Terror Infinity

v1.1
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Yes or No. You clicked yes if you are here. God wants to test and reward people for going through his little game. The goal of this game is to survive, if you do well enough you get points and can improve yourself. I hope you are ready to face your nightmares. Take **1000 CP**.

Starting Location

Resident Evil: You wake up like Alice in Wonderland, only at the start of the first Resident Evil movie as part of team China. If you choose a drawback that changes the universe then the starting location and team also change.

Choose your age, gender, and nationality. You can decide what you look like, so long as it is within human possibilities.

Origin

Any origins are considered Drop In. If you so wish, you can take Descendant with another origin. Terror Infinity has stats that help represent your strengths and each origin except Descendant represents one of those stats. An average person starting in Terror Infinity has around 100 in each and so do you.

- **Nerd (Free) -** You have excellent memory and calculation ability.
- **Psychic (Free) -** You have some sort of Extra Sensory Perception or ESP.
- **Doctor (Free) -** Your recovery rate is extraordinary.
- **Soldier (Free) -** You can see and predict the paths of moving objects.
- **Athlete (Free) -** Your strength and toughness is amazing.
- **Scientist (Free) -** You have increased resistance to viruses.
- **Descendant (200 CP) -** You have an ancestor that survived Terror Infinity, and their blood flows through your veins. You get a discount on all purchases relating to a race and energy type of your choosing.

Perks

You get to choose two 100 CP perks to have for free. You also get a 200 CP, 400 CP, and 600 CP perks discounted to half price, if you have two origins then you get two of each discounted. Each perk gives its starting cost to its respective origins stats as a permanent boost. Nerd gives Intelligence, Psychic gives Mental Capacity, Doctor Gives Cell Vitality, Soldier gives Reaction Speed, Athlete gives muscle density, Scientist gives Immunization Strength, and Descendant perks give to each stat.

General Perks

- **Polyglot (Free/100 CP) -** You can speak, read, and write all the languages of earth as of the year 2000. For 100 CP you now can speak, read, and write all languages. Yep all of them, you are part of a sick game that brings you to any possible reality so all languages. Languages that hold power when spoken must still be learned or purchased to be able to speak, but you can still understand when heard.
- **Genetic Constraint (100 CP per level up to 500 CP total)** - There exist five stages of human evolution, with the fifth being a new higher tier of being, the next level of human existence. Each stage unlocks new abilities and further unlocks said potential. Note that it is possible to unlock these levels within the jump; this perk simply gives it to you, backs it with fiat, and then gives you a small bonus for each level.
    1. Gain the ability to cut off emotions and unleash combat instincts within the DNA. Unlocks unlimited potential.
    2. Gain absolute control of the body with the exception of the brain. You never lose control and never accidentally hurt someone no matter the reason.
    3. Gain control over the brain and simulate the brainwaves of others. You have a perfect memory, with instant recall, unlimited storage, and perfect indexing. You can not lose your memories even if your head is damaged or destroyed.
    4. Gain ability to manipulate DNA for combat and alter genetic mutations. You can now merge your powers, abilities, skills, races, etc.
    5. Gain ability to manipulate energy by merging or creating new powers. You now have an innate understanding of all your powers, all the different ways they can be used, and any limits of said powers. This also prevents the loss, theft, suppression, or removal of any of your skills, perks, powers, etc that you have.
- **Jumper Serum (1500 CP)** - Jump Chan understands that so many options can be overwhelming. To add to the difficult choices available, many have unwanted side effects or weaknesses. To make things easier Jump Chan offers a purified amalgamation of nearly every serum, super soldier program, treatment, and upgrade that can improve a species. It comes at a high price but on top of including many quality of life improvements it allows this perk to be given to one person a year, but those you give this to can not do the same. Any individual you have given this perk to becomes completely loyal to you.

    You have become an enhanced individual; that means a couple times better than the rest of your species in all positive aspects, and all negative aspects of your species have been removed. You now have an equally athletic and charismatic build that will always maintain your attractive appearance. You never have to worry about your appearance deteriorating regardless of lack of exercise or food, as long as you consume enough calories to prevent malnourishment. Reduces the amount of food and water needed to a tenth of once it once was. Your hair and teeth will always be perfect no matter the situation you are in and regrow if lost. Your body never deteriorates, you do not lose skill over time, and your training is ten times more effective. You are now considered an immortal and stop aging once the prime of your life is reached, or revert back to your prime. Grants near instantaneous regeneration that will fully heal without scarring, and seemingly endless endurance. You no longer need to breathe, and that also

reduces the amount of sleep needed to a few hours a week. Your body has been optimized to survive in space so you are immune to radiation, can survive in a powerful vacuum or pressure, and can resist extreme heat or cold.

Besides your body being enhanced a couple times, your mind and soul have been exponentially enhanced and regenerate near instantly. Your soul is so powerful that even if your body is destroyed you can move your soul to a safe place and begin regenerating your body, but this can only be done once every ten years. You have a perfect memory, with instant recall, unlimited storage, perfect indexing, and you can not lose your memories if your head is damaged or destroyed. You have immunity against all negative effects against you like corruption, disease, poison, or possession. You now have Unlimited Potential in all things you do. You train, teach, learn, and comprehend at an accelerated pace better than the greatest of your species. You never lose control, never accidentally hurt someone no matter the reason, and are in absolute control of every aspect of yourself. You now have an innate understanding of all your powers, all the different ways they can be used, and any limits of said powers. Prevents the loss, theft, suppression, or removal of any of your skills, perks, powers, etc that you have. If you are cloned or copied for any reason the copy not only does not gain this perk, but also never gets any of the memories you possess. Lastly, thanks to certain parts used in the serum you will continue to evolve as a member of your species as time goes on, but you have limited control over it. You can decide if physical characteristics are gained or lost, deny certain evolutionary paths, and choose certain evolutionary paths if they are available.

Nerd

- **Open Source (100 CP) -** You can alter all skills to do as you want, as long as it is within the original skill's possibilities. Someone with this perk can milk every gram out of their skills, abilities, and perks to enhance their repertoire. For example, you can use your capability in languages to make your own, or you can use an understanding of magnetism to create plasma.
- **Shortcut (200 CP) -** You can ignore spoken, written, ritual, item, and other miscellaneous components for spells in exchange for an increase in energy costs. Any time a spell or ritual that calls for items, chants, or specific requirements you can substitute more energy to bypass it.
- **Empower (400 CP) -** You can use your supernatural abilities with your vehicles or any technology without risk of damaging it from your actions. Basically you can utilize your abilities with ships, mechs, weapons, etc without worrying about destroying them.
- **Evolution (600 CP) -** Transcending limits takes countless generations, not for you. You evolve naturally as time goes on, and pushing yourself beyond your limits will evolve you even quicker. Now for the best part unlike natural evolution you have complete control over yours; instead of one aspect improving a bit you can have everything improve a smigin, you think external balls were a mistake well make them internal, or if the natural progression of your species has a physical trait you do not like then reject it.

Psychic

- **Natural-Born (100 CP) -** Psyche-force and all techniques can be learned thanks to your innate psionic nature. Outside of Terror Infinity this gives you the ability to learn any and all psionics.
- **Substitute (200 CP) -** You can use any skill or ability with whatever energy type you want. It may not be as efficient or powerful as the original technique, but that added cost can be reduced with training.
- **Temporal Defense (400 CP) -** You have spent all your life figuring out how to protect yourself from Time Travelers. This led you to discover your innate Psychic protection against temporal attacks, which means if someone alters the timeline you will remember everything that happened before. Temporal shenanigans can not wipe you out from existence.
- **Psionic Aura (600 CP) -** You have improved yourself so you no longer have to be relegated to back line support. You have immensely increased the regeneration rate of your psionics and all energy types. This training also had two side effects, first your psionics pool has been increased by a factor of ten, and second you have discovered how to coat yourself with a psionic aura to protect yourself from all harmful attacks.

Doctor

- **White Light (100 CP)** - All physical or mental ailments or disabilities are healed at the start of each world you visit. Outside of this jump this means every time you enter a new dimension or set foot on a new world your physical and mental problems are fixed.
- **Doctor Who (200 CP)** - You know everything about medicine from all human, alien, psionics, and magical knowledge. In other words if it relates to medicine you know everything about it.
- **Regenerator (400 CP) -** You will survive so long as even an atom of your being is left, and heal instantly from wounds so it's like you were never hurt at all. You can give others your blood to have a healing factor that will be a bit weaker than yours. Yes this includes eternal youth type immortality.
- **Doctor Strange (600 CP) -** You are one of the greatest medical doctors ever, have expert experience in all fields of medicine, and are recognized as one everywhere you go. On top of that you can use whatever energy you possess with your medical skills to heal disease, poison, amputation, age, genetics, death, and pretty much anything else as long as you have the medical knowledge and can provide the energy.

Soldier

- **Training (100 CP)** - You have training in all firearms, weapons, vehicles, and in close quarter combat techniques of modern earth. For another 100CP, you were part of some black ops unit instead of a standard soldier. You now have experience dealing with both the alien and paranormal and can utilize such equipment quickly.
- **Gunslinger (200 CP) -** You have mastered the pistol to an unprecedented degree. You can shoot two handguns better than anyone can shoot one, can hit targets at the limit of the pistol’s range with perfect accuracy, can hit headshots one after another, can draw

your gun faster than anyone can blink, and ricochet shots to go right where you want it to. How much this will help you when many worlds you are going to are immune to science is up to your preparations.

- **Energy Attack (400 CP) -** You can fire energy of your choice out of your weapons. Using this makes your weapon more durable and deadly. Guns will no longer need to be reloaded and shots can now curve by the user's energy.
- **Slayer (600 CP) -** When it comes to combat you have no equal, your reaction time and efficiency of movement means you can kill whole armies without being hit.

Athlete

- **Parkour (100 CP)** - You can free run and do parkour better than the best, since you are no longer constrained by human limitations.
- **Trainer (200 CP)** - Your body never deteriorates and you do not lose skill over time. Your training physically, with skills, perks, powers, or abilities improve at quadruple your normal rate. As an added bonus those you train gain the same benefits as long as they train with you.
- **Focused (400 CP) -** Your years of training have given you limitless stamina. This training has also allowed you to split your focus while you are reacting to things.
- **Super (600 CP) -** You are the superhuman equivalent of your species. Like Sephiroth from Final Fantasy, Thor from Marvel, or Medaka Sue from Medaka Box you are supernaturally superior in every aspect compared to the peak of your species.

Scientist

- **Mind (100 CP) -** Your mind is yours and it can never be controlled, read, possessed, or be under the influence of anyone. You have spent all your life figuring out how to protect your mind from hard-to-detect attacks. Your mind is protected from all mental attacks, clairvoyance, and spiritual attacks. If you wish it you can turn a dial in your mind to reduce emotions.
- **Quick Study (200 CP) -** You can learn anything you are capable of learning in a fraction of the time it takes others. You can learn in a language in less than an hour, become the leading expert in a scientific field in a day, or become a martial arts grandmaster in a week. The ability only applies if you have data, teachers, or abilities to impart the knowledge to you. When learning without assistance you only learn as fast as a prodigy.
- **Survivors (400 CP) -** Your survival instinct surpases that of anyone else out there; you will never be surprised in a negative way again. As an added bonus you are immune to all disease and poison, and you can share greater resistance to disease and poison with anyone you wish.
- **Magic Genetics (600 CP) -** You can distill the best parts of any genetic, chemical, or biological agent to improve a person. Unlock the mutant gene, give people a perfected version of the T-Virus, give someone the super soldier serum, or drink some synthetic dragon's blood that will give you regeneration. You can also take something unique like psionics, supernatural body, absolute intelligence, magic circuits, or anything else that

could be considered beyond human, and can use a combination of magic and genetics to give to others.

Descendant

- **One Is The Best Number (100 CP) -** You can not be duplicated for any reason. If or when you reach the third stage of unlocking your genetic potential, you will not have a duplicate added to Team Devil. This applies retroactively. Outside of this jump your leftover DNA cannot be used to clone you or make a child. It also prevents others from making clones of you by magic, wishes, or some other type of energy.
- **Legacy (200 CP) -** You have the blood of the greatest flowing through you so why take each step of the staircase to the top when you can just take the elevator? You may choose to ignore prerequisites for races and energy types, and then take the best version without buying the previous ones. In other jumps you make ignore one prerequisite for any perks, powers, or items you can afford. You are also considered a descendant, hier, or candidate for ancient civilizations legacies or similar situations.
- **Protection (400 CP) -** You have absolute protection against corrupting influences of any kind. This includes deities, eldritch kind, the Force, conflicting elements, mental corruption, etc.
- **Soul Mates (600 CP) -** You can claim up to two companions as mates and give them all of your perks, powers, and race. They gain them at the same power and understanding that you started with in this jump. After the Jump all perks you possess or buy are also your companions for free, but rest is just discounted. Any perks they buy you also gain.

Items

All Items may be bought repeatedly. One 100 CP or less Item is free for each Origin. For discounts athletes and scientists have scientific items, nerds and psychics have magical items, doctors and soldiers have support items, and descendants may choose their discounted item category along with another if they have a second origin. Items can not be discounted less than 50 CP. The world of terror infinity is well infinite so nearly any item can be bought at a cost and examples of such items are listed below. As an alternative to the warehouse you can have all items returned to your storage bag if it has room, is not lost, or damaged after a month.

Terror Infinity list of items, enhancements, and skills from the all terror infinity material

General Items

- **Drugs (50 CP)** - all the drugs you could ever want whether legal and illegal, with 300 points in Cell vitality and 350 points in Immunization you can use all of them without risk.
- **Entertainment (50 CP)** - You get access to all music, movies, tv shows, anime, books, and games ever made. Yes this does include Terror Infinity content.
- **Basics (50 CP)** - You have unlimited access to the daily necessities. Toilet paper, food, water, clothes, work out equipment, and everything else you need in a luxurious home. You can either have this become part of a ship, home, or some type of living space you own, or you can have this become attached to your warehouse.

- **Custom Appearance (50CP)** - You can change the appearance of an object without changing the function of it.
- **Future Proof Refit (50 CP)** - Many things become outdated quickly. With this upgrade the item in question becomes optimized to the limit of its capabilities. Any upgrades given to an object become part of it and are considered jump-fiat backed upgrades.
- **Upgrade Certificate (50CP)**, Rating 100. A rare certificate given to players by God. Allows for the upgrade of a low or intermediate level non-genetic enhancement, ignoring points and reward requirements. Only C Tier or lower enhancements can be upgraded. Consumable: 3/3.
- **Sci-fi to Magic Conversion Upgrade (50CP)**, Rating 100. Upgrade a Sci-fi Weapon or tool with magic properties. The capability of the weapon will increase and gain magic properties. One upgrade per purchase. (This also makes armor magical)
- **Unlimited Ammo Conversion Upgrade (50 CP)** - Upgrade any weapon to have unlimited ammo. One upgrade purchase. (This also applies to the power sources)

Scientific Items

- **All scientific theories, papers, and research (50 CP)** - You have a datapad with all the knowledge of science you could ever want. Downside is you have to learn it all, no shortcuts unless you could download knowledge to your brain somehow.
- **50 CP item examples** - unlimited ammo gauss pistol, lightsaber, captain america's shield, MagSec 4, and Infinite grenade Bandoliers.
- **100 CP item examples** - High Frequency Murasama Blade, Iron Man Mark III suit, and Unicorn Beam Gundam Magnum
- **200 CP item examples** - RX-78-2 gundam, Black Triggers, and other complicated weapons
- **400 CP item examples** - Predator Mothership, Athena Class UCF starship, and any other high end science fiction items

Magical Items

- **All Analysis, research, and manuals (50 CP)** - You have a datapad with all all the knowledge about magic, psionics, cultivation, etc that will ever exist. You better start learning, some people spend an eternity to get nowhere.
- **Na Ring (50 CP)** - Rating 75. A ring created by Xiuzhen technology. It has a subspace of 1.5 cubic meters and can be activated with energy. Once activated it would create an energy field around your fist which can extend to weapons. This energy field is capable of damaging supernatural beings.
- **Dimensional Storage Item: Subspace Belt (100 CP)** - Rating 105. A magic belt created by Xiuzhen technology. Can store 500 Cubic meters of lifeless items in a subspace dimension. The belt itself can replace itself with a normal belt and the real belt will enter its own subspace to hide itself till called upon.
- **50 CP items examples** - Sirius’s bow, Enchanted Arrows +5, Chrome Shelled Regios Dite, and most other basic magical items.

- **100 CP items examples** - Thor's Hammer, Lesser Fenrir Coat, and Thompson Contender Mystic Code
- **200 CP items examples** - Excalibur (Fate), unsealed Gravity Blade (UQ Holder), and any fully upgraded Devil Arms.
- **400 CP items examples** - Avalon (Fate)

Support Items

- **Package D (50 CP)** - A 300 stat point increase in each stat.
- **Package C (100 CP)** - A 800 stat point increase in each stat.
- **Package B (200 CP)** - A 2,000 stat point increase in each stat.
- **Package A (400 CP)** - A 5,000 stat point increase in each stat. Special Skill increases all stats by 1500% for 60 seconds.
- **Revival Cross (100 CP)** - The holder of this item will revive five minutes after death. All body conditions will return to half the normal value. At the same time, the holder can choose to leave the current movie and give up the base reward of 1000 points.
- **Charms of the Three Pure Ones (50 CP)** - The description said it could heal any nonfatal wounds and could even reattach broken limbs. It could recover 70% of a person's strength in an hour.
- **Freezing Pill (50 CP)** - The pill was made by Xian's in ancient Asia that would put a person into deep sleep. The person's immunization and regeneration would increase by a hundred folds. This sleep would last until the person's wounds were no longer fatal.
- **Life Force Booster (50 CP)** - A wristwatch that once per day can rejuvenate the wearer's life energy to full, but in exchange they will experience great pain beginning five minutes after it's used and lasting for thirty minutes.

Enhancements

Take an additional **500 CP** to spend in this section only. If you are a Descendant then you get one racial set of enhancements discounted and one set of energy enhancements discounted. Enhancements should come from worlds, realities, etc that have some element of horror like DnD, Resident Evil, Underworld, Star Wars, Buffy, and so on. The realities do not need to have a focus of the horror genre, they just need to have some in it to qualify. Be aware some Enhancements can conflict so be careful combining too many unless you have unlocked the higher genetic constraint levels.

Race/bloodline/Mutation

- Entry (100 CP) - Witch/Warlock Class D, werewolf, vampire, half-elf, Spider-Man Mutation, B Rating One-Eyed Ghoul, Demon Viscount, etc
- Basic (200 CP) - Witch/Warlock Class B,high level werewolf, master vampire, high elf, Elizabeth Braddock Mutation, S Rating One-Eyed Ghoul, Demon Lord, etc
- Major (400 CP) - Witch/Warlock Class S, Elder werewolf, Daywalker, Celestial Elf, Jean Grey Mutation, SSS Rating One-Eyed Ghoul, Demon Overlord, etc

    - God-like (600 CP) - Witch/Warlock FGW Rank, Werewolf Lord, Vampire King, Elf, Nathanial Grey or Rachel Summer Mutation, The One-Eyed King Ghoul, Demon Supreme Overlord, etc

- Racial Modifiers (once purchased applies to all)
    - **Weakness removal (100 CP)** - removes weaknesses of any race, bloodline, mutation, etc purchased in this jump.
    - **Efficient (100 CP)** - removes the need to eat, sleep, or breath. You do not lose the pleasure from continuing such activities though.
    - **Supermodel (100 CP)** - Your body never deteriorates as long as you get enough calories, your hair and teeth will always look good and regenerate if lost, your body will be the perfection of your species, and you can choose how your new body looks as long as it is within your new species possibilities.

Energy Type

- **Entry (50 CP)** - Ki, Chakra, Nen, Magic, Trion, Soul, Faith, Force, etc
- **Novice (100 CP)** - Ki, Chakra, Nen, Magic, Trion, Soul, Faith, Force, etc
- **Expert (200 CP)** - Ki, Chakra, Nen, Magic, Trion, Soul, Faith, Force, etc
- **Master (400 CP)** - Ki, Chakra, Nen, Magic, Trion, Soul, Faith, Force, etc
- **God-like (600 CP)** - Ki, Chakra, Nen, Magic, Trion, Soul, Faith, Force, etc

- Energy modifiers (once purchased it applies to all)
    - **(100 CP each)** - Perfect control, All elemental affinity, Multicasting, High speed energy regeneration, and Massive pool of energy

Skills

There are more skills than listed here but these are some of the most beneficial ones. You can choose to have Psionic, KI, Magic, Shaman, Demon, Werewolf, or General Skills discounted for yourself.

Psionic

- **(50 CP each)** - Psyche Force Scan, Color of Armaments Haki, Color of Observation Haki, Defensive Force Field (LV1), Pyrokinesis Master, Psychic Throw**,** Full Analysis, Support Scan, Healing Wave, Escape Route, and Anti Shadow Weapons
- **(100 CP each)** - Soul Link ability, Color of Armaments Haki Hardening, Color of Observation Haki Mantra, and Defensive Force Field (LV2)
- **(200 CP each)** - Shining Symbiosis and Third Eye

KI

- **(50 CP each)** - After Image. Soul Crushing Strike, Ki Blast, Seikuken, Ryusui Seikuken, Ki Injection, Ultra Powerful Violent Palms, Invincible Divine Body, Penetrating Force, Linear Drive, Diamond Rebound, Ki Bullet, Hollow Bullet, AP Bullet, Far Bullet

- **(100 CP each)** - Dou Ki Armor and Battle Ki Armor

Magic

- **(50 CP each)** - Magic Endurance, Mana Shield, Wind Spirit Buff, Lighting Spirit Buff, Fire Spirit Buff, Earth Spirit Buff, Water Spirit Buff, Fire Ball Spell, Water Ball Spell, Earth Rock Spell, Wind Blade Spell, Lighting Bolt Spell, Frostbolt Spell, Holy Light Spell, Cursed Mist, Illusion Shroud, Brave Heart Buff, Sword Dance of the Valkyrie Buff, Blessings of the Saint Buff, Quagmire Spell, and Fire Bolt
- **(100 CP)** - Breath of the Archangel

Shaman

- **(50 CP each)** - Kekkai Barrier, Spirit Assimilation, Over Soul, and Ghost Frenzy

Demon

- **(50 CP each)** - Demon Eye: Encroachment, Demonic Weapon Augmentation, and Silent Approach

Werewolf

- **(50 CP)** - Judgment of the Moon Goddess
- **(100 CP)** - Lunar Wolf Pack Summoning

General Skills

- **(50 CP each)** - Red Flame, Druid Hawk's Eyes, Instant Movement, Void Instant Movement, Spirit Gun, Zamaken Ni-no-Tachi, Tornado Step, Silver Dragon Scales, Lowest Level Earth Elemental, Fire Blade, Inferno Blade, Ice Blade, Frozen Blade, Wind Blade, Tempest Blade, Lightning Blade, Hurricane Blade, Riposte, Energy Sword, Sword of Light, Hatred Slash, and One Sword Style 36 Pound Cannon
- **(100 CP each)** - Focused State of Mind, Spirit Wave, Kuzuryusen (Nine-Headed Dragon Flash), and Wind Chaser
- **(200 CP each)** - Wind Step, Ten Step Kill, and Amakakeru Ryu no Hirameki (Flash of the Heavenly Soaring Dragon)

Companions

Your team, your companions, and yourself can not exceed 20, that is the limit for each mission

- **Single Import/ Companion Creation (50 CP for one and up to 200 CP for eight) -** You may import or create a companion. They get 600 CP to spend on the options presented. These Companions can only take Drawbacks that directly affect them, and you can transfer CP from yourself to a Companion, at a 1:1 ratio. You are free to decide the personality, history and appearance of created Companions and they will accept their created companion status. Any transferred CP will apply to all companions not just one.

- **Recruit mission companions (50 CP) -** You may attempt to recruit a character from any world you go to during the jump. You have the full duration of your time in the jump to attempt to recruit them.
- **Recruit team member (100 CP)** - you may attempt to recruit a character from your team or any team you encounter. You have the full duration of your time in the jump to attempt to recruit them.

Drawbacks

No limit on drawbacks. Side B, Dawn Infinity, Infinity Armament, and Ultimate Evolution are taken in place of the standard starting of Terror Infinity or they may be taken together but then you are going to be in this jump for the duration of each drawback for a year also. Team not China and Zheng Who can not be taken together.

- **Early Start (+100 CP)**: You may take this drawback up to 5 times, and every time you take it you arrive 5 years earlier than the start of the story. The characters for your team will still start at the canon times, but the enemy teams you meet may not be the same when canon comes around due to your actions in the meantime.
- **Terror Infinity Side B, Highschool of the Dead (+100 CP):** You wake up on the top of a Japanese highschool and it seems zombies have risen.
- **Dawn Infinity, Skyline (+200 CP):** You are in the sequel to Terror Infinity, you start in Los Angeles, California, USA and beams of blue light have just appeared.
- **Infinity Armament, Van Helsing (+300CP):** This is not the world of Terror Infinity, well i hope you prepared yourself in many ways this one is much worse.
- **The Ultimate Evolution, Terminator (+400CP):** This is also not the world of Terror Infinity, but it does a few things to make your life easier in the unforgiving worlds.
- **Weakness (+500CP/1000CP/2000CP):** This perk has multiple Levels. First level of this perk gives you ¾ the effectiveness of one stat for the duration of this jump. The second level is a reduction to half effectives for the duration of the jump. The third level is a permanent weakness for the races selected during this jump, the selected stat will be a ¼ weaker. You may take this perk up to six times, once for each stat.
- **God's Enemy (+ 600CP):** You can take this perk multiple times and each time more teams will come after you. God has made the team aware of your arrival into his game, and wants them to get rid of you. Until you defeat every member of the team they will not rest, you must wipe the team.

1. Team Celestial
2. Team Devil
3. African Teams
4. European Teams
5. American Teams
6. Asian Teams
7. Arabian Teams
8. All Teams excluding the one you are a part of

- **Harsh (+700 CP):** There's a lot of racism and sexism here, and that's before you picked this drawback. Wow… You're going to have to bear with people being one-dimensional stereotypes of their nationality from a Chinese point of view, and people will reject anything approaching less than needlessly full-on brutal, savage, cruel treatment of anyone slightly outside of their own 'group', be it defined by nationality, race, or gender. Good luck interacting with anyone from the setting expecting anything resembling reason and not wanting to tear either their or your own ears off after ten words.
- **Zheng Who? (+800 CP):** You take Zheng's place on team China, and if you take a perk that prevents a copy of you then he is now starting out in team Devil. Hope you got all the right perks and powers because you are going against a formidable foe. You will replace the protagonist in other Terror Infinity realities.
- **First Jump, are you crazy (+900 CP):** If you take this as your first jump you deserve all the help you can get.
- **Team not China (+1000 CP):** Team China is destined to win this whole thing, but you are not on that team anymore. You become a member of a team that is not China, Devil, or Celestial. Hope you like surprises because you have no idea what is going to happen and how long you will be here. If you go to a different Terror Infinity reality you will instead appear in a different team from canon.

Final Choices

After five years in the setting this includes the time in each world you are sent to, you are required to choose one of these options:

- **End your Jumpchain game and return home:** Choose this option to end your Jumpchain game and return home.
- **End your Jumpchain game and remain within the setting:** Choose this option to end your Jumpchain game and remain within the setting.
- **Continue your Jumpchain game and move on to the next Jump:** Choose this option to continue your Jumpchain game and move on to the next Jump.

Notes:

- I know that this is more of a combination of Terror Infinity and Side B, but the author of Terror Infinity gave up on the game elements half way through and never flushed out the purchasables.
- Thanks to Jason and Kinunatzs for the assistance in fixing up this jump
- To give an idea for those that care. The items for 50 to 100CP level would be the equivalent of common and uncommon items in DnD, 200CP would be Rare and Very Rare items, and 400CP would be Legendary and Artifact items. This might help some people get an idea of equipment costs.
- Moved many skills, items, etc to supplement page that a link in the jump and added link here also
- Enhancements race/bloodlines/mutations rankings equal along these lines - entry member of it but very weak, minor is average of species, major is exemplar of species, and god-like is highly evolved

version of the species. Basically an entry elf would be a half-elf while a god-like elf would be a Godly/divine/celestial/ elf.

- Racial modifiers added. If **Efficient** and **Supermodel** are taken together then calories are no longer needed to maintain the body. **Weakness removal** applies to things like fire for DC Martians, or Marvel Klyntars sound and fire. If your energy type has a weakness like Dresden Files Anti-Technology field with magic you may extend this modifier to it also.
- Enhancements energy is easier to explain - entry you have access to energy but no understanding, novice means you understand the basics and know how to do a little with it, expert is someone who is experienced with the energy and can utilize various aspects of it, masters have reached the peak of the energy and know most ways to use the energy, and god-like have so much energy it is nearly limitless and can know all aspects of how to it. Basically a novice mage can cast a few spells while a god-like mag can cast every spell for days.
- Renamed They did it differently in… to **Open Source**, Energy can be used for everything to **Shortcut**, and That's not true… to **Substitute**
- Renamed It does not have to be Lonely… to **Soul Mates** and updated perk. Now after the jump all perks you possess or buy are also your two chosen mates also, and specified that powers are just discounted. I did this after I got a few pms for clarification about the perk and some of its uses after the jump. I then decided after taking some jumpchains and gauntlets into consideration, that making all the perks the jumper takes also go to the mates and discount powers is within the realm of possibility for a 600cp perk. Considering the nature of cp for companions in some jumps this means that your companions are now viable to make a difference if used. To clarify, the perk must be bought each time and companions still have to buy it also if you wish to use it in a pyramid scheme fashion.
- Added X-virus to **Magic Genetics**, and replaced it with **Quick study**. It made more sense as a perk since Xuan would learn something overnight from the available data.
- For **Magic Genetics** you can use other energy types besides magic to enhance people, you just need **Substitute** perk to do it.
- If you have **Doctor Who**, **Regenerator**, and **Doctor Strange** you can give a very long life and health to those you wish regardless of species.
- **Natural-Born** and **Psionic Aura** together give you God-like Psionics across the board, **Natural-Born** gives you Novice by itself and **Psionic Aura** gives you Expert by itself. The Psychic perks basically give you everything you need for psionics so if you take them take the corresponding energy type level for free.
- Added **Jumper Serum** to the general perks. This was done as i was reworking the jump because i forgot about the jack of all trades archetype that had talent in many areas but wasn't the best in any one. So I went over a few perks that are general must haves for most people, added a few weaker versions of perks available here, and then tweaked a few things. The result is I made a perk that represents a well rounded immortal. For those that want to know it is a combination of around 20 perks; about 15 cost 100cp or less in various jumps, but the remaining ones cost more. I reduced the evolution aspect to reflect its lesser quality compared to the full **Evolution** perk, and while you can share the perk more than **Soul Mates** it is limited to just this perk unlike **Soul Mates**. For those that need a blunt explanation this perk makes you the super soldier equivalent of your species, gives you a few cosmetic perks to stay good looking, top grade immortality and regeneration, immune to all negative status effects, numerous small quality of life tid bits, and anything relating to learning or teaching something you do better than any other.
- Renamed **Everyone understands me even in Egypt, Elvish forests, and space** to **Polyglot**

- For the stat boost for perks - The general perks give 100 to each stat. Then the perks give the original cp cost to its corresponding stat.