Limitless (TV Show/Movie) Jumpchain 1.01 by Heavenicarus



Welcome Jumper, to a world incredibly similar to the one you left behind. A new Nootropic drug called NZT-48 is going to be sweeping the world in a couple years, but for now, you're going to be in the shadows using this new drug however you please. Maybe you'll team up with the authorities to help them solve crimes, or do what you want with it. Either way Jumper, things are never going to be the same again.

Backgrounds

Loser (Drop-in): You've recently fallen on hard times, but one of your friends has reached out with something to boost your spirits and your productivity. Age is 20+1d8.

FBI Agent: You've put in the work and you've been assigned to the New York Office. They're forming some kind of task force, but they won't tell you anything yet. Age is 24+1d8.

Scientist: You've dedicated your life to the advancement of humanity, and now you're part of something that could change everything. Perhaps you work for C.R.A.F.T., the Centre for Research of Advanced and Future Threats, or perhaps you are the more independent sort. Age is 28+1d8.

Criminal: You grew up on the wrong side of the tracks, and you kept making the wrong decisions, or maybe you made the right ones because now you are a feared name in the criminal underworld. Age is 25+1d8.

Location:

The majority of this series takes place in New York City, so that is where you're landing.

Perks

100 CP perks are free for their backgrounds, while the higher tier perks are discounted. Also, remember to check the Notes section for some interesting interactions between the various 600 CP perks.

General

Hugs and Kisses (Free): When something is too much for you, you can mentally censor it. Turn stranglings to huggings, serial killers' nicknames to ice-cream flavors, and other things to help you deal with the stresses of the world. Or any scheme you want, really. You and those around you will still speak normally, but your perceptions will be seamlessly altered. You can also visit your own subconscious and meet beloved fictional figures from your childhood.

Sudden Montage (Free): Let's be honest, most of this nerd shit takes time, and your benefactor kind of wants to skip through the boring parts to see the explosions, kidnappings, and investigations. So now you can skip ahead up to 18 hours so long as that time is spent completely on one project of interest. You will not perform any better or worse than you otherwise would, nor perform any actions you otherwise would not, and you will remember and understand what you did as well as you otherwise would, but this allows you to also skip the boredom yourself if you wish. You may resume the montage if your efforts are briefly interrupted but otherwise must pursue only that goal or project. You can insert anything for your benefactor to watch instead. I recommend cat videos or sudden Bollywood dance numbers. Just don't expect them to be fooled if you deliberately try to hide something. This perk's maximum duration will increase for one hour per extra jump you visit after this world. Once you use this perk, it takes 24 hours to become ready again and this cooldown will decrease by one hour for every subsequent jump, down to a minimum of twelve hours.

The Mind's Eye (Free/100): Sometimes it can be so hard to show someone that you are hard at work when you really appear spaced out. But not anymore, because with this perk you are capable of visualizing your thought process onto the world around you, making blueprints appear about you when drafting, having letters rain down while writing, and ceiling tiles swapping about to reveal stock information while investing. You may toggle whether these illusions are visible to others in order to avoid scaring the normies. For 100 CP you may choose who can and cannot see the illusions and, if you wish, those that see them will tend to find them mundane and ordinary, won't wonder about the ability and will tend to remember the information they learnt in this manner being conveyed in another, more normal way. This ability cannot be used offensively; those that see your illusions cannot be harmed by them and they will not be sufficient to distract your enemies.

Mental Projections (200): While NZT may give you many trains of thought to pursue, this perk gives you multiple tracks to use them on. You may now generate physical thought-forms that can interact with the world. You can generate one per train of thought your mind is capable of supporting. A word of warning: if your mind is unbalanced, then they may become... out of sync with you. Useful for cleaning, crafting and other intellectual endeavours. However in combat,

you can generate far fewer due to the added stress. These can be intangible and invisible to others if you just want their advice.

Accentuate the Positive (400): You now have an immunity to side effects of a certain kind. A super cool sword that takes over the body of its wielder? It's not getting even an inch inside of you. A demon making a pact with you for powers? Well, he is inside of your soul, but he's now stuck, only able to fuel your new abilities like a glorified battery. This perk only protects you against sources of power from outside of your body, including combat drugs, artifacts, enchantments, magical pacts, items and other things you wield by giving you only the beneficial parts and leaving the rest behind. This comes with complete immunity to addiction.

- **Capstone Boosted-** *Eliminate the Negative-* Now the immunity to side effects can affect internal things. Magic that may have drawn on your emotions to fuel its power now has a separate pool. Any drawbacks your powers, biological traits or magic systems may have held have been wiped away.

Smart Immunity (500): You've had one hit of NZT in the past week, and it seems like you'll never come down. Well, you actually won't, not if you don't want to, that is. You may choose for up to 10 drugs, magical spells, buffs, or similar time-limited boosts that are affecting you to last indefinitely without any of their unwanted side effects. Additionally, you may choose to end any effect (not just the ones maintained by this perk) whenever you want, either through conscious choice or automatically (it is called *Smart Immunity* for a reason) if you somehow can't but would have if you could. If you already have 10 effects being maintained by this and want to add another, you'll have to allow one of the effects you're maintaining to lapse. You may also extend the duration of any temporary effect by a factor of ten, based on its full duration when applied, but these effects keep their side effects. When you drop an effect from its slot it will continue with any of its original duration it has left. Additionally you may reapply any effect that you have lost if the time since you lost it isn't greater than twice (after adding the potential 10* extension) the duration it offers. ***Capstone Booster***

Loser

Arts and Crafts (100): You are one of the world's best crafters of dioramas, mobiles, clay figures, and other three-dimensional representations of objects. It also takes you far less time than it should to set them up. Even better, you have an instinctive sense of scale that allows you to be perfectly accurate when you want to be, say if you want the diorama to be legally admissible as evidence. Oh, and you have very little trouble getting your models displayed in galleries and museums when you make the effort.

Stability (200): Your life is going to change so quickly due to NZT and you may get whiplash from it. Not any more with this perk. You are much more adapted to rapid change and your mental state can take much more trauma before it breaks.

Charisma Up The Wazoo (400): You may not always be on the pill, but you certainly have a way with people. You are just a naturally charming guy/gal/etc. and people naturally gravitate to you when you make any effort to be sociable.

Reactive Luck (600): What is it with losers on NZT being the ones that take to it best? You have the kind of luck that will save your ass from the fire however many times you put it under one! Think of it like having that one friend who is omnipresent but will just watch you from the sidelines, cheering for you, but when the baseball bats and knives are pulled out comes in with a fucking shotgun... When you are down on your luck, where there seems to be no way out and your back is to the wall, you'll get a solution so potent that you'll be able to fix everything in one fell swoop!

- **Capstone Booster**- "*The Devil's Luck*": Remember how your luck was like a friend that would wait until the bats and knives are pulled? It is now in the fight with you, the moment the number of people fighting you matches your capabilities your friend will be there to aid you in crushing them. If they ever exceed you? May God save them, for the Devil sure isn't merciful. This isn't good luck, this is bad luck towards those that stand against you. Don't expect to be pulling levers and making money rain, but in a poker game there isn't anyone that will be getting better cards than you.

FBI Agent

Rising Star (100): Those above you in any bureaucratic hierarchy will see you for you, and not just as another number. This means any achievements you have will get you promoted that much faster. For some reason, the same will not apply to any fuckups you happen to make.

Looking for the Answers (200): You are incredibly lucky with finding answers to questions you didn't even know you were asking. You might head into an exbibit on Genghis Khan only for your analyst to connect it to the murder you're trying to solve, a murder that used a custom virus coded to target Khan's descendants.

His Eyes Sparkled (400): You may run into dead ends in your investigations now and then, and yet when you know that there is more to the case, your unstoppable determination will allow you to break open conspiracies of any complexity given enough time. In addition, you are now a human lie detector, with near perfect accuracy. Only the most extreme of liars can even hope to fool you.

FBI Training (600): You now have the comprehensive education of an FBI Agent, with the skills to be the best. You have many talents: a great investigator, a brilliant interrogator, a great shot with both pistol and rifle, a highly-trained unarmed combattant (lethal and non-lethal), an expert at urban parkour, and are brilliant at navigating the political hierarchies and satisfying any bureaucratic standards. You're effortlessly meticulous, never forgetting to dot an i or cross a t, naturally, but never get bogged down with the rules when direct action is required. You could easily fill any position in any department of the government.

- **Capstone Booster**- "*Overachiever*"- You are a master of motion. All it takes is watching someone else perform any martial, gymnastic or dance technique once and, assuming you possess the right 'equipment' (limbs, flexibility, ki, chakra, mystic eyes of shonen power, etc), you'll be able to replicate it near flawlessly from memory. Mastering it might take a couple of repetitions, but the basics will be in your grasp instantly. Furthermore, you know the actual limits of your body, from strength to speed to durability, allowing you to maximize your efforts while minimizing the damage you take from those efforts. If you're willing to damage yourself, you could easily use 100% of your full muscular strength, though it would still damage you severely. You gain an instinctive understanding of the physics of motion, to the point that if you ever had to drop off the side of a building, you'd know just how to grab the ledges of windows to slow your fall and enable you to reach to the ground with the minimum amount of damage. You can apply those same principles to any other form of motion, for example gunplay: you'd be able to move like a Grammaton Cleric from Equilibrium at the least. Add in actual training towards a goal, and there are few limits to what you can accomplish.

Scientist

Underestimated (100): Who really expects much from a dweeb in a lab coat? With this perk, only those who understand the bigger picture will tend to do anything but look past you at first. You will be chronically underestimated by everyone you meet. That is, until you show them your true capabilities.

Inconceivable Hacking Skills (200): Quentin Walker, a genius tech researcher from CRAFT, once remarked that there are only a handful of minds on the planet that can hack his projects. Well jumper, you are now part of that handful even without having to use NZT. In addition this perk lets you just type really fast on a computer instead of having to actually hack, and almost any computer's security will crumble to your flailing fingers.

Font of Inspiration (400): What good is super intelligence if you can't think of anything to do with it? With this perk, you are now constantly filled with epiphanies and inspiration, always giving you something to study or do. Can be toggled on and off, if you just want to relax. This perk also renders you immune to boredom, which can also be toggled on and off if, for some reason, you want to be bored.

Master Chemist (600): Your knowledge of chemistry is matched only by Apocryphon, the mysterious scientist who wants to give the world a 'dose of truth'. You can mass produce the unproducible, creating chemical serums that improve the human body far beyond the limits of biology. So long as you can analyze it, you can tweak it, find cheaper alternatives for it, re-engineer it to the point of unrecognizability, get any of the bugs out or add your own. This perk is most effective with chemistry but it also boosts your skill with potion making, and all other alchemical pursuits.

- **Capstone Booster**- "*Renaissance Man*"- You aren't just a world-class chemist, you are a one-man marvel of scientific achievement for all of humanity's branches of science. You have an expertise in astronomy, biology, computer science, engineering, geology, logic, meteorology, medicine, physics, psychology, sociology, and more! Your ability to reverse engineer other tools of science is just pure magic! Finally, any discoveries you make, or knowledge you have will continue to work in other universes, no matter how divergent physics and other metaphysics are.

Criminal

You Will Call Me Mr. Jumper (100): You have a charming, almost debonair British accent that can both strike fear into or seduce the weak-willed, depending on the vibe you are going for. You also look really good in leather.

Wisdom (200): NZT gives your average loser a kind of focus that is far too narrow and laser sharp. With a little perspective, a little breadth of view, perhaps you can avoid the kind of problems that come from ignoring the little things. You will probably find yourself better prepared and your actions having a greater efficiency at achieving the kind of outcomes that support your needs and values, whatever they may be.

Marksmanship (400): You are a crack shot with any firearm, being able snipe equal to the world record without NZT; with NZT you can nail any shot that is physically possible, though the time and care required is still proportional to the difficulty.

A Life of Violence (600): You had such great potential that the men around you were astounded and gave you the best training possible, you absorbed it like a sponge and turned into a killing machine, but when you realized that they were aiming to make you into a weapon, you choose to become the hand behind the weapon rather than possibly be discarded one day as broken. This doesn't mean you have forgotten the skills they forged into you, you are every bit of the weapon they made you, but that isn't all you are. You have the skills to take out a building full of gunmen with only a knife and come out just fine, without the aid of NZT.

- **Capstone Booster**- "*Baba Yaga*"- You are the John Wick of John Wicks when you are on NZT. You can now moonwalk your way through that building of gunmen while singing Smooth Criminal, and come out without a drop of blood on your white suit. There is no one in front of you when it comes to killing, and maybe a person on the distant horizon behind you, though that might be a weirdly shaped rock too, a bit too far away and all that.

Items

100 CP items are free for their backgrounds, while the higher tier items are discounted.

General

Infinite Rubik's Cubes (Free): Rubik's Cube is a classic 3D puzzle that has a somewhat underserved reputation for difficulty; in reality, solving one is a moderately difficult to learn party trick. But perhaps you can still make use of these, which each have a minor aura that may influence the unjaded to think you intelligent, especially if you can solve two at a time. This is a very minor effect.

The Complete Series And A Little More (Free): You get a copy of the movie, the TV show, and as many additional seasons of the show as you would have wanted. Optionally these are actually footage from a dimension that Jump-chan abused her powers to record into, with content from multiple angles that has been cut and shifted and all around manipulated to give the best visual effect and then she added the music, similarly dimensionally pirated, but hey, at least she decided to share them with you, right?

A Robot Arm (100): A robot arm. Slightly stronger than a normal arm, unhackable, and guaranteed not to murder your companions*

NZT-48 (Free/200/300): You have some pills of NZT-48. This amazing pill lets you easily master many abilities related to the brain, including perfect recall, increased learning speed (fast enough to master the piano in three days), peak human charisma, peak human dexterity and reflexes, hypercompetence, superhuman instincts, peak human sensory absorption, instant analysis, and nigh-unshakable confidence. Unfortunately, the things you learn while using NZT are typically not fully available to you once it wears off.

For free, you receive a replenishing supply, and the formula for, a version that has a few minor, minor side effects during withdrawal or even with continued usage: memory loss, extreme paranoia, blurred vision, hearing difficulties, psychosis, missing time, skin lesions, Creutzfeldt-Jakob disease, and Limp Dick Syndrome. So yeah, there is a trade-off for genius in a pill.

For 200 CP, you can get a replenishing supply of, and the formula for, an injectable substance based on a cyclical enzyme system, partially developed by Piper Baird, that temporarily makes one immune to the side effects… in case you want to control the distribution of NZT. You also have access to a version that grants permanent immunity. If you do not purchase this option, the in-jump version of this cyclical enzyme system will not work in future jumps. The enzymes are free if you have the capstone booster and Master Chemist.

For 300 CP, you have a replenishing supply of, and the formula for, a version of NZT-48 that has no side effects. If you do not purchase this option, you will be unable to upgrade the base version to remove the side effects. This version is free for those who purchase the capstone booster.

For each of these formulas, you may choose to have them work for others or not in future worlds, enabling mass production. However, if they work, others will be able to reverse engineer

them so pick your poison. If you choose for them not to work for others, you'll have to oversee the production personally, but the compounds will be immune to analysis.

Loser

Sinbad (100): This trusty bong has been with you forever. It's indestructible and whenever you need a hit, it's always packed with the perfect weed for whatever experience you want. It is even self lighting.

Epic Music Collection (200): You have every record that Brian Finch has ever owned in his life. It also comes with an equally sized collection of music you would love, and a record player. Any drugs you hide in them are guaranteed to be unfindable except by you or someone you tell where to look for them.

Awesome Apartment (400): This swanky pad may look like a super expensive apartment, but it's actually an FBI safehouse with numerous safety systems. It's protected by a whole squad of soldiers and almost no one is getting in without the FBI's permission. After this jump, you may choose which local security agency is providing the protection on the place and it is always a swank pad no matter what setting it's imported into.

FBI Agent

Badge and Gun (100): Standard issue gun and badge, appropriate for an FBI Agent. The gun has infinite bullets and will never jam or require maintenance. The badge can shapeshift to match other law enforcement credentials if you are being stonewalled.

Desk of Authority (200): This desk has the magical ability to project an aura of authority, getting even the most distracted to listen to what you have to say,

Headquarters (400): You have an awesome headquarters for an office. Zotar the oracle machines, popcorn dispensers, soda machine, and half dozen arcade cabinets. You also get the FBI building that it's attached to, with evidence rooms, armory, and all else that entails.

Scientist

Paper Degrees (100): Any Associates, Bachelors, Masters, and Doctorate degrees you have will be printed and displayed in these very nice frames. Putting them in a room makes you almost radiate intelligence.

CRAFT Mind Files (200): You have copies of mind files from all the leading minds of CRAFT, complete with uncanny valley-esque holographic heads, informationally replicating their knowledge. These can never be stolen or corrupted, and each jump you can receive additional mind files and holographic heads for the premier scientists of the jump. Just keep in mind that the software running them does a middling poor job of replicating personalities.

CRAFT (400): You have a copy of the CRAFT laboratories campus, with a copy of the staff, all current projects, and government funding. This includes robot arms, speedboosting jetpacks, gloves that can easily climb glass walls, and much more.

Criminal

Outfit of Evil (100): You gain a wardrobe of leather clothing, each with a lining of Kevlar armor sewn underneath and carbon nanotubes in every inch of fabric. They can handle bullets, knives, fire, and anything else this world can throw at you.

Weapons Cache (200): You have a series of untraceable weapons caches located around the world. Each will be where you need them, when you need them, and will be unfindable until you access them; after this they may be found by others but will not be traced back to you unless you are literally caught accessing one.

Dirt (400): You have dirt on your old supervisors, something that can guarantee almost any favor, including their allowing your retirement from the criminal world. This note book of secrets updates as you enter each world and it tells you the secrets of the most prominent people in the setting.

Companions

Cannon Companion (50 each): If you can convince any canon characters to join you, and if they are still alive at the end of your stay, they can come with you.

Mike and Ike (Free): These two are just done dealing with Brian's shit, and would love to come with you so long as you don't use them for equally embarrassing things. They come in a single companion slot, and split the effect of every perk they get equally.

Old friends,/New Friends(50/200): You can import or create one companion for 50 cp and they receive 500 cp for their own purchases. You can import or create up to eight companions for 200 cp and they receive the same stipend as before. Your companions can take drawbacks that primarily affect only them personally.

Drawbacks

Late Night Crossover (+0/variable): For some reason, this universe is now connected to Quantico, Fringe, 24, The X-files and every other government/police intrigue show. Expect to be working with a lot of people who could use a super genius on call. You'll be dealing with magic, super tech, and who knows how many ancient conspiracies competing with each other. Every other drawback you take alongside this will make this perk worth an additional 100 cp.

Life of Brian (+0): You replace the character your background embodies; for Loser it is Brian Finch or Eddie Morra, for Criminal it is Gennady or Sands, you get the deal. You will have a

similar history to the character you replace, or exactly the same one if you wish, though you may retroactively alter certain details such as your gender. You may find yourself immediately embroiled in events as per your background, and some will have expectations of you because of this. What you choose to do next is still up to you.

Terrible Liar (+100): You are just the worst liar. No matter how good you would be in other jumps, you just can't tell a white lie to save your life, and lying will probably be needed to save your life on a few occasions. Even if you manage to lie successfully, you will often find it digging you deeper into whatever mess you are in. Expect it to take a year of practice for you to regain your ability to lie when you really need it.

Tape Dispenser and a Stapler (+100): For whatever reason, you are not particularly trusted with authority and responsibility in your job and will find this following you throughout the jump. You may, with time and effort, convince your superiors and co-workers that you are reliable, but expect this to be difficult, and require new efforts with every new person. If you purchased *Badge and Gun*, you won't get these unless you can convince someone to trust you with them, or until you complete the jump.

Weirdness Magnet (+100): Almost every week something crazy will happen. Just don't expect this jump to be a vacation; even if you avoid the plot like crazy, weirdness will find you.

Indentured to the FBI (+100): Shortly before you came here, or shortly after you arrived, you were or will be embroiled in circumstances of a less-than-legal nature. These circumstances may well be a misunderstanding, and you might be innocent, but the FBI will want to find you and by the time the dust settles you will almost certainly have done something criminal or compromising to extricate yourself. Fortunately, they will be willing to work out a deal if you work for them as an NZT test subject and consultant to the New York Cross Jurisdictional Command (CJC) team. If you do not have access to a source of safe NZT then Senator Morra will probably be willing to help provide temporary side effect immunity shots… for a price.

Monkey on Your Back (+200/300/400): No matter your normal resistance to such a thing, you are hopelessly addicted to one hard drug of your choice. You may be able to get yourself clean for a time, but you will constantly find yourself relapsing. This can be taken for NZT. May be taken up to 3 times.

Father Knows Best (+200)*:* Family is a blessing, it really is. Sometimes you have to remind yourself of that fact however, because yours is constantly meddling with your life. They pry into your activities, badger you to get off medication that makes you a better person, harass you into getting a safer job, and largely ignore you when you tell them to back off. Worse, you've got secrets you don't want them to know, and that they seem almost desperate to learn. Exactly how this manifests is entirely up to you, but they're your family; what can you do?

Please Give Me My Second Season… (+400): You will have a wonderful time here full of adventure, comedy, friends, and hard drugs. You will forget taking this drawback until the event finally kicks in. At the 5-year mark, your adventure will come to a screeching halt, and you will

never get to see how the story ends. In addition, you will never get to return to this dimension until you spark. You also may not purchase the Complete Series item.

Debt to Senator Morra (+600): You owe Senator Morra (or someone like him if you have replaced him) ten favors, and he'll be maneuvering you like a chess piece. You have to do what he says because he holds the antidote shot to the side effects, and you are now under the effect of the 'Monkey on Your Back' drawback for NZT, though you still receive the points for that drawback as well. You absolutely need the shot, no matter what perks or version of the drug you have.

You Fucked Up (+1500): You are being targeted by the combined forces of Brian Finch, President Edward Morra, Piper Baird, the FBI, Mr. Sands & the Axis of Evil. Hell, toss in the Russian Mob for good measure. They know all about you, and what you can do... or I should say, what you used to be able to do. In addition to these threats, your warehouse is sealed, you have no access to any gear from outside this jump, and any perks and powers from other jumps unrelated to super intelligence (no that doesn't include psychic powers) have been revoked for your time here. Your enemies are utterly ruthless, overly prepared, and the smartest humans alive.

Scenario:

(In the next update)

Notes

NZT-48 works to even greater effect if the user is already of exceptional intelligence. In addition, NZT seems to accumulate inside the body and leave some of its effects behind, but this takes years for this to show itself.

With the base pill, there should be one mother of a hangover that will leave you feverish and weak. Only the cyclical enzyme and the upgraded pills purchases can prevent this.

The Capstone Abilities, if taken together, combine to reveal boosted perks.

Devil's Luck and Overachiever: **Ares' Blessing**: Guided strikes, all of your movements are more fluid when fighting. It is like the enemies are moving to be hit just the perfect way, like they are throwing themselves at you to be punished without realizing it. To them, you drift through their blows, weaving around bullets, and dodging everything they can bring to bear.

Devil's Luck and Renaissance Man: **Child of Oberon**: Your words have effect, never forget that. When you aim at someone with your tongue, it is like your words are made from the sharpest metal, forged by the gods of blades, and poisoned by divine serpents, each sentence cuts through people's barriers, each word pierces their defenses, each syllable shatters a part of them. Words have power Jumper, yours more than most. Anything with words in it, sentences, meaning, anything that you try to learn and piece together you'll find an increased aptitude. From Fey Magic

to Demonic Contracts to Runework to the Language of the Gods, they are all possible, and even simple to understand for you, if you give it a try...

Devil's Luck and Baba Yaga: **Devil's Tongue**: Some people are said to have a sharp tongue or a quick wit, but you jumper, your tongue is now a vorpal sword, for every word that leaves your lips has an unprecedented ability to devastate the world. You can dissolve a life-long friendship in a few sentences, and then reconcile it with another. Your insults can leave physical wounds if you mean them. You can even lie to the world i.e that a building is on fire, and soon after, it ignites. You can even lie to yourself to make yourself believe that you're as strong as ten men, and soon you'll be tossing people like dolls. There are limits, for eventually truth will break down your lies, but in general terms, the larger the lie; the faster it is corrected by the world.

This perk is disabled for this jump if you take the 'Terrible Liar' drawback, and will be activated when you can convincingly lie again.

(inspired from this scene https://youtu.be/LHq5TzBlnKc?t=128)

Overachiever and *Renaissance Man*: **Collective Unconscious**: You know... Things. You understand... Things. What 'Things' you might ask? Everything. Everything a human has understood, or has known, you can understand with ease. If you think a little, if you open your mind to it, you can glance through the information humanity has. This is great for learning languages, terrible for specific knowledge, but if you wish to judge a population, then just stop and think, you'll see what makes them, what makes them think, and what they truly are like.

Overachiever and *Baba Yaga*: **Thanatos**: Meticulous efficiency and ruthless brutality, this is you in your walk, in your talk, and in your every breath now. You are Death personified, and this claim isn't something to be just brushed off. Death from a thousand papercuts isn't an idiom with you, for you can do it if you deem it necessary to make a point and really have to. What this perk does is different from many other perks, besides becoming one of the personifications of Death, you also become able to glean through the cosmic knowledge only an entity such as you can, but this isn't really information or knowledge, but simple things like whether an Afterlife exists, whether souls exist, whether someone is good or evil, whether the concepts such as good or evil exists, and etc., All these abilities are instinctive and cannot be proven in any solid way, you just 'know' these things can feel it in your 'heart', and they seem as obvious as the sun being a ball of fire and ice being cold water and water being wet, and they will stay that way until your existence's end because while even Death may die with strange eons, becoming Death itself isn't something to be suppressed. As a benefit of becoming Death you are immune to death spells, instant kill effects (from whatever source, you'll see your end and understand it before dying), all things with Death affinity is more amicable towards you (dungeon skeletons won't attack unless you try to take the things they are guarding or attack them) and training any abilities relating to death are substantially easier. On the opposite side of the spectrum, lifeforms and entities with high Life affinity will be skittish around you, and all abilities relating to Life will come to you a bit harder to compensate for your natural affinity, save for healing.

Renaissance Man and *Baba Yaga*: **Silence of the Void**: It can be so hard to put an idea down once it's been spread. Now your mastery of knowledge and death have led you to a simple but powerful

feat, the destruction of an idea. You hate an ideology? Do a lot of legwork, a couple of information campaigns, and it will be completely wiped from society. You'll need to do the equivalent work of the temperance movement in the 1820's across all major population centers, and by the end, all memory, and writing relating to what you want erased will be gone, until that knowledge is discovered naturally again. This perk doesn't help the setting deal with any knowledge or history it has now forgotten. The more you do this, the easier it will be to do in future jumps. The only people unaffected by this ability are those too mad or isolated to be influenced by others.

I want to give a huge shout out to YamanKurt, Edrogrimshell, Mac Ibach, and everyone else who helped me finish this Jump. This community is just so helpful! I Love it.

For those who don't know what a cleric from the movie Equilibrium can do, Enjoy.