, both physical and metaphysical. You can also use this as a method to remove impurities in your body, mind, or soul, removing corrupting influences, diseases, poisons, or imperfections that limit your growth and progress to a degree.

Moreover, this can be used to unlock latent traits, powers, potential, or genetic abilities that would otherwise remain dormant, even allowing you to achieve greater limits than you could otherwise achieve. This can even allow the growth of traits that are normally incapable of growth. For example, in a world where your magical strength is determined at birth, you could use this method to grow your magical strength beyond what you were born with.

Ages Like Wine (300cp): Whenever you make something, regardless or what that something may be, you find that, as time goes on, it seems to simply get a bit better, slowly, almost glacially so, but steadily. Given years of this, a simple healing potion that would just reduce bruising could start to close gashes, and given a few centuries of aging, may even be able to heal even grievous injuries, regenerating whole limbs. This applies to more than just potions, however, anything you create will express this characteristic and improve overtime. And if actively used, they may grow even faster, so long as they are not consumed in that use. Such items also never decay or spoil unless designed to do so. You can choose not to apply this perk's effects to an object as you are making it and will subconsciously forgo it when you want to, even if you would forget to make the choice in the moment.

Enlightened (300cp): You have achieved internal unity of mind, body, and soul in a form of enlightenment, granting you a potent spark of divinity. This spark does not make you a god but grants some of the powers and protections afforded to the divine without the normal downsides, such as vulnerability to anti-divine techniques and weapons or a reliance on the existence of your domain or worshippers to exist. Chief amongst these benefits is that you have more metaphysical weight to your existence and actions, making them just a bit more “real” than they otherwise would be and giving them an advantage when clashing with attempts to counter them or overpower them. This even grants you immunity to things that would erase you from existence, such as a paradox of reality warper.

If you have the Mind of Mercury, Soul of Sulfur, and/or Body of Salt perks, their effects are enhanced and can build off of each other to a degree, allowing for more complex, compounded effects to be created.

You cannot use an Alchemy Token to gain this perk.

Unlimited Potential (300cp): You have broken the limiters on yourself and unlocked your potential through the refinement of your self, in mind, body, and soul. You are no longer subject to any sort of ceiling or cap on your growth and can always find a way to improve in some way, shape, or form. While you may still find diminishing returns, the rate at which such returns diminish will be much less than they otherwise would have been.

If you possess the Enlightened perk, your mind, soul, and body begin to grow with each other. As you develop and condition your body, mind, or soul through various methods, all three will show growth as if they were being trained as well. Additionally, you can focus how exercising in one area affects the others, such as improving your agility leads to developing your soul’s capacity for a certain type of magic and your mind’s ability to process sensory information. This can be as broad or narrow as you desire, though diminishing returns can still occur.

You cannot use an Alchemy Token to gain this perk.

Rebis (600cp): Often seen as the result of the Magnum Opus, the Rebis is an idealized reconciliation of opposing forces within an individual, elevating them to a degree beyond what they would otherwise be. This is represented as the individual becoming a hermaphrodite, with the features of both male and female. This is, however, an incomplete representation as you instead have the ability to choose whether you are male, female, both, or neither at will, biologically speaking, and can mix and match sexual characteristics from both as you see fit. In fact, you can combine any alternate forms you may possess. Due to your nature, you can produce children that are viable, stable, and without defect no matter your partner, even yourself. This includes being able to produce hybrid children by reproducing with other species.

More importantly, however, is your ability to duplicate yourself. You are able to effectively create a copy of yourself instantly and with no loss of ability or power, creating a clone of equal power to yourself, though you share a mind and soul, the additional brains aiding in controlling these additional bodies. At first, you will only be able to create a single duplicate, however, over time and with practice or refinement of your self, you will develop the ability to create more duplicates.

All of your duplicates count as the real you and not when it would be beneficial, and so long as one of your duplicates remains, you will survive, able to make any current duplicate your real self, and doing so automatically if your original body is destroyed. In fact, they are you, the real you, and not, whenever it would be beneficial to you, they count as both your real body and not. You can reabsorb a duplicate at will, even across vast distances.

If you possess the Mind of Mercury perk, you gain the ability to create alternate personalities within your mind, with their own preferences, opinions, and thoughts separate from your own, though still connected to yours innately. You must construct such personalities yourself individually or copy them from another source. You, or your duplicates, can assume one of these personalities at will, with each duplicate able to assume a different personality. Regardless of the personality you create, they will never betray you as they are you, and recognize that even with another personality present. Additionally, this perk has its cost reduced by 100cp if you possess Mind of Mercury.

If you possess the Soul of Sulfur perk, you gain the ability to create templates within your soul that adjust the effective history and training of a duplicate, with their own developed skills, memories, and ingrained habits as if they'd lived an entirely separate life. You must construct such histories yourself individually, though you can also make minor adjustments to existing histories when creating a new one. You, or your duplicates, can assume one of these histories at will, with each duplicate able to assume a different history. Additionally, this perk has its cost reduced by 100cp if you possess Soul of Sulfur.

If you possess the Body of Salt perk, you gain the ability to create templates for alternate forms within yourself, with adjusted physical features and characteristics, as well as stats and even genetics, though remaining you on a metaphysical level. You must construct each such form yourself, taking time and effort, as well as knowledge of what you want them to be, though you can use something else as a basis for this. You, or your duplicates, can assume one of these forms at will, with each duplicate able to assume a different form. Additionally, this perk has its cost reduced by 100cp if you possess Body of Salt.

If you possess the Tria Prima perk, you can combine a constructed personality, history, and form to create a permanent alternate self, that possesses its own soul and mind, which you can either summon like a duplicate or 'birth' as a fully realized being separate from yourself.

You cannot use an Alchemy Token to gain this perk.

Items

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

Glassware (Free): A wide array of flasks, beakers, alembics, and other forms of glassware useful for chemistry, alchemy, and brewing of any kind. Also a massive cauldron that is entirely unreactive to even the strongest of acids known to man, if you want something more large scale.

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.

Library (100cp): A large repository of books related to history, various sciences, mathematics, and other academic pursuits in a variety of languages, both actively spoken and long dead, with translations available. These are all stored and sorted within a building that is much larger on the inside than on the outside. This can become a warehouse attachment in future jumps or be imported as normal, possibly earning you a small stream of revenue. While mostly nonfiction (for the setting they are found in) there are a few fictional stories in their own section, which are guaranteed to be entertaining and match your tastes or those of your companions.

You gain new books added each jump based on the setting you are in, with its own devoted section.

Laboratory (100cp): A fully stocked and ready to use alchemical laboratory, complete with burners, storage containers, disposal units for failed experiments, personal safety equipment, an air scrubber and recycler, and an automatically updating log that takes your observations on an experiment and transcribes them directly. This comes with a basic set of materials necessary for the most common forms of alchemy.

The laboratory keeps any upgrades made to it and can either be imported into a setting as a building or kept as a warehouse attachment.

Harvest Bag (100cp): A leather satchel that is much larger on the inside than its outside dimensions would suggest and always just as light as if it were empty. Any raw material placed into the harvest bag has any and all supernatural qualities preserved as time seems to have less effect within the satchel as it does outside of it.

Additionally, any raw material within can be used as if it were in hand of the satchel-holder, great for material-based spellcasting.

Stasis Cabinet (100cp): A decently sized series of cabinets, large and small, that are fitted with a carefully tuned set of enchantments that allows time to be manipulated within. The cabinets have a number of shelves, each with a few timers and dials that allow you to accelerate or decelerate time, with a button to completely stop, or restart, the progress of time on a particular shelf. This can be programmed to change its current level of time acceleration or deceleration after a specific amount of time. The stasis and time differentials cannot cause any form of harm nor can it block someone from grabbing a stored item. Comes with an instruction manual.

Resources (100cp): You have a constant source of income, whether it's a patron, a business you hold stock in, or something else entirely. Alternatively, you can have a source of raw materials, such as an island that constantly replenishes the materials it has available. Either way, this gives roughly $100,000 USD worth of cash or materials every year per purchase of this item.

Alchemical Armaments (100cp/200cp/300cp): Alchemy has been known to awaken supernatural qualities in objects before, and this has been weaponized in many cases. This tool is one such example. Be it a weapon, a piece of armor, or something as mundane as a lantern, this armament has been subject to an alchemical treatment that has brought out some supernatural quality.

For 100cp, this is fairly basic, either with an infusion of an element/material or a refinement of the object to make it better at its task. Examples of this include a dagger infused with air being lighter and faster, a lantern refined to be more revealing so it undoes illusions, or a breastplate could be used to counter acid if it were infused with a base of some variety.

For 200cp, this is a stronger example, made with specialized materials infused directly into it during the creation process. To use the same examples as above, the dagger would be able to fire off blades of razor sharp wind and fly back to the wielder's hand, the lantern could fire off rays of light to revert a shapeshifter to their base form and cause its flames to lash out, while the breastplate could instead absorb acid and synthesize a resin able to repair itself from damage done to it.

For 300cp, the alchemy used is one that allows for constant growth, refinement, and change within the object. It becomes able to absorb anything able to make the armament stronger and develops new abilities with each new feature it acquires from what it drinks in. This is especially useful with alchemical oils, which become permanent when applied to alchemical weapons such as this.

This may be purchased multiple times.

Potioneer's Cauldron (200cp): A surprisingly light cauldron that naturally brings out and enhances the magical properties of materials placed inside of it. Potions made in this cauldron have twice the yield for the same amount of materials, last twice as long before they spoil, if at all, are generally more stable than they normally would be when it's beneficial for you, and have a slightly higher potency than they would if made with a normal cauldron. The cauldron has a convenient spigot at its base and comes with flasks and vials to store the potions.

Alchemist's Flask (200cp): This simple seeming, erlenmeyer flask has a few unique qualities to it. Firstly, looking through the opening at a material will give you some information on the alchemical properties they have. Doing so with a solvent in the flask will give you information on how it will react with the solvent. Potions can be made using this flask alone, though they will not last long outside the flask. To help with this, the flask can store up to ten different potions with a total of ten doses of each type of potion. You can choose which of these potions is currently in the flask with a simple thought. If you find a stabilizing agent, you may be able to bottle and sell the potions created with this flask, however, without such an agent, the potions only last a few hours outside the flask itself.

Flame Collection (200cp): A collection of magical embers that can ignite into full flame when fed supernatural power. The flames produced are supernatural in nature and can be used to burn away elements within a material or object while leaving the rest of it intact, such as burning away the poison of wolfsbane but leaving the aspect that cures the curse of the werewolf. The embers themselves are only warm to the touch and will not harm the holder when ignited, allowing them to conjure the flames for other purposes as well, such as light, heat, or even self defense. Skilled users have learned to create patterns with the power they feed the flame to control how it manifests. Each ember produces flames with different properties.

Potion Chest (200cp): A simple chest designed to safely store potions, keeping them in perfect conditions to last and not be broken. However, its main feature is a pair of glass tubes on the lid that, if each is fed a potion, will combine the two doses of potion into a single one with the effects of both, whether they have different or identical effects. These composite potions can be further combined, but each one after the first has a chance of the potions destabilizing and spoiling. There are also four slots in the side of the chest that will produce three copies of any potion fitted into the slot after 24 hours, so long as the potion doesn't require exceptionally rare ingredients.

Test Dummies (200cp): Experimenting with alchemy can often require testing the results, and testing on yourself can be dangerous, and testing on others is unethical. These constructs are an answer to the dilemma. The constructs are almost identical to an average human with enough sophistication to emulate a human mind, though they lack an actual mind directly. You can control and alter their specifications to a degree, within the limits of human ability, or emulate a specific person with an injection of blood from the individual to be emulated. This allows the accurate testing of the effects of a particular bit of alchemy on a specific person or type of person. You start with five such constructs and they will repair any damage done with the press of a button on their storage unit.

There are instructions on how to make them and adapt them to other species to, for example, test how a potion would affect a dog or a specific alien species or any number of fantasy races. These instructions are fairly simple and easy to follow, easily adapted. They also give a basic understanding of how to make homunculi, but is not, in and of itself, enough to gain the ability in full.

These constructs cannot normally develop any sort of sentience, however, with jumpchain, you may find a way to do so. If you do, the constructs become followers and can be imported as a companion if you so choose. They are not, however, able to share a slot.

The constructs cannot provide usable parts for any sort of practice, meaning you cannot take off a limb to use as a replacement for someone else, harvest organs, or otherwise gain useful materials from them.

Prima Materia (300cp): Also known as Quintessence or Chaos, the prima materia is a substance aligned almost exclusively with the element of aether, taking the form of a clay-like substance that seems to be all colors at once and an almost airy texture as it feels nearly weightless. The Prima Materia is able to act as a substitute for almost any substance used in alchemy as it takes on the properties of the substance necessary, though it can only be used to substitute for a single substance in any particular form of alchemy. This can even substitute for exceptionally rare materials or provide a bit of spiritual presence to what is made with it.

You gain a small, regenerating supply of this clay-like material. How much is needed for any particular substitute is determined by the properties it needs to duplicate.

Elemental Spirit (300cp): Alchemy has four elemental spirits; Sylph for Air, Gnome for Earth, Salamander for Fire, and Undine for Water. You gain a bond with one of these spirits, chosen when you purchase this item. This bond allows you to summon the spirit and access some of its power as it resides within your soul, granting you the ability to manipulate the associated element. It can also possess a weapon you wield, enhancing it with its element.

If you have the Essence of Air perk, you may gain Sylph for 200cp instead of 300cp. If you have the Essence of Earth perk, you may gain Gnome for 200cp instead of 300cp. If you have the Essence of Fire perk, you may gain Salamander for 200cp instead of 300cp. If you have the Essence of Water perk, you may gain Undine for 200cp instead of 300cp.

You may purchase this item multiple times, once for each elemental spirit.

Elixir of Life (300cp): A tiny phial of glowing, clear liquid that is the elixir of life. By ingesting this liquid, a person's aging ceases entirely, they are returned to the prime of their life, and they become immune to disease. On top of this, if the drinker would be killed in some fashion, they will return to life once, the effects of the elixir spent and the benefits lost until they drink a new phial. You gain one of these elixirs every ten years.

You cannot use an Alchemy Token to gain this item.

The Emerald Tablet (300cp): An elaborate stone slab that has ancient writing printed onto it, explaining the basics of alchemy in a long dead language. Someone reading from this tablet will gain the power of an alchemist and develop abilities similar to those described in this document. If you were to read the tablet aloud, something you can do instinctively despite the dead language, the power of alchemy would spread to some of the people the world and grant alchemical abilities to them similar to if they had read the tablet, after which the tablet will crumble to dust. If you do this, you'll get a new tablet at the start of your next jump.

You cannot use an Alchemy Token to gain this item.

Philosopher's Stone (500cp): The magnum opus, the final pursuit of alchemy, the dream of alchemists everywhere is now in your hands. The philosopher's stone is a red, gem-like substance that has a single, incredibly potent ability; it is able to manipulate any and all alchemical processes to the will of its holder for a considerable distance around the user. This can be used to cause changes in material, shaping the environment, healing the holder or others, elevating the minds of animals, or purifying materials in the same way as Material Refinement, which also stacks with Material Refinement.

It is also a perfect receptacle for any and all forms of supernatural power, can process one power to another at will, is able to generate its own power with a fairly quick rate of generation and can spend any form of energy stored within it to generate a wide array of materials that can then be put through various transmutation processes to simply conjure substances or objects seemingly out of nothing. The rarer and more powerful the substances produced, the more energy is necessary to create it.

You cannot use an Alchemy Token to gain this item.

Companions

You may spend your Alchemy 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.

Import (50cp): You can import a companion, and they'll get 600cp to spend. They also get the 4 Alchemy 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 Alchemist (50cp): This option allows you to create a new companion with 800cp and 5 Alchemy 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 regardless.

Lab Assistants (100cp, Discount Laboratory): A dozen lab assistants that have enough training to aid you with almost any experimentations, alchemical or scientific pursuits, and just enough understanding of the supernatural to help with research on such subjects. They have The Basics and five of the following perks of your choice: Calm & Collected, Scholar, Academic, Common Sense, Patience is a Virtue, A Learning Experience, Safety Minded, Material Gathering, Material Cultivation, and Preservation Techniques. These lab assistants are followers and prefer to remain in positions of research and study rather than entering combat.

Patron (100cp, Discount, Resources): You have an incredibly wealthy patron looking to help you with, and benefit from, your alchemical pursuits. They are incredibly talented in any social field, are skilled negotiators, are business minded enough to earn their vast wealth, have numerous contacts, and can acquire materials you otherwise wouldn't be able to, such as those from past jumps. They also possess four instances of the Diverse Talents perk, which you can decide how they are distributed, and both the Symbology and Ritualist perks.

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.

Unsteady (+50cp): Your hands are not particular steady and shake constantly, especially when you are stressed or trying to perform fine detail works of any sort. With an additional purchase, you are also impatient and easily grow frustrated with your shaking hands.

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.

A Rare Commodity (+100cp): Alchemists are not common for one reason or another, and you will be flooded with orders from people that are likely to harass you for your services, even if you are not selling what you create. With an additional purchase, some may choose not to take no for an answer and do what they can to force you to work for them. For a final purchase, you are actually in forced servitude to someone already, required to make magical items for them, and them alone, until you can escape or usurp your captor.

Sickly (+100cp): All the fumes and failed reactions to happen around you over the course of your life has had a detrimental effect on your health, making you prone to illness, increasing the effects of toxins on your body, and reducing your physical abilities by a fair margin. With an additional purchase, all potions are at least mildly toxic to you, making it incredibly difficult for you to properly benefit from alchemy. The only exception to this is the Panacea and Elixir of Life, which you do not get the item for until the end of this jump if you do this, which brings you back to good health and removes the toxicity of ingested potions. You must, however, make them first.

Rogue Alchemist (+200cp): Alchemists are under government restriction, having to follow specific rules set down by a higher body within the local government. You are an unsanctioned alchemist and thus a criminal according to the local government. You have to avoid notice from the government or risk imprisonment if they find any signs of you performing illegal, unsanctioned alchemy. With an additional purchase, you are on the radar of the government and are actively being investigated or hunted, making it much harder to perform your alchemical pursuits without being noticed.

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 Alchemy Token.

Delayed Gratification (+300cp): You don't get access to any purchases from this jump, save for The Basics, Hobbyist, Craftsman, Career Path, Combat Skills, Glassware, A Place in the World, and whatever freebies you gain from your Alchemy 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 The Basics, Hobbyist, Craftsman, Career Path, Combat Skills, Glassware, A Place in the World, and nothing else. You can still work towards learning the effects of the perks you have purchased.

Rival Alchemist (+300cp): You have an enemy that has a custom build from this doc using 1000cp as well as their own set of Alchemy 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.

Alchemical Wars (+400cp/+600cp/+800cp): There has been tension since long before your arrival and it is about to boil over into a war. It just needs a catalyst to push it over the edge. If this happens, you will likely be drafted into the war efforts as a sanctioned alchemist, making potions for the men and women that are fighting or researching and implementing empowering elixirs to the soldiers, unless you try to avoid it, of course.

For an additional +200cp, however, you will instead find yourself as a combat alchemist, which serve a similar role to a combat engineer and medic rolled into one. You will be in the thick of things and in much more danger as a result. And should you attempt to avoid joining the war effort, you may find yourself on the wrong end of the law.

For a final +200cp, you are already in the thick of things right from the start, are in the chain of command, and are required to participate in the war efforts or risk death by execution, as well as being targeted by the opposing side as an enemy even if you try to defect.

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 The Four Arts: Negredo, Albedo, Citrinitas, and Rubedo are meant to work together, and by doing so can allow for a much more potent magic system to come together. On their own, they are not meant to be very powerful, however, they work exceptionally well together and feed heavily into each other. While I will not give specifics on what these magics can do on their own as that is determined more by the setting than by the doc, do remember they are building blocks for a greater whole and are an individual part of something greater than the sum of those parts.

On the Essence of [Element] Perks: If you would like to use the Chinese Elements instead, simply replace Air with Wood and Aether with Metal. They are otherwise identical.

If you take the Mind of Mercury, Soul of Sulfur, and Body of Salt, you gain the benefits of Tria Prima, detailed below, for free.

- **Tria Prima:** With all three of Alchemical Salt, Mercury, and Sulfur infused into your being, you have connected your mind, soul, and body on a fundamental level. Any damage that is done to you, be it to your body, mind, or soul, will eventually recover no matter how severe it may be. Even total destruction of your mind, body, or soul isn't enough to permanently slay you, so long as you possess a mind, body, or soul, this healing will allow you to recover the lost or destroyed parts of yourself.

  Should one or more of your aspects (body, mind, or spirit) be completely healed, the healing it would normally receive is shunted to your other aspects, accelerating the already increased rate you heal, split evenly between the remaining aspects.

  Finally, the rate at which you heal is also doubled from the already improved healing rate from the above three perks.

Changelog

2.0

- Added the Encoded, Tinkerer, Medical Expertise, Practiced Theory, One Man Workforce, Mastercrafting, The Madness Place, Receptive, and Ages Like Wine perks
- Reduced the cost of Nigredo, Albedo, Citrinitas, and Rubedo to 200cp.
- Split the Essence of the Elements perk into five perks and reworked their benefits. Increased the cost of Essence of Aether to 300cp
- Replaced Tria Prima with Mind of Mercury, Soul of Sulfur, and Body of Salt, along with a combined effect located in the notes.
- Reworked Living Alchemy and folded Homunculus Creation into its effects.
- Clarified Transmutation and Self Refinement.
- Separated Enlightenment into Enlightened and Unlimited Potential.
- Reworked Rebis and increased its price to 600cp.
- Added the Elemental Spirit item.
- Changed the Gate of Truth item to the Emerald Tablet item.
- Added a final section to the Alchemical Wars drawback.
- Adjustments to cover concerns expressed by readers.