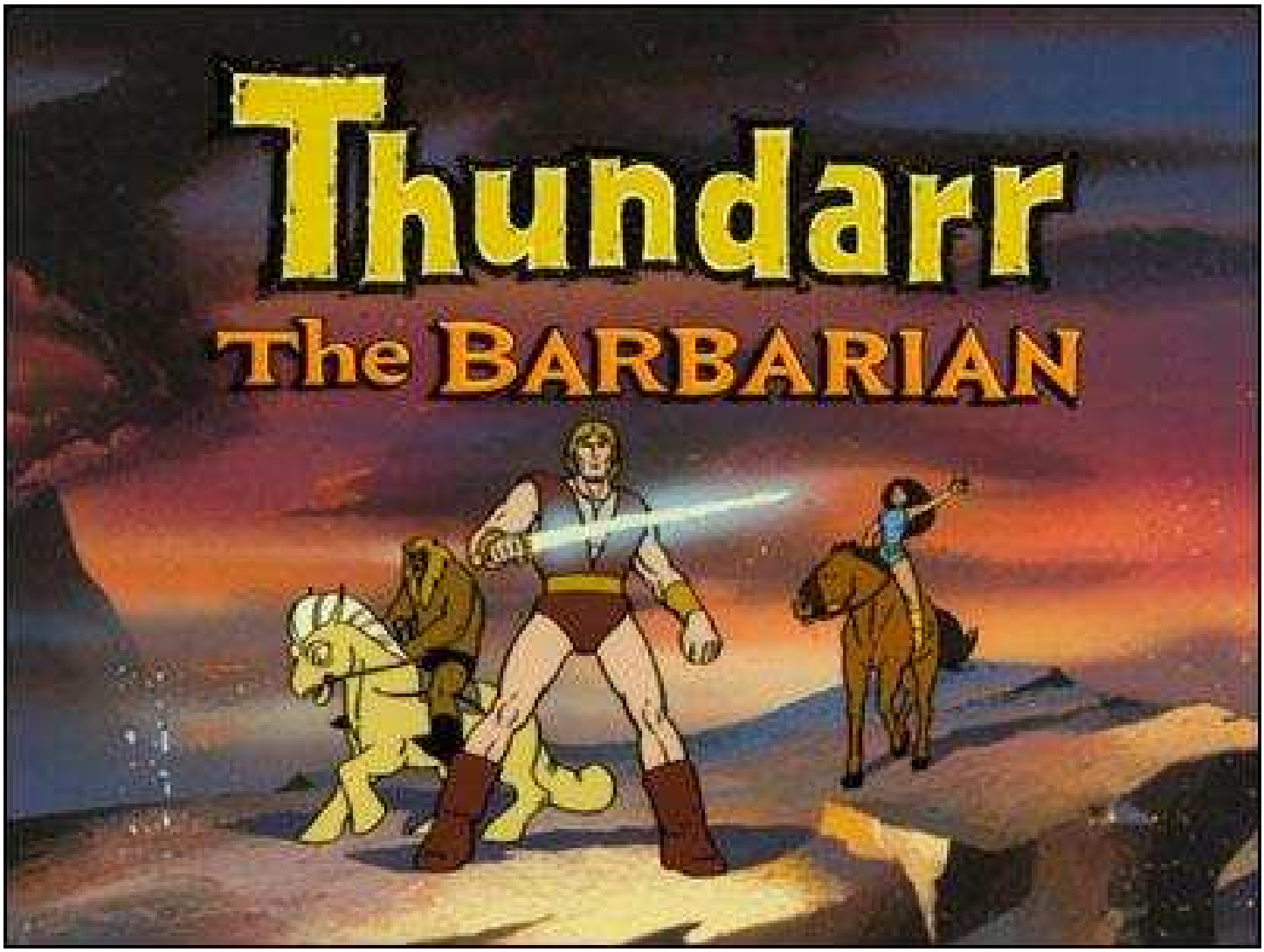
Thundarr the Barbarian Jump

Version 1.0.0



The year 1994, from out of space comes a runaway planet, hurtling between the Earth and the Moon, unleashing cosmic destruction! Man's civilization is cast in ruin! Two thousand years later, Earth is reborn. A strange new world rises from the old: a world of savagery, super science and sorcery. But one man bursts his bonds to fight for justice! With his companions Ookla the Mok and Princess Ariel, he pits his strength, his courage, and his fabulous Sunsword against the forces of evil. He is Thundarr, the Barbarian!

But while this is his world, this is not his tale. This is yours. Whether you will stand by Thundarr against the forces of evil and the tyranny of the wizard overlords and the Seven Citadels of Sorcery, will impose your will upon the world as its newest sorcerer, or find some other path such as train conducting swamp urchin, it is your actions which will shape your story.

You will be staying in this savage world for a decade. There's little overarching plot here; Thundarr dealt with episodic challenges. But you should have plenty of adventure to explore. If America doesn't hold enough there's always the rest of the world.

Location:

Roll 1d8 to determine your starting location. Or pay 50 CP to choose freely from anywhere upon the Earth.

1. Manhat: Once the smallest of New York's burroughs called in that time Manhattan, it remains a relatively important outpost of free humans. And the site of Thundarr's 1st and 4th adventures.
2. The Village of the Moks: Perhaps, most likely, not the only one. But this is a mok village in what was once Virginia. Be careful of the carrier-riding river pirates, but there might be treasure here.
3. The Forbidden Jungle: This is a jungle filled by fierce monsters and predators growing up around what were once the La Brea Tar Pits. The monsters alone are not enough to make it forbidden. It also drains magic from those within it, making it a place even sorcerers fear.
4. Oil Refinery Village: Found around the location of St. Louis, Missouri, a village of humans lives in this old refinery. Not too far away from this village the wizard Octagon has his fortress, a powerfully defended fortress even by the standards of wizards and sorcerers.

5. Yucatan peninsula, Mexico: In this region the reptilian carocs grow death flowers blossoms which they use to enslave the wills of humans (and moks) and sell to others as well shipped by ancient trains.
6. Alaska: A rather large region, but you appear somewhere in Alaska. The snow is thick and heavy, and the air is cold. Might be best to find some cover or heavier clothes fast. There does seem to be an old amusement park turned into a village nearby.
7. Circe's Island: Part of the Mystery Zone, a region of the seas which is associated with disappearances of ships. The island itself seems to have ruins from London on it, making one have to ask what land mass Thundarr was on to be close by, and whether he traveled the ocean between episodes, or London has somehow floated to near the American coast. Either way a witch lives here, cursed to turn to stone if she ever leaves, and looking for the body of a young sorceress to steal.
8. Free Choice: Thundarr went to many other locations in America, only Manhat showing up twice in his travels. You could go to one of them. Or anywhere else you'd like on the Earth. So pick a place you'd like to see; the sky is the limit. And we do mean that. Nothing in outer space or another alien world. You've got to appear within the Earth's atmosphere.

Age and Gender:

Your gender may be chosen freely. We see female barbarians, male sorcerers, and even a girl mok in the series, so there's no reason you couldn't be such.

Your age is also to be chosen freely. Though probably want to at least be hitting puberty.

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead. Raider may only discount one of their 2 600 CP perks, paying full price for the other.

Survivor: You don't quite fit into any of the main categories of the world. You're not a barbarian warrior standing against magic, nor are you a sorcerer, or one of the mutant raiders who prey upon the world. You're just someone living in it. You could be a human survivor in one of the small, peace-seeking communities across what was once America, or perhaps you are a native of the 20th century, somehow pulled forward in time from before the great disaster, or else it's possible you simply have no past in this world, but arrived in it from outside. This is the Drop-In option.

Barbarian: You are a warrior. Whether you're a hero or a mercenary, you are a cut above others in the arts of personal combat and battle. Yours is the power to potentially through wits and a good blade to bring a new shape to these torn and broken lands.

Partner: A step back from the limelight. You're not without your skills as a warrior, but you seem more of one in a supporting role with the skill fitting the ally of a hero instead of the hero himself.

Raider: Or maybe you're on the other side of the coin. While you're not one of the ruling sorcerers, you seem to be more aligned with them than the humans. Whether a mutant living off raiding humanity, a servant of the sorcerers, or some beautiful pirate sailing rivers in an old carrier, isn't it good to be bad? Only one of your 600 CP perks is discounted to you, and you pay full price for the other.

Sorcerer: The lords of this world are the sorcerers, possessing magical power, often combined with technological wonders. Taking this background won't put you at these heights, but like Princess Ariel you may be the 'child' of a sorcerer, or tutored by one. Though it may be possible for you to be a minor sorcerer like Ariel, or even a more powerful one such as Gemini.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

If multiple perks would grant you an alt-form post jump, you gain an alt-form combining all of them, and each individual perk's alt-form as a separate alt-form.

Mutant (50 CP): You are a near human mutant. Whether you're some sort of beast man, a lizard man, a goblin-like creature, or something else you possess a body that is not quite human. This body has some minor advantages over a human one - maybe you have a better sense, have armoring scales that make it a little harder to pierce or cut your skin, or are stronger on average than a human though this would be a mere shifting of the range and Thundarr would still be substantially stronger than an average member of your species. This won't grant you any major advantages, such as being fully amphibious, able to fly, substantially superhuman strength, ability to see in absolute darkness, or hearing good enough to work while blind.

You do get to choose the aesthetics of your mutant race, but it will be impossible to mistake you for human if you are clearly seen. This can be a mok, though you will not possess strength on the level of Ookla, merely somewhat above human. Post-jump this race becomes an alt-form.

Amazon (100 CP): Are we sure this shouldn't be Atlantean? Well regardless you possess the ability to swim with amphibious ease, and breathe (and speak) underwater, able to survive in both salt and freshwater. In addition to this ease of marine mobility, you possess an affinity for sharks, which prevents ordinary sharks from seeing you as prey and makes it much easier to tame and train them like domesticated animals.

During the jump you will have blue skin, but post-jump you may toggle this perk and its blue skin on and off as if changing alt-forms.

Many Eyes (100 CP): You have many eyes, your head being covered in eyes. This gives you 360 degree vision - as you have eyes on the sides and back of your head - and you may project eye based powers and beams from any of these eyes.

Post-jump you can toggle this on and off as if changing alt-forms.

For an additional 50 CP these eyes are not limited to your head, but you may choose to have up to a few dozen eyes scattered across your body.

Gem and I (200 CP): You possess a face on the back of your head, and the ability to your head a full 360 degrees to face it forward. This face possesses a personality similar to yours but with certain aspects heightened and more focused, making it better for certain purposes. Perhaps it is more vicious and warlike, possessing superior tactical acumen, or maybe it is more personable and extroverted possessing superior social skills and finesse. Whatever it is, its personality and mind are more focused on a certain field of activity, making it better at that field, though worse at unrelated ones. Whichever face is forward at the moment controls the body as a whole, though, the back face can still offer opinions and advice. You may control when your face switches allowing this second personality into control, or moving it back to merely being an advisor. Ultimately they are still you, and share your motives and goals, merely providing a second viewpoint on how best to reach those.

Post-jump you may toggle off this second face or toggle it back on as if changing alt-forms. You may choose to have this silence the second personality entirely, or to merely reduce it to nothing more than a voice in your head.

No Bonds Can Hold Jumper for Long (250 CP): How often do Thundarr and Ookla burst free when imprisoned? And it's not just them, even fashion models get in on breaking themselves free from sorcerers' dungeons. But it's enough that when Thundarr says no bonds can hold him for long you believe him; even bindings that can hold a truck throwing mok fall before the power of his flexing muscles. And now the same is true of you. While it's not impossible to restrain or imprison you, you find that restraints burst and break more easily when they are applied to you, and that the walls and structures of prisons are weaker - you might be able to use a nail file to saw open a grate in a matter of minutes to hours instead of… well never succeeding with such a flimsy tool. Put simply any attempts you make to escape a prison or restraints are more effective and successful than they should be, and you can more easily identify the weak points of any means of confining you.

Until All Men are Free (250 CP): Heroes can come from all sorts. Thundarr is a barbarian, Ookla a mok, Princess Ariel is a trained sorcerer, and even a fashion model from the 1990s can rise to become a hero with just one thing: an unrelenting drive towards freedom. And you possess this now. You are resistant to charisma and coercion, with the courage and will needed to stand in opposition of not just a sorcerer, but the entire system of their rule. You are able to stand against torture, threat, and charm in equal measure, and even have the sort of will that can grapple with curses and magic which would twist or control your mind. It's not guaranteed to come out on top, but

turned into a werewolf you could at least hold it back for a time, and maybe even retain a part of yourself.

And the thing about the will to oppose tyranny is that it's contagious. When you stand and fight for the freedom and liberty of others, you will find that they grow braver, and more ready to stand up and oppose forces of tyranny themselves. Maybe you can be the spark to make humans free once more.

Survivor (Drop-In) Perks:

Roll With It (100 CP): Survival in this world gone mad isn't easy, and it often requires one to be able to change with the circumstances. Whether a sorcerer from the distant future has just plucked you from a fashion show into a magic filled post-apocalyptic wasteland and thrown you into the dungeon of his simultaneously medieval and high tech castle, or your isolated swamp home has just been destroyed and you've been given a train and set on the path of a merchant, you find that you adapt to changing situations and circumstances with ease. This won't give you instant new skills, but your ability to take changes in your life and just roll with it, doing your best and discarding old habits that don't work is frankly inhuman.

Convenient Wings (200 CP): Where did you get these? This is a pair of feathered wings which, in defiance of aerodynamics and physiological constraints of muscles, allow you to fly by possessing them on a human back. In fact they're strong enough that as an average fashion model you could carry aloft a grown man for, well longer than your arms could. They allow for decently fast - faster than your legs carry you - and agile flight. And finally you can make the wings appear and disappear with a thought, taking only an instant.

If you have other wings from other sources you can make them appear (or disappear) instead, even if they'd normally belong to another alt-form than your current one, or are from a source such as a magic spell or curse.

Crafts of the Ancients (400 CP): Whether you're from the far past or merely managed to rediscover their arts, you possess the sort of super science found in this world. Robots, space battleships, drone controlling AIs, cryogenic freezing, lasers, and more robots (including ones designed to be controlled by plugged in brains). In effect you possess low end comic book science when dealing with mechanical engineering, with a special focus on robots. If it showed up in the show and wasn't in part magic you can probably build it.

Of extra note is that the ancients built things to last. A civilization destroying catastrophe wiped out civilization and yet structures still stand ages later sometimes with minimal damage. And this applies to machines and structures you build (or oversee building) as they seem to last one, two, or even somewhat more than two orders of magnitude longer than they normally would. At least without active intent in their destruction; people even seem not to resort to using them for building materials.

Elemental Shifter (600 CP): You seem to be an elemental shifter. You are able to assume the form of any element solid, gaseous, or liquid. Or at least that's how this power was described. It was only shown to be used to become stone, presumably a liquid version of the use to allow attacks to pass through them, gaseous, and once glowing red neon gas to absorb energy. You will begin with a similar level of skill, able to quickly shift from your normal form into living stone, liquid, or air, and perform several shifts over the course of a battle. You will have to discover your exact potentials, and limitations through experimentation.

Barbarian Perks

Gladiator (100 CP): You are a magnificent specimen of your species, a natural born athlete and warrior, and furthermore you seem to have been trained to use these natural talents. You possess the strength, combat skills, general athleticism of a barbarian hero, able to match Thundarr in these regards. Strong enough to sometimes seem to edge out the peak of humanity, and capable of leaps and feats of athleticism which would be worthy of the Olympics, if you were doing them when jumping from a collapsing structure, onto a moving vehicle, or otherwise from a suboptimal position. While you're especially good at jumping, and this focuses on acrobatics and athleticism for practical movement over fancy flips and display, you'd be an Olympic contender in most any feat of physical accomplishment and put world records to shame where you're at your best. And this does make you a skilled hand to hand combatant too, one of the best in this world; though your training doesn't seem to include missile or ranged weapons.

This is of course based on your species, a Mok or Space Vampire will be stronger than a human.

Technosavagery (200 CP): You may not know a train from a great monster, or a helicopter from a magical metal bird, but you can figure out how to operate them. Even when dealing with technology so much more advanced than your scientific understanding it is indistinguishable from sorcery to you, you are highly adept at understanding how to use it and how to stop it from functioning. This won't immediately teach you how to use functions you don't even have a reason to consider; if you knew a helicopter flew you could figure out how to fly it, but you'd not simply intuit that it possesses a quantum teleportation matrix unless there was some reason to guess you could make it teleport. Of course given more time you could discover additional features simply by the curiosity of why it has controls you haven't guessed at how to work yet. With a basic understanding of what a vehicle is supposed to do, you will be able to pick up how to drive/pilot it in heartbeats, at least enough for basic proficiency even with complicated machines like a (war) helicopter. This is actually especially effective for weapons and vehicles, grasping how to aim an unfamiliar weapon on the first shot, or being able to drive a car through hazardous terrain under fire on your first experience.

And this isn't just using. It's also stopping it from functioning. Even if you have only the vaguest idea of how a device functions, you can quickly identify what you need to smash, destroy, or remove to stop it from functioning and how to do so without blowing yourself up if possible. This won't create ways to stop a machine, but you will instantly recognize them.

He's Just One Man (400 CP): And yet their numbers seem to mean little to you. While they can eventually overwhelm you, and 2 on 1 is still somewhat harder than 1 on 1, your fights against groups go unusually well. It's as if they just can't coordinate properly, giving you opportunities to take them on one at a time, or getting in each others' way. While this typically won't quite negate all the advantages of numbers, you will find that 5 people are far less difficult for you to fight than they should be, and their ability to take advantage of allies to blindside you or create an opening far worse than it should be. A well-trained team might still see an advantage compared to fighting you 1 at a time in a row, and enough people will see some advantage in surrounding you with a wall of bodies, but if they're uncoordinated and work poorly as a group to begin with you might actually have an easier time in fighting them because they chose to gang up on you.

Barbarian's Wits (600 CP): A barbarian may be uneducated, but he cannot survive being stupid. A barbarian lives by his wits more than anything else, requiring a keen mind for how to fight and win. You are a genius of violence, able to immediately identify how to cut your way to an objective in as direct a fashion as possible. That is to say you can recognize almost intuitively what tactics and where to press in battle, recognizing its flow and rules as if by instinct, and can easily recognize if your enemy is defending a certain object or place, or simply trying to keep some vulnerability hidden. In battle your situational awareness is nigh on perfect, and your combat reflexes and instincts are wonderfully on point. You're highly adept at keeping track of everything (and everyone) in your environment and using terrain, and features of your surroundings in combat, taking in the world around you and formulating battle tactics faster than conscious thought. While you might not be able to eyeball exact distances in inches, you can easily recognize that at the speed something is going when you need to swing your sword to strike it, where enemies are aiming and when they're liable to fire to parry lasers and energy beams, or if you can make a leap and how well even in the heat of combat. Even out of battle you possess this sort of intelligence for direct, physical action, recognizing how to use your muscles, and sinews to solve problems, and you remain particularly aware of threat and danger around you at all times.

Partner Perks

Archer (100 CP): Leave it to the barbarian to fight as a gladiator in hand and hand. While you may be able to do so as well, your talent lies elsewhere. You are a highly skilled and trained bowman able to launch your arrows with speed and accuracy. You're even good at adjusting for the type of missile you're firing, able to switch from pointed headed arrows to ones with heavy bulbous heads designed to knock out targets instead of kill with seemingly no extra difficulty or need to readjust your aim based on the difference in their trajectories but doing it all quickly, efficiently, and mostly subconsciously.

This skill isn't limited to bows. You're generally highly accurate with whatever ranged weapon you decide to use. While you might not know how to use a gun, once you figure it out you'd quickly be able to compete with snipers. And this includes weapons that you throw, in fact you're extremely capable of gauging the weight and composition of an object to know how to throw it where you want to. Whether it's a tree, an arcade, a truck, or a robot, if you can pick it up and throw it you can know how to aim it where you want it to go.

Human Dog (200 CP): There's something almost animalistic about you. Especially if you actually look the part. Still like a dog you seem to be able to shift from adorable to terrifying with ease. One moment you can just be the adorable wookie-lookalike companion, and the next you snarl and they remember that you're the size of a bear with claws and fangs. It's almost as if you have a mental dial which can be set to either play up the cute features of your form and downplay the scary ones or to reverse it suddenly emphasizing every possibly terrifying aspect of your form and being, and fully turning this dial is as simply as making a facial expression.

This is effective if you're human, but if you are more animalistic, you'll find that it tends to be able to go to further extremes.

A World of Adventure (400 CP): What's the best part of being the companion of a hero? All the adventures you get to go on. So it'd be a shame if you didn't have those. Now, if you go looking for adventure you have a way of just wandering into adventures and those who need your help. This won't create trouble, it just will guide you, and those with you, towards those in need or the weird and exciting, having a way of redirecting you and/or trouble to cross each other's paths. And it does require you to be looking, but those with you don't have to be, and somehow it does have a tendency to drag you

towards those adventures your traveling companions will be more than willing to join into, allowing you to just sit back and watch.

Ooklas of Strength (600 CP): Are all moks as strong as Ookla? When we see a village of them none show his immense strength. Well this doesn't necessarily make you a mok, but it does give you strength on the scale of Ookla's, and yours is probably more consistent instead of seeming to disappear whenever someone needs to tie you up, or knock you out in a single blow. You're strong enough to use steel I-beams as clubs, throw dump trucks several times their length, kick the main control console straight through the front of a helicopter, punch the barrel of a gun into the gun, win head to head collisions with charging whales (though hitting it with your head might leave you concussed), or brake a speeding locomotive (quickly) by sheer force of muscle. You're not Superman, Thor, or even the Hulk, but you're strong enough to punch around in comics.

Optionally this does make you a Mok. This won't further increase your strength, but you'll be a bit bigger than a human, with vocal cords that make for great growls if poor speech, and fur. Post-Jump this becomes an alt-form.

Raider Perks

False Wizard (100 CP): You are not a wizard, well probably, but other people don't need to know that. You are highly skilled at stage magic, prestidigitation, and legerdemain. You are particularly skilled at using these tricks of sleight of hand and misdirection to pass off things as magic or supernatural powers, with a good mind for how to use tricks, and tools, to make someone believe you did a supernatural feat that you did not. A skilled mage will probably see through sooner or later, but that still might give you the time you need.

Of course if you actually had supernatural powers you could apply these same tricks with them, either working to hide them among tricks so that they were dismissed as the same, or merely applying your skill at bluffing and misdirection to make them seem greater or more varied than they actually are.

Jumper's Brain Shall Live Forever (200 CP): Your brain is capable of surviving independently of your body, without food, water, or air. Baring direct harm to your brain it is theoretically immortal, able to live eternally without aging, and even outlive your body. Even with direct harm, your brain seems to be rather resilient, healing from injury better than most parts of your body, and being harder to damage, making it one of the more durable and resilient parts of your body.

This immortal brain is also easily transferable to new bodies, allowing you to be surgically implanted into a new body with ease, and no fear of rejection from their immune system if you're installed in place of their brain and as long as nothing else would have killed or harmed their body than the absence of its brain, the body should be good as new afterwards. Similarly you can be easily installed into a robotic form, as long as it has the proper ports to connect to your gray matter. Even if your body fails you, Jumper's brain shall live forever. Moving it between bodies will not impact your brain's durability (though changing alt-forms might).

As Beautiful as You Are Evil (400 CP): You are beautiful. At minimum you're good enough looking that people would notice you, though far from a perfect 10, or a one in a million beauty with just this. Still you're something like one in a hundred. But you may become more beautiful still. As you grow more wicked and evil in your deeds so too will your beauty increase. The more beautiful you are the more evil you need to be to further increase your beauty; if you want to reach truly inhuman levels of beauty, you will need inhuman levels of evil. But even merely as a pirate (really more of a river raider) you could be beautiful enough to make Ariel jealous.

Space Vampire (600 CP): Well it seems you're not from this planet. Instead you are a four armed alien creature. Your hide is thick and either chitinous or squamous, but whatever covers your body it is thick and armoring. You possess bloodsucking vampire fangs, a long tail, clawed feet and fingers, and your eyes sit on stalks above your head. You are stronger than a human, even Thundarr, albeit not by too much (and with **Mok Strength** you will be noticeably stronger than Ookla). You are able to release dark energy which forms into thick webs, and which can be used to cocoon prey or lasso them, and which while vulnerable to magic cannot be cut by the sun sword or other light based weapons (including lasers). You are also able to fire beams of darkness from your eyes capable of blowing up objects as large as an arcade game, turning on machinery, or nonlethally impacting targets. Like your web, these beams cannot be blocked or stopped by light including the sun sword, but they are also able to disrupt and overcome magical force fields and energies - though will not disrupt an active spell unless it is a direct projection of energy or a force field. You are also a quick and easy burrower and your claws are designed for digging into surfaces to climb.

Post-Jump this becomes an alt-form.

Werewolf (600 CP): You are no longer quite a normal human. You are a werewolf, but not because someone has infected you with their curse, instead you are a progenitor of it. At night you turn into a form that's a blend of your own and that of a wolf, though you may resist this change if you wish. In this form you have increased strength and night vision, as well as the ability to charge your hand with a curse which is inflicted by touch and turns a human, or near human such as a wizard, and likely most varieties of elves and other almost humans, affected by it into a werewolf. These infected werewolves will not be able to inflict this curse further, but are naturally subservient to your will. This change does increase their bestial instincts causing some loss to their reason and more tempered mind, but it grants them increased strength, ferocity, and most importantly subservience to your will.

This curse can also be applied to wolves to grant them a humanoid form, and more human-like intelligence. And (unlike those you curse) it will also grant you a wolf alt-form, which may be your true form beneath the werewolf curse if you choose

If you're a species other than human, it will affect that species as well; this includes any species you possess as an alt-form even if you are not currently in that alt-form. In the case of an animal species, this will not hybridize them with wolves but with humans, functioning on them similarly to how it functions on a wolf. If you possess a

bestial/animalistic species other than wolf, you may choose to turn people into human hybrids with that species instead of wolf.

Sorcerer Perks

Princess Jumper (100 CP): Ariel is a princess. Of where? Of who? It doesn't matter. All recognize her as being a princess and that's what matters. People unconsciously accept that you are one of the aristocracy, instinctively recognizing you as a member of upper class society. You might have to play up being a foreigner to explain why they don't recognize you from the social circles of local nobility, but people find it hard to not believe that you come from an aristocratic line, or even if you don't that you'd belong in one.

Acceptable Sorcerer (200 CP): The only good sorcerer is a dead sorcerer, that definitely seems to be Thundarr's philosophy except where Ariel is involved. No matter how much people hate sorcerers, they don't seem to include her in that assessment. Even when they assume anyone with knowledge of magic (or science) must be evil, this doesn't apply to Ariel. And now it doesn't apply to you.

You are immune to prejudice and bias based on things you are. People will still judge you on things you do, and what you do with what you are, not simply what you are. If you use your magic to help humans you won't be grouped with other sorcerers. And even if it is a thing you do as long as it's not dangerous to yourself or others, people are disinclined to judge you for it.

Sufficiently Advanced (400 CP): Science and magic are clearly and demonstrably distinctly different things in this world. But just because they are different doesn't mean they are incompatible. While not all sorcerers possess technological skills, many make use of it. They may not match the technological power of the ancients, but they can create far stranger and more mystical technology by interweaving it with magic.

You are familiar with the principles by which they do so. This won't give you the sorcerous powers of a sorcerer on its own, but even without it you will recognize the principles of their magitech, how to use it, stop it, or even help in its construction and design. Though if you did have sorcery of your own you could create robots, flying war machines, wizard racers, and more. But this is not limited to sorcery or technology from this world, you are excellent at working technology and magic together, making it easier for you to combine the two regardless of their source. Even magic which would normally not play well with science or technology can be integrated into magitech devices by you.

Sorcery (600 CP): With this you truly are a sorcerer. For base price you are roughly the equal of Ariel, capable of many feats of magic from protective fields, bolts of magic energy, creating ropes or bridges that can be walked upon, short range teleportation of an individual, hypnosis, animating small statues, and even scrying. Your magic is not necessarily identical with Ariel's but of the same general scale and potency, a match for lesser sorcerers, but not a match for the more powerful mages of this world. Magic in this world seems to be mainly cast by movement of the hand and will, directed out through a pointing finger as a beam which causes its effect on impact, and requires your hands to be free, though with difficulty you may be able to cast a spell against something directly in contact with the tip of you foot instead.

For an additional undiscounted 400 CP your power rises to similar to that of Gemini or Kublai. This generally represents a major increase in all your magic; you are capable of longer range teleportation - of larger groups - animating the statue the Statue of Liberty and granting it the power to launch flames from its torch or turning a building into a fire breathing dragon, more powerful barrier and magical blasts, mind control beams, and it grants abilities such as creating a magic cloud to ride upon, or transforming yourself into a cloud. Your greater mastery and power with magic allows you to cast your spells without your hands, but simply firing it from your eyes.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin. No discounts on general items.

You may purchase multiple copies of items. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Swimming Mask (100 CP): This is a small mask which is put on over the mouth and nose. When worn the wearer can breathe and speak underwater as easily as their native atmosphere. It even somehow fixes vision and sight for dealing with the change of medium from air to water, and seems to make the wearer swim more easily. Maybe it's magic.

Mighty One (150 CP): This is a towering robot ape, standing about 5 times the height of a man. It is strong enough to tear down stone walls, and to overpower Ookla the Mok who throws dump trucks, and durable enough to resist blows from the sun sword requiring multiple strikes and muscle put into them, leaving it highly resistant - even immune - to common handheld energy weapons of this world, and substantially more durable in general than the stone walls it tears down with contemptuous ease. Not particularly intelligent, it still possesses enough of an AI to follow simple commands such as 'go there and smash that fortress as well as anyone who attacks you' or 'squash anyone who enters this area.'

Golden Pyramid (200 CP): This is a pyramid in the Mesoamerican style, though is neither particularly large or small for them. A canal has been built through its lowest floor, flooding it and allowing small boats to pass through it. The pyramid's structure is maze-like and difficult to navigate without foreknowledge of the paths, and is filled with various death traps which can be activated via hidden switches. While it has nothing electronic, or even much use of metal, in its construction, it is very cleverly designed with mirrors, wood, ropes, and stone used to create portcullises which can cut off paths, traps which drop rocks or raise spikes, and the like, as well as secret observation chambers using mirrors to observe distant locations within the pyramid.

Vapors of Life (250 CP): This is a large cauldron containing a green concoction which if boiled creates a vapor which drains life force from those first exposed to it to deliver it to those next exposed to it. This will age the former while potentially rejuvenating and de-aging the latter. Though exposing an individual to the vapor twice will age and restore them fully, the drained life essence does not flow as easily into a new host, merely de-aging years for decades lost. Even so as long as you had young and hale victims you could maintain the lives of several indefinitely, even though you only get enough to fully drain 2 individuals of their life every month.

A sorcerer should be able to figure out how to make more of this concoction with the cauldron and their magic.

Helmet of Power (300 CP): This is a metal helmet with 2 horns pointing straight up from the sides, and machinery inside of it. It is able to fire beams of magical force from the horns which can explode objects, or telekinetically animate them to your will. The more fine tuned the animation you want the more concentration and time it will require - a destructive blast is extremely quick, making something brake in the air an reverse its path takes a bit longer, making rope coil someone is not too slow, but if you want to make a statue perform ballet it will not be happening in combat. It doesn't affect living creatures, or anything which possesses enough silver content. It also likely has limits to the size of an object it can affect at once, it can blow holes in walls large enough to walk through, but it doesn't seem capable of completely destroying buildings in a single blast, and is likely equally incapable of animating an entire building (even a small one). Likewise the duration of its effect is limited, the longer you want something to move on its own the longer you will have to charge up the blast.

Death Flower Fields (400 CP): This is a valley in which red flowers grow. These flowers produce pollen which saps human - or mok - wills, leaving them highly suggestible, and moldable by whoever gets to them first, Once someone is entranced you could make them fight their friends, though it can be shaken free or washed out of the sinuses, and its effects last only a limited amount of time. The flowers always grow naturally in the valley, even if completely wiped out new flowers will bloom in their next growing season, though if you want to grow them at scale you'll need to put in farming efforts. They seem to refuse to grow outside of the soil of the valley, however, and while this pollen can sap the will of moks, lizardmen were immune, so how far from human it can affect is limited and will require experimentation to discover.

Forbidden Jungle (400 CP): This is a stretch of several miles of jungle. It contains tar pits from which complete fossilized dinosaur skeletons occasionally rise up, and is inhabited by mutant beast-men, and dangerous wild predators making it an inhospitable place to live for most people. More important however, is that it drains the power of magic-users within it, and drains off magical energies as well. This drain will empty a wizard faster than an artifact, even if the former is more powerful than the latter, but given time it will drain even the likes of the Sunsword. Still it makes actively casting spells in the area much more difficult, and such magic far weaker; a sorcerer might fail entirely and even a wizard's spells would be unreliable and weaker than normal within.

As you are paying for this jungle you will have an intrinsic sense for its location relative to you at the start of each jump when it imports into the local world at some appropriate location. In addition you seem to have a good sense for your travel through it and while you do not control the inhabitants you seem fortuitous in avoiding the most dangerous ones, and while the drain of magic still affects you it is somewhat slower towards you and your CP purchased items. Finally, while you do not control most of the inhabitants, a one-eyed giant of great strength and power lives within the jungle and will obey you though it will not leave the jungle.

Black Pearl (450 CP): This is a large, black pearl. It protects the carrier from direct magic, no magic spell of this world can affect one who carries it, or even things within several inches, perhaps even a few feet of them. Even the most powerful wizard's magic would be useless against them, and bolts of magic or conjured magical energies would fade and fail before touching them.

However mages can affect the world around them as well. And sometimes one must deal with that. By throwing the pearl you may cause it to explode, releasing a magic rending energy. This will wipe away all magic in its close proximity, exploding outwards to tens of feet, maybe even hundreds, wiping out all magical effects and potentially even draining mages of their magical power, and making it harder for them to regain it in the future as if its anti-magic effects linger in them as a slowly fading infection. It will leave magic difficult in the area for some time (hours not years) afterwards as well. The further from the epicenter of the blast the less this effect is; at the edge the Sunsword might not be affected, and one of the world's most powerful wizards might maintain the power to flee, in the epicenter the former would likely be destroyed and the latter rendered completely human and powerless for years before even the first sparks of power returned.

If this pearl is destroyed (such as you chuck it as an anti-magic grenade) it will be replaced within 1 year.

Gauntlet of Power (450 CP): This mechanical gauntlet, seems to be a form of magic tech. It can be used as an energy weapon, strong enough to be a threat to the likes of Thundarr or Ookla the Mok, or blowing holes in stone walls. It is more damaging to non-living objects than living creatures, but is capable of being set at various levels and intensities.

This offensive function is the least of its abilities, however. It amplifies magical abilities when worn, able to propel a sorcerer of Ariel's level up to a wizard, and will work to amplify other forms of magic you possess, and while the scale might not be the same it will always remain noticeable. Even when not worn it can be used to amplify your magic against whoever wears it as if you were wearing it yourself.

Finally destroying it releases magic energies capable of destroying a city, though they do not hit everywhere in an area equally and seem to be lighter than air as they rise above human head level. And because this is a children's show seem not to harm living creatures.

Moon Dial (600 CP): This large, magitech machine which opens a portal through time. It's too large to travel through the portal it opens, though riding three horses in formation through it is possible. The portal cannot be aimed too close into the recent past, say within a thousand years or so, and gets harder to aim the further back in time you go beyond its ideal range of about a thousand years. Even at ideal range it can't target a specific day, though you might catch the right week, and further back hitting the right year becomes potentially difficult. Still the portal only lasts hours, less than a full day, and you'll have to pass back through it or risk being stranded in the past.

Also presumably the name means it is related to the moon somehow, so it can only be opened at night, and you must wait 1 lunar month before being opened again. Still this is a magical time portal generator and such is a valuable tool.

Drop-In Items:

Fuel (50 CP): This is several dozen barrels of gasoline or (industrial) oil. Resupply at a rate of 1 barrel a day if used or lost, though it won't build up a larger stockpile.

Train (200 CP): This is a decent sized freight train. Its power source seems to be a little unclear, partially as you don't seem to need to refuel it, and it can be operated by a single teenage waif at the controls with no engineer.

It seems to come with tracks that go through sparsely populated areas and places where the setting's pre-existing transit system (should it have one) does not. Though just in case you need to travel off of these tracks, the locomotive can be converted into a long legged walker, by attaching 4 pieces of train track on it giving it dozens of feet of height and the ability to travel without tracks on its metal stilt-legs. This is a strangely easy process.

The train automatically maintains and repairs itself when it is not moving, and so do tracks which came with it.

Hideout (400 CP): This is a base, large enough for dozens, possibly more than a hundred people to live in with a fair amount of personal space and privacy, built into a mountain or hill. The default creature comforts aren't the greatest, but no worse than living in ruins or a pre-industrial village, if you don't mind the lack of daylight and the lighting coming from seemingly nowhere - though you are able to turn on or off these phantom lights or set them to certain hours of operation.

While it lacks defensive force fields, or weaponry, merely being defensible as an (artificial) cave system from direct assault it does possess a special resistance to detection. High tech - even real world tech - sensors cannot detect this artificial cave or anything inside of it, and the caves and everything inside are protected from magical, supernatural, paranormal, or similar means of detection or observation. Even x-ray vision won't see it. This won't stop people from using such means to follow you to the entrance, or stop simply enhanced normal senses from doing things like hearing you, and it only applies against external forces; from one step inside of the base everywhere within it could be observed by magic.

Guardian (600 CP): This is a large, 80s style supercomputer housing an AI designed to control combat drones. It comes with 3 drones which seem to fly through electromagnetic levitation or some form of anti-gravity and possess disintegration rays which can destroy electrical towers and (magitech) tanks in a single shot each, but leave living creatures (and their clothes) unharmed. These drones only seem to have a range of a few miles, but can still be used to strike down any obvious force approaching you, or at least their support weaponry and vehicles to make them easy picking for other weapons. The computer could control further drones, though it will eventually hit a limit, if you could build such yourself, and with some easy modifications could possibly coordinate other, non-drone based, automated functions of a complex it was integrated into.

You get a guardian, and an additional one will be installed in each property that is at least the size of the Alamo which you have purchased for CP or received as a scenario reward or which you purchase/receive in the future. Particularly large properties - such as entire nations or worlds - may receive multiple such guardians though their coverage will be far from complete especially for the larger scales (a European country might have a dozen or two, while a planet might only have a hundred or so).

Barbarian Items

Horse (50 CP): This is a perfectly ordinary horse. It appears when you whistle for it, running up from wherever it was in a few moments as if it was just out of eye sight. The horse can canter all day every day without tiring or wearing itself out, galloping for far longer than you'd ever expect. This horse is also fearless, and remarkably good at leaping and sticking its landings unharmed. The horse doesn't seem to need to be fed, or cared for besides occasionally giving it water and maybe an hour of rest here and there.

If killed, or wounded the horse will be fine as new within no more than a week.

Trident (200 CP): This is an energized trident. The energy protects it from blows even from the Sun Sword, though it is possible to eventually overcome this protection; still it would take many blows and a great deal of force and muscle applied even with an energy weapon such as the Sun Sword. Besides protecting the weapon from harm, the energy can also be used offensively. It can either be released into a stabbed individual or object with enough force to knock out a strong man merely by contact with its prongs, destroy a stone wall creating an opening large enough for a large man to easily pass through, or fired as a short ranged energy blast out from its prongs. This blast is significantly weaker than releasing the energy directly from the tip but still provides a ranged attack.

Sun Sword (400 CP): This is the hilt and crossguard of a sword. It is able to attach itself to your clothes for easy carrying, simply attaching when you place it there and will it to, and remaining attached until you choose to detach it. The hilt is also able to project a blade of fire-like energy. It is capable of cutting through most materials, though some things may be thick or resilient enough to slow it, and one creature proved immune; still despite being energy it does seem to be powered in no small part by the wielder's muscle as a more wound up and heavier blow was able to harm a lava-dwelling beast that ignored lighter blows.

Despite being a heated energy blade it is able to function underwater. It is also strangely good at deflecting ranged attacks without need for precognition or the like. A skilled warrior with good situational awareness could fend off bolts of energy that moved far faster than a human from multiple sorcerers at once, almost as if the blade was wider and thicker for the purposes of blocking projectile attacks, and it is capable of deflecting any magical bolts or beams no matter how powerful they are.

This weapon will only function for you. For anyone else it is merely a hilt, the blade refusing to emerge. The sword also has a way of quickly finding its way back to you if lost, or just seeming to get a bit closer to you if it is out of reach and you're reaching for

it; if you were tied up it would eventually manage to get into reach though this movement would be very slow.

Pool of Power (600 CP): This is a glowing pool of mystical energy found, by default, in a cave under the ruins of an ancient observatory. By touching a magical item to this pool you can repair and recharge the item. You will need the item to be mostly intact, or at least have all significant pieces of it and for it to be mostly complete. This pool does not only repair and recharge, however, it also binds an item dipped into it to whoever touched the item to the pool. This will cause it so that the items functions and abilities which are magical, supernatural, paranormal, or just break with the normal physics of the current universe/setting will only function for whoever dipped it into the pool and no one else. While it will only recharge and repair those objects which are magical in nature, it can be used to bind any item which is supernatural, paranormal, or simply functions on different rules than those of the world in question (if it takes fiat to work in a bog standard world it can be bound this way). This binding can also be used to reprogram other such magical locks or seals which would only allow the rightful wielder to use it, making you be considered a rightful wielder.

Post-jump you may have the pool and its observatory act as a warehouse attachment, or appear somewhere appropriate in the world. When you purchase this item you may import the pool into another structure you possess to have the pool appear in a cavern under it instead of a ruined observatory.

Partner Items

Bow and Arrows (50 CP): This is a simple wooden bow, albeit one that seems to have a potentially quite incredible draw strength. The quiver seems to generate arrows as you need them, though it probably has a limited speed of doing so, but it's one far beyond human capability. And these arrows can even be blunted at your desire so that they will knock out those they'd normally fatally wound with no lasting or permanent damage.

Equort (200 CP): This is a strange, alien looking horse-creature. In many ways it functions like the **Horse** available above. It appears when you whistle for it, running up from wherever it was in a few moments as if it was just out of eye sight. The equort can canter all day every day without tiring or wearing itself out, galloping for far longer than you'd ever expect. This creature is also fearless, and remarkably good at leaping and sticking its landings unharmed. The equort doesn't seem to need to be fed, or cared for besides occasionally giving it water and maybe an hour of rest here and there.

Unlike the **Horse** however this equort seems to share in your strength, as no matter who you make it carry as long as you could lift the weight with your arms it will be able to run unimpeded by the weight (as well as your own weight should you be on it). If you could lift a tree and hold it like a spear ahead of you, the equort could run at full jousting tilt carrying you with it.

If killed, or wounded the equort will be fine as new within no more than a week.

Mok Village (400 CP): This is a small village of moks. Moks being exceptionally strong, beast-men with manes somewhat like lions. While they don't come close to matching Ookla as a rule, they are somewhat stronger than humans, with even the weaker members able to be considered strong by human standards.

This village also contains a small hill made of gold covered in a layer of dirt to hide it. There is a large vault built into this artificial hill. Objects in the vault will follow you from jump to jump as part of the village, outside of it only those things that are part of the village or used in the villagers' daily live, and not simply miscellaneous items stored in the village, follow you.

In future jumps you may choose to have the village be a warehouse-addition or simply appear somewhere appropriate in the world in question.

Lincoln Memorial Reflecting Pool (600 CP): This is an exact copy of the Lincoln Memorial Reflecting Pool found in Washington D.C. As such bathing in the pool serves to break even the most powerful of curses and reverse supernatural transformations returning those afflicted to their natural state.

Post-Jump this may be added to your warehouse as a warehouse addition in a room just a bit larger than the pool, or import into the world somewhere appropriate.

Raider Items

Energy Rod (50 CP): This is a scepter like object capable of shooting energy beams from one end. This energy is more damaging to objects than living creatures, merely able to hurt or stun living creatures unlikely to even truly knock out a person in a single shot but merely stun them for a minute or five with a particularly good blast. Sustained fire could knock out or even perhaps kill a person. It's more damaging to objects, but making a hole through a stone wall is going to take a while, and even a wooden one won't be happening in one or two shots.

It can carry this energy through its surface if you'd like to use it as a melee weapon making it a rather effective club.

Death on Wings (200 CP): This is a giant bat, bug, or other winged creature capable of carrying a person as a mount. Noticeably faster than a horse over ideal (for a horse) terrain, and able to fly leaving it much less affected by terrain, and capable of a more straight line course. It possesses superior vision, both in full daylight and night vision, to a horse (or human) and also echolocation able to identify objects in full darkness and fly or hunt by such.

Still it possesses many of the benefits of the **Horse** available above. It appears when you whistle for it, flying up from wherever it was in a few moments as if it was just out of eye sight. The beast can fly at speed all day every day without tiring or wearing itself out, doing the aerial equivalent of a full gallop for far longer than you'd ever expect. It is also fearless, and good at flying through and around difficult obstacles even if that requires interesting maneuvers on its part. The creature doesn't seem to need to be fed, or cared for besides occasionally giving it water and maybe an hour of rest here and there.

If killed, or wounded the creature will be fine as new within no more than a week.

Carrier Raft (400 CP): This is the deck of a carrier - complete with weapons - of a U.S. made Aircraft Carrier, strapped onto a massive wooden raft, with a large wooden mast and sails, as well as some wooden superstructure to serve as quarters, and provide raised areas for catapults and watch keeping. It floats high on the surface of the water, with a draft of only 2 or 3 ft allowing it to traverse rivers that are broad enough. Unlike the canon version yours comes with a full supply of firelances (missiles), and catapults to launch them from, and ammunition for its guns, making it one of the most potent war machines in this future age, though it retains its catapults, and hives of extremely deadly giant hornets which can be fired at enemies via the catapults. It comes with a whistle which summons it.

It will automatically maintain and repair itself when in low intensity operations - being a floating village it has to be expected to be used to some extent 24/7. It will also resupply its own weapons over time, including the hornet hives and modern (for the 1970s) missiles.

War Machine (600 CP): This is a hulking, battleship. It's smaller than the Carrier Raft in overall footprint by a substantial amount, though it probably is larger vertically than the raft is on average. It's more of the size of a battleship. However unlike the Carrier Raft this is not a waterborne vessel. This war machine is capable of flight, either through the atmosphere or space, and is even capable of leaving the atmosphere under its own power through sustained upwards acceleration, and once out of the atmosphere could accelerate continuously at at least 1 G, possibly faster rates, until it was encountering significant relativistic increases to the amount of energy needed to accelerate further.

Also it is a battleship. It possesses several energy weapons on the underside, as well as a tractor beam which can pull people up into the ship. It is physically capable of flying through skyscrapers and being completely unharmed. It has a larger main forward mounted weapon which was never used but is presumably substantially more powerful than its simple ram or underbelly weapons. Its weapon systems outclass both the **Wizard Fortress** and **Guardian** in total power, though it lacks the former's magical generator, and the latter's replication across your domain and automation.

Sorcerer Items

Flying Platform (50 CP): While its shape may vary this is a magitech flying machine. Maybe it resembles an oddly stiff and thick carpet, a floating disc, an outwardly mechanical platform, or even is designed to resemble a cloud. It doesn't matter what it looks like inside it has guts of magical machinery, and it is capable of flying and carrying you and multiple other people aloft while doing so. Slower than a horse and incapable of moving without you, it's still a flying machine capable of taking you where you need to go in 3 dimensions.

It is fueled by drawing on your magical power - and only yours - and this will normally be a rather small drain, enough that even with normal human power it'd be no more tiresome than jogging, and with the **Sorcerer** perk you could likely maintain it for 16 hours without difficulty; though it is possible to increase its speed by pouring in greater magical power though even a **Sorcerer** would quickly feel high speed maneuvers or travel.

It will automatically maintain and repair itself over time when not in use.

Order of Knights (200 CP): This is a set of a dozen robotic knights, or other combat robots. They are not particularly creative or free thinking, but are absolutely loyal to you, and their AI is sophisticated enough to be used as basic soldiers. Each one is stronger than a normal man, and possibly in raw physical strength stronger than Thundarr himself, and as robots rather more resilient, though a being with strength like Ookla could tear them limb from limb, and Thundarr could likely defeat them all without breaking a sweat. They each come equipped with some form of energy weapon capable of hurting, or even knocking out, a human with a single shot, but which will require sustained fire to kill. These weapons are strangely more effective against inanimate structures, capable of blasting holes in walls or destroying boulders with a series of shots.

Wizard Racer (400 CP): This is a racing vehicle. It possesses at least two forward mounted weapons, though they're not particularly powerful, similar to those of the **Order of Knights** above though somewhat more powerful - they could knock out a horse or destroy flimsy structures in a single shot though will still need sustained fire to kill or destroy boulders or another wizard racer, speed, no need for fuel, and is resistant to magic so that a sorcerer equal to Ariel could not directly affect the vehicle with their magic. The exact design is up to you however, and your racer will have additional advantages such as being able to fly like the manta machine, grasping arms with great strength capable of lifting rocks the size of small buses and throwing them a significant distance like the

scorpion machine, greater speed and maneuverability as a spiked murder wheel like the murder wheel machine, or maybe your merely possesses stronger guns. These are merely example and not an exhaustive list.

Wizard's Stronghold (600 CP): This is a large magitech fortress complex on a similar scale to a pyramid though of a much smaller - and more consistent - height. It is equipped with various weapon systems and defenses - energy beams and force fields - sufficient to make besieging it a difficult task in this world, though manning all the battle stations will be up to you, as it lacks the **Guardian**'s automatic drones and its weapon systems are not quite up to their levels either.

Deep inside it, however, is the real prize. Within is a magical generator that provides high amounts of magical power. What you do with this magical power is up to you, but even fully maintaining this base is of small difficulty to it, and it could easily make a lesser sorcerer the equal to a wizard within this fortress, or could be used to create an energy being which would be invincible by this world's standards. Just don't let the generator get destroyed. It's a rather large magitech machine, and besides being potentially explosive, if it's damaged it will stop functioning to provide this power.

Companions:

Companion Import (Free/50+ CP): For free you may import or create 2 companions with an origin and 400 CP. For 50 CP you can import or create 1 more companion (3 total) with 300 CP. For 100 CP you can import or create 3 more companions (5 total) with 300 CP. For 150 CP you can import or create up to 6 more companions (8 total) with 300 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 300 CP (and ability to get an origin).

If you want them to have more CP you may pay an additional 50 CP to give a single companion 300 more CP, 100 CP to give up to 3 companions 300 more CP, or 200 CP to give up to 8 companions 300 more CP. You can't give the same companion additional CP this way more than once, but if 600 (or 700 CP) CP is still not enough you may transfer CP to an individual companion at a rate of 1 CP gained per 1 CP you spend; this transfer is separate for each companion.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character. If you want to take Thundarr, Ookla, and Ariel as a group you may get them for a mere 100 CP for all 3, though if you want them to share a companion slot it will cost 200 CP instead.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

Seven Citadels of Sorcery (Special): The Seven Citadels of Sorcery are not well defined, but they are implied to exist. The realms of 7 immensely powerful sorcerers who seem to be those who impose the new world order, and who keep humanity enslaved to sorcerers and mutants. These are among the 7 strongest sorcerers in the region once called America, and possess the greatest resource base.

During your time in this jump you must overthrow all seven, and shatter their power so that the sorcerers cannot realistically reclaim their former level of power. If you fail to do so you will fail the jump. This is worth 300 CP, but will be reduced by 100 CP if you have done any jump previously, another 100 CP if you have done more than 6, another 100 CP if you have done more than 20, another 100 CP if you have done any jumps more powerful than the world of Thundarr the Barbarian, and another 100 CP if you have gone to any worlds with power to trivialize this world's greatest threats; all reductions that would apply apply, though they may not reduce your reward to less than 50 CP. You may increase the challenge by having the sorcerers fully aware of your intentions and powers from the onset, by having to not merely overthrow the seven citadels of sorcery but liberate all of North America from the rule of sorcerer tyrants, or by having to liberate the entire world; for each of these extra difficulties you apply to yourself the reward you gain is increased by another 100 CP.

Big Girl (+100 CP): You may be a big girl, but your allies don't seem to think so. No matter how powerful, skilled, or competent you are, your allies, and even neutral individuals, just don't trust you to look out for yourself or do anything alone. Expect to always have them trying to stay behind and look after you, even when splitting up is necessary for your success.

It's Only a Cold (+100 CP): You seem to have a semi-permanent cold. Oh it might come and go by the day, but your head will be stopped up and you'll be sneezing almost as often as not. This isn't a debilitating illness, but it is an annoying one, and your sneezes sometimes seem to have super strength. Never when it'd help you, and not usually when it'd be really bad for you - though possibly then - but just things like occasionally sneezing doors off their hinges, or launching your allies flying across a room with a sneeze.

Jumpers Hate Water (+100 CP): At least you do. More even than most moks. Being wet makes you extremely uncomfortable, no matter how numb you would normally be, and you seem to have a phobia about swimming. It's not impossible for you to force through these problems and get in the water, but if one option requires you to swim and the other just might kill you it's not going to be an easy choice.

Leave You to Do It Alone (+100 CP): You seem to have a self-sacrificial streak. Or you just don't trust your allies. No matter how powerful or skilled your companions and friends are, you will attempt to handle dangerous situations alone. From going off to deal with them before they're aware of it, to sending them away while you make a suicidal last stand. This might not be so bad if you'd only do it when they were actually at risk, or where all of you together still might fail, but you seem to have no proper judgment when it comes to danger to them. Expect to never willingly accept help in a dangerous situation.

Little Man (+100 CP): You're less than half the normal height you'd be though somewhat broad for your height. This will reduce your strength as one would normally expect - that is without perks stopping it from doing so - and reduce the power of any energy blasts and projections you might be able to produce.

No Killing Allowed (+100 CP): You cannot kill humans, or near human beings such as sorcerers or mutants and beastmen. You cannot take any action you believe will take the life of another, or cause them to die, even through circuitous means. You don't need to save people, and can not act to let them die, but you cannot act to cause it no matter how many steps removed it is; if you know that by removing a stone, you'll piss off a person causing them to travel down a road, and spook a wild animal, leading to a wolf following it somewhere else, were it will then fatally attack a person, you can't remove the stone.

Ride (+100 CP): You just can't seem to stay put. Without a strong reason you can't sleep in the same place twice, instead traveling several miles each day. Even then you can't stay put for more than a day or three, no matter how dire the situation. You don't even seem able to have your companions, followers, or allies set up bases to support you; oh they might be able to still live their lives but they won't be doing it to support you. Not that a fixed base would be that useful to you since you seem unable to backtrack until years have passed, always traveling somewhere new.

Any properties you possess will not be available to you in this jump. While your warehouse won't be sealed, any facilities it has beyond basic item storage will be unavailable for the jump.

Silly Barbarian (+100 CP): You don't seem to mix well with technology. You seem to have lost all your knowledge of technology past the most simplistic and pre-medieval, and all of your engineering and scientific skills and knowledge no matter how basic. Finally you have lost access to all out of jump technology.

The Humans Must Stay Free (+100 CP): And you will see that they do. You have chronic hero syndrome, able to go to extreme lengths for the sake of any human (or mok) you may encounter, and even seeking out humans in danger to protect them and save them. This thankfully doesn't apply to sorcerers, mutants, or robots.

Beginner (+200 CP): All your powers, and skills are heavily nerfed to beginner levels, or a fraction of what they'd normally be, and you seem to have forgotten much of your battle experience as your general competence has nosedived even beyond that. By the end of the decade you'll be able to reach your original levels, but during your time here you can expect to slowly rise from the level of some novice adventurer.

Old (+200 CP): You are withered and ancient, and physically infirm. You may still possess great powers, but physically you will be weak, slow, and frail. Even supernatural strength and vigor will be cut down leaving you in an infirm body on the verge of breaking down, whose bones creak with each movement. And don't break them, your healing seems slow by normal standards as well.

Unrequited Love (+200 CP): You will fall in love with someone during your time here. They will never see you as anything more than a friend, however. Not that it will make the pangs of the heart less keen, or that you will ever stop holding out your torch for them, staying by their side, and hoping that they will notice you. You will forget you took this drawback.

Struck by the Scarlet Lightning (+200 CP): Red lightning cracked around you as you arrived in this world, and you find that your warehouse has become inaccessible, and any gear or items (including followers, properties, pets, infinite supplies, etc) you and your companions did not carry with you; and even those items and objects you carried with you will be rendered powerless and unusable. Even items from this world will be drained of their power, though for these you and your companions may be able to re-empower them if you can find a pool of power.

Two Faced (+200 CP): You possess a second face on the back of your head. It has its own personality which can take over from you, and will do so periodically though how long you can resist and when it will try is sadly unpredictable. The personality of this face is substantially different than yours, as are its motives and goals, and while it is not suicidal and does not want you to die, you can expect it to pursue desires you would not approve of and undermine your plans. And there's no way to get rid of it.

Battle of the Jumpers (+300 CP): It would seem that one of the wizard overlords of this world has taken a dislike to you. A dislike so great they went out to find a mercenary to hire. Specifically they found another jumper, maybe a renegade, hiring them to kill you. While they are not necessarily a one for one match for all your powers, abilities, gear, and companions, they are a fellow jumper and one with a journey similar to yours in length and power. Can you win against a peer who wants you dead?

Big Head (+300 CP; Incompatible with Little Man): You're just an oversized head. Apparently you have a digestive tract, respiratory tract, and heart inside of your oversized head, but you're just a head. You have no limbs, or really anything except a head. Thankfully you are a big head, about the size your body normally would be.

Prophecy (+300 CP): There is a prophecy foretelling your doom. Or there will be. It's not been told yet, and given you are aware of what will tell it you can delay it being told. Delay but not stop. The prophecy will be revealed at some point during your jump and the closer you get to your last year the harder it becomes to delay and it will be revealed with at least 6 months left. At that point information of this prophecy will spread, and the prophecy will provide a feasible path for those of this world to defeat you and put an end to your actions in this world and further pursuit of your goals here… and even to kill you. Unfortunately it's probably best you don't try and stop it once it's revealed; as you'll have a tendency to cause it to be fulfilled with your actions to try and stop it. Hopefully you've got outside allies other than you, your companions, your followers, and those things you brought with you, willing to act on their own for your defense, or enemies who lack the requisite combination of wits, daring, and skill to fulfill the prophecy. Maybe if you've avoided ruffling too many feathers?

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, passing further than even the nexus of all-realities might allow you, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

Magic in the setting is rather undefined in its limits, other than sorcerers seem to have to project it as energy rays from their hands or eyes (or once charged into the tips of Ariel's toes). Still it can turn water or gems into scrying tools, transform people, animate objects, teleport the self or others, create temporary objects, etc.

Changelog:

Version 1.0.0: Released.