Mind Control University

1.1

by darlene'sdarling

Congratulations! You've received your acceptance letter to ~~Hogwarts~~ MCU!

This interdimensional institution is the premier academy for mind controllers the multiverse over. You will have around forty classmates, each with their own motives for attending, from wanting the power and resources the school can provide, to wanting to learn to control the minds of others, to wanting to *be* controlled, to just being unaware of the school's nature. Classmates of your preferred gender(s) shall be quite attractive to you, and vice versa.

You and your fellow students will be instructed in the six methods of mind control: hypnotism, technology, chemistry, psionics, magic, and chi manipulation. This program, though only lasting a year, is intensive; even if you have no experience in any of the above disciplines, should you emerge from this school with your free will intact, you will do so as a nigh-invincible potentate with the power to kill gods and bend nations, even entire worlds, to your will.

That's right, 'should'; it's not a certainty. This is a college with the literal purpose of teaching those who attend it how to enslave the minds of others, and attending is not without risk. Unless here to submit, you will wage a war with your classmates, fighting to retain control over your own mind and possibly to exert control over the minds of others.

MCU encourages competition. Ending the year with your free will and one or more students enslaved to you will all but guarantee graduation. However, you are expected to learn subtlety. It is not enough to be powerful; you have to be cunning. If you are discovered while attempting to mind control a student and it's reported, they will be freed, and you will be penalized. You need to brainwash your subjects without getting caught, then bring them to Dean Mesmerra, literal goddess of mind control, to report your success. (For additional rules of the university, see the appropriate section.)

It's all but impossible to die at MCU thanks to the powerful death wards that protect those on its campus, and as a student, you will be resurrected in the infirmary even if you die off-campus. However, that does not mean this Jump is impossible to fail. You might think that the fail condition is, instead, being enslaved. Not quite. The fail condition for this Jump is ending your year at MCU enslaved to someone who isn't a Companion. If you are enslaved but break free before graduation, that is fine. If you are enslaved by a Companion, that is also fine. But, come graduation, you must either be of your own mind or be under the control of a Companion.

You appear on campus at the beginning of the Dean's orientation speech.

Welcome to your year at MCU
You begin with 1000 CP

Path

You are whatever sex you wish. You are 18 years old or the rough equivalent for your species — it *is* a college, after all.

Independent of your Path, you may choose to be a Drop-In without any new memories or history from Importation; in this case, Dean Mesmerra is likely aware of your status as a Jumper and you received your acceptance letter in the Warehouse, rather than in your regular life as a regular person. (If you have any Warehouse-attachments purchased from previous Jumps, you may have one of them detached from your Warehouse to act as your Neighborhood; see “Other Rules of MCU” for further information.)

Perks are discounted (half-price) for their associated Path, free if their regular price is 100-CP; certain Paths will grant certain Items for free.

To be clear, you can select a Path purely for its associated Perks; you do not *have* to go along with the behavior it prescribes.

Neutral Party

You won’t fall under anyone else’s control if you have anything to say about it, but you don’t have any burning desire to control others, either. You plan on remaining independent, and maybe even helping others remain independent as well.

This will not be easy, however; while it *is* possible to end the year independent, a student doing so only occurs in every other class. Comparatively, actually graduating will be a cinch. While you won’t have the automatic success that controlling another student gets you, you’ll get by as long as you work hard in all of your classes.

Slave

You’re here because you find mind control hot, and you want to submit to a worthy master or mistress. Or maybe you’re coming here already under someone else’s control. Whatever the case, you mean to be the best servant you can be.

Master/Mistress

What most of you are probably here for. Whether or not you find the idea of controlling the minds of others arousing, you *will* control others.

Favored Method

This section determines which of the six disciplines of mind control you are best in.

You may either a) discount the Perks and Items associated with any two Methods, or b) double-discount the Perks and Items associated with a single Method — that is, 100 and 200 CP options are free, 400 CP becomes 100 CP, and 600 CP becomes 150 CP. Will you mix two Methods together into a greater whole, or will you dominate in a single field?

Hypnotism

Hypnotism is the art of using words, intonation, body language, timing, micro-expressions, narratives, psychology, and more to influence your subject's subconscious and induce trances for mental reprogramming.

The ignorant may view it as a second- or even third-rate tool compared to other methods, but what it lacks in brute force or non-brainwashing applications, hypnotism more than makes up for in universal applicability: while other methods can fail or have different effects based on differences in biology, hypnotism can affect any sapient being and can only be blocked by not perceiving the hypnotizing stimulus. That's not to say it is particularly lacking in power, either — by the end of the first semester, the most skilled hypnotists among you will be able to entrance a group in seconds.

It also serves as an excellent foundation to support the other disciplines.

Technology

At its most basic, technology is the application of knowledge and usage of aspects of the physical world to your own ends. That includes reality-warping femtotech weapons, yes, but even a wooden club counts. As a school that teaches mind control, the focus of your technology classes will obviously be tech aimed at controlling minds, but since you can't learn how to build brain-rewriting nanomachines without having at least some knowledge of the requisite theories, you will also be taught general knowledge of technology and the technical thought process.

The student body will come from wildly divergent backgrounds not just in tech levels, but in what paths scientists traveled down; some have access to electricity, some to extremely precise clockwork automata. Nonetheless, you will learn how to operate even technology that you previously could never have dreamed of.

The use of technology does not require magical talent, inborn psionic ability, or massive chi power, though it can be combined with those disciplines. Perhaps its biggest advantage over the other disciplines, however, particularly after the school year ends and the chessboard contains more than forty-some pieces, is that technology is mass-producible.

Chemistry

You might be confused about why Technology and Chemistry are taught as different subjects rather than being under the same heading; the simple explanation is that the Technology class teaches systems, while the Chemistry class is about substances that accomplish various things with no need for a mechanism. Though many chemicals will have different effects on those of different species and with different neurochemistry, there exist chemicals that will have universal effects, even on those you wouldn't think of as *having* neurochemistry.

There exist substances capable of a staggering variety of effects. Aerosols to induce amnesia or slavish worship and devotion. Patches with a preset personality. Drugs that inhibit suggestibility and boost willpower, revert the mind to an earlier configuration, or grant extra magical/psionic/chi power. Powders that completely shut down a person's magic/psionic/chi abilities until an antidote is applied. Antibiotics, panaceas, age regressors. More. In this class, you will be taught not only the compositions of many useful chemicals but also the underlying science and mathematics behind them, learning to see the deeper patterns behind all chemical reactions.

Similar to Technology, Chemistry's main advantages lie in its immense versatility, its ability to boost and benefit other Methods, and its being mass-producible.

Psionics

In parallel to the physical reality around you exists a psychic reality, which your mind imprints upon. If you learn to seize control over this psychic reality, influence it the way you want, then you can reach into the minds of others. Furthermore, as the physical and psychic can and do bleed into each other, with enough will it is possible to affect physical reality as well. That is the core of the art.

More basic techniques of course allow you to read and influence minds, communicate telepathically, and telekinetically manipulate objects. More complex applications include entering the mindscape and creating psionic constructs of other things, such as a highly advanced computer to model another person's thought-brain model. At higher levels, you will learn surgical telepathy — the art of influencing a person's mind not by bending their will to yours but by using telekinesis to gradually rearrange their neurons into a configuration more pleasing to you. And there remains arguably the highest psionic ability: reality-warping, achieved by asserting your thoughts over the information in the world, allowing you to rewrite personalities, change a building's material structure, and anything else you can imagine.

In addition to raw psychic power, psionic abilities benefit greatly from strength of will; psionic attacks have the advantage of being difficult to defend against without an equivalent level of willpower.

Magic

If technology studies how things work on a small scale and utilizes that knowledge to affect wider change, then magic studies the grand patterns of the universe to manifest miracles on a relatively small stage. Rather than taking advantage of the inherent nature of reality, magic is the warping and twisting of it. Reality is, at the primordial level, made of mana, the energy of existence. To cast a spell is to look at that which *could* be, and to turn it into that which *is*. (The more powerful a spell is, though, the longer it takes to cast.) A powerful sorcerer enacts major changes, whereas a skilled one selects competently among the possibilities they wish to turn into reality.

All magic involves forcing your will into reality, but there are different manners of doing so, and they have been broken down into meaningful categories: Evocation is the manifestation of physical effects. Transmutation is the alteration of something's physical existence. Abjuration is the imposition of stasis, of *preventing* things from happening. Divination is the gathering of information by reimagining a reality where you have the knowledge you seek. Conjuration is the summoning of things that could be, might be, or could/might have been. And enchantment is "the influence of subtle things", such as enchanting an arrow to always strike true, or a mind to obey and worship — changing a thing's nature without changing what it is. Most magicians will have an affinity for a particular school of magic. Every individual caster will also have a particular method of gathering mana and casting spells that suits them better than any other method, such as through runic tattoos or rhythmic chanting.

The master of magic is the person who can picture reality being different and then *make* it different. This Great Craft is unquestionably the most versatile of disciplines.

Chi

Chi is the power of life. The material sciences will tell you that living things are built of atoms; that is true. The magical arts will tell you that reality is shaped by minds; that is true. But somewhere in the middle, between the atoms that compose living things, the concept of life itself breathes in energy. Those who master that energy can wield it in myriad ways.

Power over chi can grant you eternal youth, speed and awareness beyond mortal ken, strength to move mountains, the power to bend minds to your will, and more. It is generated by movement; even the smallest of motions will generate a similarly minuscule amount of chi.

Chi has the advantage of increasing your physical abilities, as well as providing protection from several methods of mind control — your mental processing will become fast enough to perceive subliminal messages, you will be able to cleanse yourself of poisons and hostile chemicals, you will become resistant to foreign chi, and more. Perhaps its primary advantage, however, is this: effort trumps talent. It doesn't matter if you have no talent whatsoever — put in the effort and training, and you will succeed nonetheless. The ant that trains its chi properly will defeat the elephant. Train yours properly, and you will lay gods low.

General Perks

The following Perks are not discounted for any Path or Favored Method.

Say, You Look Familiar [**Free**/**-50** CP]

Is it just you, or do you recognize some of the other students here? You'd swear they resemble characters from various shows, movies, books, and other forms of media you've enjoyed. Maybe even people you've met in previous Jumps.

Select up to 20 different characters across multiple different franchises/settings, with no more than two characters belonging to a single one. (Twins and other multiples count as a single character.) There is a classmate greatly resembling each selected character, re-fitted to this Jump's cosmology and given a compelling reason to attend MCU.

You can do that for this Jump for free, but if you pay 50 CP, then you can do this in future Jumps too, just with 'prominent characters' instead of 'classmates'.

Hello Nurse! [**Free**/**-50** CP]

You'll notice that everyone here is really attractive. 7/10 at worst, and each one of those of your preferred gender(s) is guaranteed to be attractive to you specifically. A handful could give Helen of Troy a run for her money. Without pre-existing Perks, you're not *that* good looking, but more than before entering this Jump.

You get to have all that apply for free, but if you pay 50 CP, then you get to apply something like that to future Jumps: everyone not already at least a 7 will become one, and anyone already a 6 or above will have their looks boosted by two points on as objective an 'attractiveness' scale as there can be. This means that some people will be literally beyond perfect in appearance; don't ask us how that works.

Stupid Sexy Jumper [**-100** CP]

You are gorgeous. Not just gorgeous — you are perfect in appearance, what everyone everywhere would agree is a 10/10. This, of course, resides in the traditional trappings of beauty — your skin is flawless, your hair is silky and lustrous, your proportions follow the golden ratio, your features are symmetrical, and so on. (This affects senses other than the visual, as well: your voice is melodious, your scent pleasing, your skin soft, your lips sweet.)

But it also lies in the way you present yourself, the effortless way everything falls into place to make the most of your natural beauty. You instinctively present yourself as well as you possibly can at all times. Your posture and movements always show you in your best possible light —

often by literally framing you beneath a light source to make it look like you have a halo — and make anything you wear, even a potato sack, look amazing. Supermodels train for years to stand and move like you. Your hair is always perfectly done up in whatever style would look best to match your outfit.

Your personal hygiene is all taken care of — you don't need to shower, brush your teeth, or use the bathroom. Your hair, be it facial hair, body hair, or hair from your scalp, will not grow until and unless you want it to.

You don't need to mind control anyone into thinking you're among the most attractive people they've ever met — you already are. Are you sure you want to take this, though? It will make you a very tempting target.

Spiteful Measures [-100 CP]

Power's not enough in a place like MCU. You need to have backup plans and defensive measures. And when those fail, spiteful measures, to make sure that anyone who comes after you regrets it and knows better than to try again. Even a Slave needs to make sure they're only taken by the right Master of Mistress.

When an attempt to influence your mind without your consent fails — not just full-on enslavement, either, but even something as small as subliminal messages not affecting you — your attacker will be subjected to one of the following effects depending on the Path you chose:

If you chose to be a **Neutral Party**, then your attacker experiences a weakening in the abilities they tried to use against you proportional to how powerful the attempt was, lasting for 24 hours.

If you chose to be a **Slave**, then your attacker experiences a temporary overwhelming apathy, with the time it lasts corresponding to how powerful the attempt was.

If you chose to be a **Master/Mistress**, then you may choose to turn the effect on your attacker, such that however it would have affected you and your relation to them instead affects them and their relation to you. This cannot be countered.

Making Friends Without Influencing People [-200 CP]

If you want to make someone like you, you can always brainwash them to. But what if their defenses are too strong, or if you just don't want to accomplish it through mind control? You are exceedingly likable. You have a magnetic personality that people can't help but enjoy. If you entered any sort of popularity contest, you'd be all but guaranteed to win. Even if a person would otherwise hate you to their dying breath, they will find themselves, against all logic and reason, liking you anyway. It should be noted that while this Perk will change how people think of you and act toward you personally, it won't affect them outside of that on its own, and they're unlikely to change their plans or goals for you. Boy is it a great first step though. This is explicitly

NOT mind control; the closest a person can come to ‘defending’ against it is simply not interacting with you.

Interdisciplinary [-200 CP]

Each Method of mind control has ways to synergize with and play off of the other Methods. This Perk helps you take advantage of that. You are spectacular at coming up with new ways to integrate different powers, abilities, skills, and areas of knowledge you possess with each other and have an intuitive knack for utilizing them to their full potential. How to use auto-hypnosis for psionic training, ideas for powerful magitech devices, the invention of drugs that enhance chi power, and many, many more. (For more general examples of how the Methods synergize, see the Synergies notes section.)

And that’s for *all* Methods, even the ones you don’t specialize in; the things you could do when one of them is one you *do* specialize in, or when you specialize in *both* would stagger and impress even the more accomplished teachers. Additionally, the results of these unions are twice as powerful as they would be otherwise, truly more than the sum of their parts.

Apt Pupil [-400 CP]

MCU is one of the best schools in the multiverse; the school is layered with enchantments to increase learning ability, and that combined with the professors’ immense knowledge and skill ensure that you’ll learn more about Chemistry in every minute of that class than in every hour of a normal chemistry class.

That applies to all of MCU’s students, but with this Perk, you specifically will learn even faster, as your ability to absorb and retain knowledge is enhanced and your learning rate is effectively doubled. This applies to self-study, of course, but the effect is boosted when you’re learning under a teacher, especially if they’re skilled; so long as you’re paying attention and honestly trying to improve, the magnification of your learning rate will increase proportionately to the skills of your teacher — with teachers as skilled as those employed at MCU, this boost becomes transcendental, allowing you to absorb knowledge and learn tricks they haven’t even taught yet. What they do teach you, you will not just be their equal in, but their better.

Finally, you become boundless in potential skill and knowledge; there is no upper barrier on how much you may grow in these areas.

Moriarty [-400 CP]

You are a master of planning and subterfuge, a tactical genius able to come up with plans on the fly. Weaknesses in both yourself, your opponents, and the plans you come up with are highlighted in your awareness. If it’s possible to come up with a successful, actionable plan given your knowledge and resources, you’re basically guaranteed to. You are not blessed by

Victorion, god of Fate, Power, and Victory, to see the myriad paths to victory, but really, it would make little difference if you were.

This Is but a Setback [**-600** CP]

There is always a way out. As long as you don't do anything particularly stupid and put yourself in a terrible situation, there will always not only be a way out of whatever terrible situation you find yourself in but a way to turn it around to your benefit, though you're not guaranteed to see it. You've lost all your power and nearly all your allies and are surrounded by enemies on all sides? If you're smart enough, you'll somehow come out of it with more power than ever and those same enemies under your thumb.

Capstone-booster.

Out of Context Power [**-600** CP]

You possess a single power that is within the theme of mind control and intrigue but does not actually fall under any of the six Methods of mind control and so is much harder to defend against with conventional means or replicate.

Perhaps, like Connie, you have access to the Path to Persuasion and know precisely the words, intonation, body language, micro-expressions, and other facets of Hypnosis you must employ to sway them and drive them where you wish. Perhaps, like Hope, you can focus to free an individual of any external control or influence. Perhaps, like Arcturia, you are capable of summoning powerful creatures and the spirits of ancient heroes. Perhaps, like Flare or at times Mary, you give off an aura that causes everyone within it to love you. Perhaps you possess a more powerful expression of Helen's ability to sense good and evil. You can't have anything as powerful as being the Gamer like Yumi, but perhaps, like her, you grow more resistant to different mind control techniques as they are used on you. Perhaps something else. It's up to you.

> **Capstone-Boosted**
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> Ordinarily, the ability you chose above would be static and unchanging without the effects of other Perks. But boosted in this way, it becomes capable of growing more powerful the more time that passes and the more you use it. You could ignore it for a year and it would gain strength equal to its original potency; use it frequently and it might develop just as much in a mere month. What does that mean for some of the more 'absolute' powers like Connie's Path to Persuasion? Fanwank it.

Neutral Party Perks

The following Perks are discounted for Neutral Parties.

One-Off Immunity [**-100**/**-300**/**-600**/**-1000**/**-1500**/**-2100** CP]

Select a single Method of mind control. You are totally immune to your mind being affected by this method. Note that selecting Magic would not make you immune to all magic, just any that would entrance or enchant you or alter your thoughts. You may select Hypnotism, even though that is supposed to be able to affect any sapient life form.

May be purchased multiple times, but each time, you must pay an additional 100 CP for each purchase that makes so far. Neutral Parties get the first purchase free and get to treat the next purchase as the first when calculating the increase in cost — just move down the price tiers above by one; to be clear, purchases beyond the first are not discounted for Neutral Parties.

Last One Picked [**-200** CP]

Sometimes, it's actually a good thing to be the last one picked for things. Like when you're attending a school for mind controllers. Now when people are considering you for something negative, be it an attack, mind control, or just an annoying chore, you are always the last one they pick out of all the available options they might consider picking.

Care to Make a Deal? [**-400** CP]

Eventually, blocks of power will form, and they'll need to be able to negotiate with each other and trust that each party will act accordingly. When you make a deal with someone, arbitrate an agreement between two parties, or even are promised something, you can choose to make that covenant unbreakable, as in the parties cannot even attempt to go against it, can hardly *think* about going against it. You *can* annul any of these deals at any time, but that would release *both* parties from their obligations, and if you do this to get out of an inconvenient deal you made too often, it's only logical that it may damage your credibility.

False Flags [**-600** CP]

Knowledge is power. You know the importance of information hygiene and operational security, and you are intuitively aware of how to keep information about you, your plans, and your resources from others without compromising your objectives. You are additionally wickedly creative when it comes to spreading misinformation and placing false flags. In a place like MCU, your enemies being aware of all your capabilities is a death knell. But if you have it your way, your enemies won't just be unaware of any weaknesses you possess, but will actively try to target the false weaknesses you pretended to have, only to fall into the trap you laid.

Capstone-Boosted

With so many different beings of power and so many *paths* to power, there are so many ways for things to go wrong, and it can be hard to predict them all. You, though, are instinctively aware whenever things are about to take a turn for the worse for you. You get a twinge in your gut, or a shiver runs down your spine, or your hair stands on end — whatever it is, it means that things are about to turn bad. Maybe your enemy is about to launch an attack, maybe you're about to walk into a trap, maybe whatever master plan you've just come up with is in actuality doomed to fail. You won't know the precise details except for how ‘right’ your guesses feel, but you will be fully aware of the intensity of the disaster, be it enough to end your Chain to anything less than total victory.

Slave Perks

The following Perks are discounted for Slaves.

What Would You Do to Me? [-100 CP]

You may want to be a slave, but do you want to be a slave to someone who will abuse and mistreat you? How do you separate the bad from the good? You are intuitively aware of how a person or group would treat you if they were placed in a position of power over you. You don't need to worry about picking the right person to serve.

What a Good Slave [-200 CP]

Want to be useful and earn your Master or Mistress's praise? Say no more. You are intuitively aware of your superior's desires at any given moment. No, that's not enough, is it? You are *presciently* aware of your superior's desires; by the time they realize they want something, you've already provided it and have moved on to taking care of the next thing they'll want. (This includes real-time guidance on how to please your superior sexually.)

Staying on Their Good Side [-400 CP]

Just because you know what to do to keep *one* person happy doesn't necessarily mean you'll be their favorite or that *everyone* will be happy. But you are preternaturally aware of how to stay on a person's good side, what things to avoid doing or saying, as well as general ways to ingratiate yourself. You can, to a lesser extent, use this to help other people stay on others' good sides by exploiting your knowledge of what works.

Waiting for the Right Person [-600 CP]

So you've found the person you want to control you. But just because you only want to be controlled by them doesn't mean there isn't anyone else who wants to control you. You may, at any time, select a single other person. For the rest of the Jump, that person will be the only person able to mind control you. Don't go thinking you can just pick one of your friends and never have to worry about it, though; the person you select has to a) honestly want and intend to enslave you, and b) be at least theoretically capable of it. You also can't change this or select a new person any time you please; you'll have to wait for the current selected person to be rendered ineligible to do that, ie. dying, no longer wanting to, no longer being capable of it.

> **Capstone-Boosted**
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> You can select another (or the same) person to be the only person able to hurt/harm you, under the same conditions of wanting to do it and being capable of it.

Master/Mistress Perks

The following Perks are discounted for Masters/Mistresses.

Underestimated [-100 CP]

Do you know what really interferes with turning someone into your helpless love slave? All the paranoia. Fortunately, people really doubt you'd be the sort of person to do that. They might realize intellectually that they're putting themselves in a prime position for you to put them under your control, but they just can't reconcile that with the way they think of you. Whether it's that they see you as too trustworthy, too kind, too shy, or too inept, no one will ever suspect you of even wanting to mind control someone until they catch you in the act.

Blameless [-200 CP]

Let's just take a moment to state the obvious thing everybody already knows: mind-controlling someone without their consent is wrong. Horribly wrong. One of the vilest acts one can perpetrate against another. But for some reason, no one thinks that about you doing it. Oh, they still won't WANT you to enslave them, and they'll actively fight against you enslaving them or others if they can, but if you DO bend their minds to your will, then even if they break free, they'll never hold it against you, they won't be traumatized by the experience, they won't try to come after you for it, and they'll never be mad at you or think less of you for enslaving others against their will either. (If you make serving you enjoyable enough, those who've broken free may even decide to submit of their own accord.) Useful if you find yourself needing to work with someone who would otherwise reject you on moral grounds.

In future Jumps, this applies to all bad things you could do to a person, like theft or murder, but again, just because they won't take it personally doesn't mean they won't try to stop it from happening to them or others.

Path to Control [-400 CP]

You have a knack for spotting the easy targets, be it someone who's highly suggestible, someone who's naturally submissive, someone without a support network, or just someone who's vulnerable when they otherwise wouldn't be, and you know in what ways as well.

You're able to see high priority targets too, the ones who would serve you best, the most capable and valuable ones who will make everything else you try to do so much easier. Whether it's because they're a magical powerhouse, they have ridiculous but untapped potential, they possess a keen tactical mind, or they're the one person your true target seems to get along with, you'll be aware of it.

But it's not enough just to know who to target; you need to know how to bring them under your control, and so you shall. You are preternaturally aware of the best way to recruit someone, mind control or no mind control, where they're weak, which psychological faultlines to take advantage of, whether you should be slow and subtle or go hard and fast, and more.

The Ideal Dom [**-600** CP]

You are the ideal dom. You possess a commanding aura that naturally inspires submission in others without them even noticing; even those usually assertive will tend to follow your lead, and you find it easy to win the respect of even those who would normally look at you with disgust. You are intensely charismatic, and people find themselves instinctively drawn to you. It doesn't matter if you tick none of their boxes — if you find them attractive, then they'll find you highly attractive, and they won't think it odd at all.

All of your attempts at controlling the minds of others are far more effective — because you're just plain better at it, true, but also because obeying you feels right and natural even to lesser dominants and elicits far less resistance from your targets than it normally would. Natural submissives and occasionally switches, unless prevented from doing so, will actually *volunteer* for you to turn them into your playthings.

> **Capstone-Boosted**
>
> The ideal dom isn't just someone who can draw slaves like flies to honey — the ideal dom knows how to make use of them. People under your control, and to a lesser extent people loyal to you through non-brainwashing methods, rapidly improve in every area they possibly could. They learn faster, their training gives far better results, they even grow past any psychological issues they might possess, and all without jeopardizing your influence over them. They get along and work better together, all for the purpose of serving you as best they can, which they are driven to do beyond all else. Finally, those you've enslaved through mind control are totally immune to any mind control you do not specifically permit to affect them.

Hypnotism Perks

The following Perks are discounted for those specializing in Hypnotism and double-discounted for those hyper-specializing in Hypnotism.

Hypnosis: The Basics [**Free** regardless of Favored Method]

Even before your first Hypnotism class, you know the basics, a solid foundation to build upon. You know the basic tricks of induction, how to affect your target's subconscious mind, how to program someone entranced, and what landmines to avoid. With just this, you won't be the best in the class, but your talent in the field of hypnosis will at least be average.

To the Breaking Point [**-100** CP]

The most dangerous part of hypnotism is pushing someone too far too fast. If you have enough skill, you can twist someone around into their polar opposite, but that takes a master of the craft. If someone less skilled isn't careful, they could, by trying to alter someone's core self, accidentally jar them so badly they wake from trance or even break them mentally. Fortunately, you don't have to worry about that — you always know just how far and fast you can push someone with Hypnosis, and you have a special insight on getting what you want while working around those mental landmines.

Pride Before the Fall [**-200** CP]

Your opponent is never as vulnerable as when they think they have you all figured out. You can choose to give off an aura that makes select people within your presence feel totally in control of the situation, secure in their beliefs that they have accounted for everything until they are proven wrong. Helpful if you're trying to subvert someone stronger than you.

Alternatively, if *you* are in a position of power over *them*, you can make them hyper-aware of that fact and make them feel vulnerable; when it comes to hypnosis, admitting the possibility of defeat is basically as good as admitting defeat. Helpful if the person you're trying to hypnotize is so overwhelmingly more powerful than you that any other attempts at subverting them might not work.

While this Perk can be defended against to an extent, it is fiat-backed to be undetectable by in-Jump methods. You can even keep it active during class without getting in trouble!

Predictive [-400 CP]

You are exceedingly good at predicting what a person is thinking or feeling. Given even a bit of knowledge about them, you'll be able to make accurate guesses as to how they'll respond to any given stimulation or situation. This is very helpful for identifying how effective your hypnosis is and commands given to the entranced, but it's even better for anticipating the plans of your enemies. With a great deal of knowledge, you can even deduce what they've done in the past from available data.

Simply Mesmerizing [-600 CP]

You're able to incorporate a number of high-level induction techniques into your mannerisms without even trying. The cadence of your words matches the cadence of the breathing of whoever you're speaking to. You place subtle emphasis on the right words. Your micro-expressions are tailored to the individual, and your micro-movements are perfectly timed. All of this slowly but subtly primes people for you and only you to place them into a deep trance. (They will not actually *fall into* the trance until you want them to.) A few minutes of interaction and they'll be ready; you'll need to interact with them a little beforehand each time, but the time needed will shorten based on how much you've interacted in the past.

Superior induction techniques will be incorporated as you learn them, but these are already good enough that it'll take at least a few months of class before you learn any. This is almost impossible to notice if you're not an expert actively looking for it, but if you're feeling paranoid, you can stop the effect at will.

> **Capstone-Boosted**
>
> Everything about you — your voice, your looks, your smell, even your presence — makes for an excellent hypnotic focus. This makes any hypnosis techniques you use immensely more effective and has the passive effect of making others more willing to relax around you. Even more useful than that, though, are the subliminal messages you constantly emit, tailored to each individual and scaling with how much attention they're paying to you. At first, it starts small, with directions to trust you and enjoy your company, but they grow more complex and powerful over time until you'll have hypnotized someone into being your loving slave just by being near them. You can control this effect to avoid unintentionally hypnotizing people.

Technology Perks

The following Perks are discounted for those specializing in Technology and double-discounted for those hyper-specializing in Technology.

Technology: The Basics [Free regardless of Favored Method]

You are educated in basic scientific principles. You know the scientific method. Even if you were a Luddite before this Jump, you now have enough basic knowledge of technology to function in a modern first-world civilization. And you know how to install subliminal messaging programs on phones. With just this, you won't be the best in the class, but your talent in the field of technology will at least be average.

Interface [-100 CP]

If interacting with technology is something you can have natural talent in, then no one has more talent than you. When it comes to using technology, no matter how foreign, it's like you had the user's manual downloaded directly into your head. If you are physically capable of using it, then you'll know how, though skill still takes practice.

What's more, power and fuel concerns are no longer problems you have to deal with. Even if whatever you're using is running on empty, it'll work just as well as if it was at full charge. Even if it's falling apart, it'll hold together until you're done, though it'll still need to have been functional enough to work without this.

Finally, you are much better at interacting with mechanical entities, from AI to people with cybernetic implants; not only do they just like you more, but you also have almost a sixth sense for what they're thinking and what you can do to make them want to interact with you further.

Hacker [-200 CP]

If you want to subvert the tech of other tech experts, some proficiency in hacking is required, and you have that in spades. You are immensely skilled in hacking into and taking over other technology, including AI; this, of course, also grants you some skill in protecting your own tech from such measures.

This Perk additionally carries a more conceptual effect. Normally, the firewalls you'd encounter would be, for the most part, enough against any hacking attempts of an equal technological sophistication; this Perk raises the bar such that, so long as you have a decent familiarity with the tech level of whatever you're trying to hack into, it stands no chance of keeping you out. Also, any traces of your hacking are much more difficult to detect.

Reverse Engineering [**-400** CP]

Even if you come from a high-tech civilization, even one that's reached the *galactic age*, you're going to encounter a lot of tech here that you're unfamiliar with. Maybe because it's more advanced, or maybe because it's tech developed along different lines than you're used to. But you can quickly grasp any new technological concepts introduced to you.

What's more, the more you see a device in use, particularly if you're the one to use it, the better you're able to design a device to mimic its functions, even if you don't know the original's blueprints. Additionally, if you're able to take a machine apart, then you'll rapidly extrapolate the scientific principles behind it, enabling you to construct devices relying on similar theories even if the deconstructed machine is mostly single-purpose.

Super Genius [**-600** CP]

You are ridiculously, astoundingly intelligent. You are of a kind with some of the more reasonable depictions of Reed Richards and Tony Stark — this won't give you the knowledge to make the sort of things they create, but you'll have the raw intellect necessary, and with the information available in MCU's extensive library, not knowing it automatically is a comparison barely worth mentioning.

And you are *creative*. You're able to come up with fantastic ideas on the fly, even when under world-shaking pressure. Innovative inventions that are just what you need. Whenever a problem arises, an efficient technical solution is bound to occur to you.

You grasp new concepts easily. Your ability to recognize patterns is absurd — you can recognize the similarities in the technological process of the printing press, the electric lamp, the transistor, subatomic clockwork, things that would never occur to the average inventor. The more technology you come across, the more empty spaces in your knowledge are filled, and the closer you come to a unified theory of everything.

> **Capstone-Boosted**
>
> Being able to come up with fantastical inventions doesn't mean as much if you can't make the right use of them. This effect helps with that in two different ways:
>
> You are much better at spreading and promoting the use of more advanced technology. You know how to uplift a society, what methods to implement and which ones to avoid, the long- and short-term results of introducing which technologies at what times. You have it down to a science all its own. Additionally, things just go… smoother. The technology you introduce passes inspection faster, there are fewer people unduly opposed, more groups adopt the new tech sooner — even without mind control, you'll find the time elapsed between introducing a new technology and it becoming widespread significantly shorter.

The other effect is more personal-based than society-based. You, simply put, know the optimal way to use and distribute your resources. Not in the sense of using the materials you have to greater effect — on a tactical level. You know what options are worth pursuing vs. not, you know how to close the holes in your plans, and you know how to wring the most use out of your inventions and subordinates.

Chemistry Perks

The following Perks are discounted for those specializing in Chemistry and double-discounted for those hyper-specializing in Chemistry.

Chemistry: The Basics [**Free** regardless of Favored Method]

You have a modern high school graduate's education in chemistry — and unlike most high school graduates, you actually remember the stuff you were taught in the subject. You know the formula for a tonic that puts anyone who ingests it into a trance. With just this, you won't be the best in the class, but your talent in the field of chemistry will at least be average.

Theory of Chemistry [**-100** CP]

Queen Yefeyfiya was a slave in her youth, but she stole the pseudo-alchemical secrets of her master and his fellow scholars, seeing the mathematical logic behind chemical reactions and turning it into a true science long before Pythagoras was born. She mathematized chemistry and turned it into an intuitive system that even a modern world would envy.

You know this system in your bones, could recite the basic principles in your sleep. You have enough knowledge of chemistry to beat out any ordinary teacher, and while you don't begin with knowledge of more exotic substances, this Perk ensures that you will be able to pick it up fast and make accurate predictions even when you have little to no information to go off of.

Chemoreception [**-200** CP]

You are automatically aware of the composition of any chemicals you come into contact with, be it by touching them, ingesting them, or breathing them in, and you automatically recognize any chemicals you've encountered before. With repeated exposure, you become aware of a chemical's basic function and utility. This is not only immensely useful in replicating the substances you encounter, but also in detecting any dangerous substances you've already been exposed to.

Living Factory [**-400** CP]

No beakers and test tubes for you. You can replicate pheromones, as well as create gaseous chemicals in your lungs and liquid chemicals from your bodily fluids, with the only requirement for both being that you know the chemical's full composition; these chemicals, while within your body, will do you no harm, but you *are* capable of manufacturing beneficial drugs that *can* affect you if you let them. (Note that magical or alchemical substances, such as the Elixir of Life, cannot be reproduced in this manner.) You can set these pheromones/chemicals to be passively generated.

Designer Drugs [**-600** CP]

You can choose whom the pheromones and gaseous chemicals you produce affect and don't affect. Additionally, you can cause them to only change how an individual relates to you rather than a more general change; for example, if you naturally emit a pheromone that heightens lust, causing an individual's lust to only be heightened for you.

Even more useful, any pheromones or gaseous chemicals produced by your body tailor themselves to their targets, affecting them regardless of biology and becoming permanently more effective as they are exposed. (You can, naturally, turn this effect off.) This not only deepens your control over them over time but also ensures that, if they are somehow freed, all it will take is a whiff of you for them to fall back under your sway.

> **Capstone-Boosted**
>
> With a great deal of exposure, your pheromones become capable of reproducing in the bodies of those who absorb them, not only securing your control over them but also enabling them, with your direction, to spread those pheromones to others.

Psionics Perks

The following Perks are discounted for those specializing in Psionics and double-discounted for those hyper-specializing in Psionics.

Psionics: The Basics [Free regardless of Favored Method]

Each student at MCU will learn Psionic techniques. So, obviously, you need to be able to actually perform these techniques. How powerful are you?

Well, in your first Psionics class, each student will test their psionic potential by attempting to make up to 10 gems glow with only their force of personality; the number of glowing gems is a logarithmic function of how great a person's potential is. The average human will be able to light up 3 gems. Even without any other Perks, you will be able to do the same.

You will have equal (that is, average) skill in Psionics as well. You are already capable of reading surface thoughts.

Iron Will [-100 CP]

You possess enormous willpower and determination. Once you decide upon a course of action, you have no difficulty motivating yourself, easily putting your full effort into any given task; procrastination and the like are no longer concerns. Willpower boosters are far more effective, and in case it needs to be stated, this is fiat-backed to never result in any ill effects.

As a result of this increased willpower, you are also far more resistant to unwanted mind control than the average person; you are far from outright immune, and this cannot be relied upon as your sole defense against anything but the weakest of attacks, but you may be able to buy yourself the few precious seconds or even minutes necessary to screw over your would-be controller's plans.

Shadow Over Mind [-200 CP]

Your psionic manipulations are much harder to detect — so long as you're acting with any reasonable subtlety, it would take someone experienced in the psionic arts to realize they were being affected at all, and a master to trace it back to you. The more subtle psionic techniques, like mind reading or even surgical telepathy, are completely impossible to detect even for master psionicists so long as that is all you do, though that is not to say you'll penetrate their passive defenses.

Mental Gravity [**-400** CP]

You possess a very subtle passive psionic aura that adjusts the emotions and, to a lesser extent, thoughts of people in your vicinity to your benefit. People find you incredibly charismatic. Negative emotions and opinions regarding you are dulled, and the positive of the same are brightened. Observations of vulnerabilities are slower to come and less likely to be trusted. Guards drop, ever so slightly.

When they think something positive about you, they help you, or you pay them a compliment, they feel a small burst of positive sensation — pleasure or joy or simple satisfaction, unnoticeable for how small it is but nevertheless there — and a similar burst of negative sensation whenever they think something negative about you, act against you, or feel they've disappointed you. Psychology and pavlovian reactions being what they are, this ensures that this Perk's effects only build with time.

You can drastically increase the effects of this aura but at the cost of its subtlety. Still, might be useful if you ever need to give someone one final push. You can selectively exclude people from this aura, but by its very nature, it would only act and adjust things as you wish it.

Mental Juggernaut [**-600** CP]

You are a tower of psychic will, the power you already possess staggering and your sheer potential even more so. Remember earlier the thing about the average human being able to light up 3 gems? You can light up all 10; even the average dragon, dragons being a naturally telepathic species, could only light up 6. The potential power you may one day wield would stagger even master psionicists.

That's not to say the power you already wield isn't staggering all on its own; just having immense *potential* isn't enough to make it at MCU. Fortunately, you have a very good head start. You already have great skill in the basic techniques of telekinesis and telepathy. Your TK can move hundreds of objects at once and throw around trucks with little difficulty. So long as the mind is unguarded, you may find anything in someone's mind in a second, or search the minds of a crowd of hundreds in a minute; a guarded mind, unless yielded with a great deal of both power, skill, and willpower, won't present much more trouble. Your range is measured in the hundreds of miles, and you can project your senses through it, allowing you to find any given person in even the world's largest cities in less than an hour. With the quality of teaching at MCU, it's only a matter of time before your range becomes global and you even become able to affect things in other dimensions.

> **Capstone-Boosted**
>
> Your mind is a beautiful thing. Anyone in direct contact with your mind will find it unusually attractive and pleasant. Your mental voice is vibrant and melodious, your mindscape an idyllic garden, your thoughts a pleasure to listen to. This instills a strong desire to remain in contact with your mind, an effect that grows with your psionic power.

Magic Perks

The following Perks are discounted for those specializing in Magic and double-discounted for those hyper-specializing in Magic.

Magic: The Basics [**Free** regardless of Favored Method]

Each student will learn magic, also called the Great Craft. This Perk ensures that you won't have to worry about any especial difficulty when it comes to the class; whatever problems could plague a student, be it lack of power or an incompatible mindset, they won't plague you. You won't, without purchasing some of the Perks below, have any special talent for it, but you will be at minimum average in all areas. You are already able to use basic spells and cantrips.

High Concept [**-100** CP]

Magic is *complicated*. Even with an average level of skill for it, it's really difficult to wrap your head around. Well, not for you. You have an incredible affinity with the theoretical side of magic — the concepts come easily to you. While others are still trying to wrap their heads around the basics, you're already easily comprehending the advanced material. This deep understanding extends to magic from other Jumps, and it has the side-benefit of making you very, very good at spell design and ritual plotting — after all, you don't need to be able to cast a spell to know what would happen if you did.

Mana Sense [**-200** CP]

As a person develops their magical abilities, they gradually become able to sense the mana around them, both in the area and in others. You have a particular knack for this aspect of magic, being able to sense nearby mana with incredible precision. You can perceive how magically powerful a person is just by being near them, and you can not only sense when they cast a spell but how powerful and the general nature of the spell they cast.

Spell Eater [**-400** CP]

There is an item many magical worlds use called a spell eater. You don't need such an item, though, because you're capable of replicating its effects and more all on your own. Whenever someone casts a spell on you or the area you're in, you can trivially form a link between your mana and theirs; until they manage to disrupt this link — such as by moving far enough away, it getting washed away by other mana, or them managing to unleash a chaotic burst of magic — you will start absorbing their mana. Each time this link is established with a given individual, the rate of mana transfer from that individual becomes a bit faster.

Additionally, each time this link is established, a charm effect is applied to the linked individual, making them more friendly towards you and reluctant to attack or harm you; this effect fades with time once the link has been broken but grows more powerful and longer-lasting the more mana is absorbed through the link. Though the charm effect does not retain its strength from past links unless the link is reestablished before the effect completely fades, as the rate of mana transference grows faster each time the link is established, this means that the charm effect also grows stronger faster each time the link is established.

This link cannot be used against you — this includes inverting it to absorb *your* mana or apply the charm effect to *you*. You need not concern yourself with absorbing too much; any excess mana will be safely dissipated into the environment.

Archmage [**-600** CP]

You possess the power, skill, and knowledge of a young archmage. You are brimming with mana, possessing a blazing aura to those capable of detecting magic and a resistance to hostile magic heretofore unseen in one so young. Your skill and precision at manipulating this magical energy are incredible. And, of course, you possess the knowledge to make use of that power and skill, knowing a great variety of spells from each school of magic.

Speaking of schools of magic: pick one. Whichever you pick, magic of this kind will come significantly easier to you, and you'll know a great many more spells in it and enter new Jumps already knowing a great many such native spells.

> **Capstone-Boosted**
>
> While many settings have 'true names' as some meaningful and powerful aspect of magic, the same cannot be said here. A name, after all, is just a particular arrangement of sounds that we arbitrarily decide refers to someone or something.
>
> There do exist, however, something called 'Deep Names'. By performing a specific magical ritual, you can declare that someone or something's nature — not necessarily the nature they had before — is a meaningfully *factual* thing. If you gave someone the Deep Name of 'Imbecile', for example, then they would not merely be rendered stupid — that would become a part of them on such a fundamental level that it would resist being removed; being subject to an influence-cleansing method would put them *back* in a stupid state, as at that point, that would be recognized by the cosmos as their true nature.
>
> How powerful are Deep Names? Well, a Bronze-Age warrior of average skill and strength was Deep-Named "the Invincible", and he proceeded to personally slay over three hundred foes over the course of a single battle without getting a single scratch. A crown "of the True King" conferred such authority that a moderately charismatic peasant who wore it was able to claim his nation's vacant throne with minimal effort. A

prosperous kingdom Deep-Named “the Wasteland” centuries ago remains unlivable to this day.

You get to select your own Deep Name — better make it a good one, though you have our guarantee that it won’t screw you over by having any unforeseen negative consequences. What’s more, you may select a new, different Deep Name to replace your old one at the beginning of each new Jump — or 10 years, whichever comes sooner. Additionally, a given person can only ever have one Deep Name; to apply a new one to someone already in possession of one, you would need to edge out the first. Your Deep Name, however, is fiat-backed to always apply until you decide to change it, thus protecting you from any Deep Names your enemies may wish to apply to you. In future Jumps where true names *are* a thing, you’ll be protected from that too, as well as any other attacks that might target you through your name(s).

Chi Perks

The following Perks are discounted for those specializing in Chi and double-discounted for those hyper-specializing in Chi.

Chi: The Basics [**Free** regardless of Favored Method]

When it comes to chi, effort and training are king. No matter how weak you begin, if you put in the work, there will be no heights beyond your reach. But just because being talented isn't as important as working hard, it doesn't mean that starting weaker than the norm isn't a setback, especially in a place like MCU.

Any physical disabilities you possess are done away with, your body is conditioned as if you got at least an hour of exercise every day, and you gain basic proficiency and average talent in manipulating chi, though you'll still be a very long way from manipulating any chi but your own. You know a very basic, low-intensity kata to promote chi growth. With just this, you won't be the best in the class, but your talent in the field of chi manipulation will at least be average.

Master of Territory [**-100** CP]

You perceive the space around you differently than most. In your mind's eye, you can see the 'territory' you hold — that is, the area around you in which you can move freely, as well as deflect and perform attacks. You can tell how your movements will increase or decrease the territory you have to work with, feel it as your arm moving to block one attack decreases the range of your territory in another area. This makes you ridiculously good at controlling the flow of melee combat and ensuring that you never unintentionally leave yourself open to an attack.

Meaningless Talent [**-200** CP]

According to Empress Tianshang, talent is meaningless when it comes to chi — with enough effort, even the weakest of the weak can achieve greatness enough to topple gods. But as fast as MCU makes the learning/training process, and as much as the balance of power can change at any moment, the early days can have a profound impact on the state of things later on, and several of your classmates will already possess a comprehensive education in the art of chi.

Hence this head start: you have the body of a warrior or pro athlete; when boosted by your chi, you can outperform Olympians. You know several basic katas and are a master of whatever martial arts style you wish.

Your knowledge of pressure points is encyclopedic, your ability to take control of another person's chi unreasonably rapid, and your finesse with using that control to alter their mind as you please unnatural. A second's touch could induce paralysis or orgasmic pleasure, but with

sustained contact, only how much power you have at your disposal will limit what you can do to a person's mind.

You have talent in addition to the skills and knowledge provided: your chi flows easily, you have a knack for its manipulation, and you are always able to maintain a perfect center of balance. This talent for manipulating spiritual energy extends to that of other Jumps.

Approaching Balance [**-400** CP]

You're likely fairly familiar with training multipliers; heck, there's one in this Jump. Though this Perk does increase the effectiveness of your training, it probably doesn't in the way you're used to. Where technology relies on clever solutions to efficiently solve your problems and magic on power and knowledge, chi relies on past training. And the most efficient way of training your chi when not sparring is to perform katas. No kata is perfect, though. Well, yours aren't *yet*.

The more you perform a kata for a given purpose — be that to increase your chi's power, its purity, how easy it is for you to manipulate, something else, or some combination of the above — the more it improves over time. Its intensity automatically sets itself to the ideal level for intensive (but not ruinous) training. The superior elements of any katas you witness are incorporated automatically. Any flaws it possesses get ironed out, and improvements and advanced techniques replace them. It becomes more and more tailored to you and its assigned purpose specifically.

Ordinarily, you couldn't perform these katas for too long, for the same reason that real-life exercise coaches tell you not to exercise TOO much — overtaxing or even injuring yourself is a major concern. (The training at MCU, at least that which Empress Tianshang provides, would cripple if not outright kill you if not for the supplemental chi she provides in addition to the death wards.) Not for you, though — no matter how exhaustive or rigorous the kata, so long as you could safely complete a single 'rep' at your freshest, you will be able to safely perform it as many times as you want no matter how tired you get. Training can and will still tire you out, but you can train as often and as long as you want and still reap the positive results without it hurting you.

Fearsome Presence [**-600** CP]

You have *presence*. When you walk into a room, people notice. You give off an aura of intimidation, making it very clear to anyone possessing weaker chi than you that you are not to be messed with. You can turn this aura off at will if you wish to remain inconspicuous. Alternatively, you can dial it way up, instilling in anyone it's already able to affect with the absolute certainty that they are about to die by your hand, and it is only by your mercy that they yet live.

Separate from that, you may suppress the willpower and mental energy of anyone within this aura, weighing them down under the majesty of your unbridled chi and rendering them

weak-willed and sluggish of thought; this effect scales with how much more powerful your chi is than theirs, but it relies on the current difference, not the difference of the two of you at your best. At higher differentials, this can cause extreme suggestibility and even catatonia until you cease these effects.

You may exclude specific people from any or all of these effects.

Capstone-Boosted

The chi running through you is so dense that it warps the world around you. In addition to the above effects, you may have your aura suppress physical energy and chi within those caught inside, draining their stamina and chi and stifling the use of what chi they have left; as before, this effect scales with how much more powerful your chi is than theirs, but it relies on the current difference, and so the effects will only grow stronger as the gulf between you grows. At higher differentials, the extreme fatigue you induce can lead to fainting, comas, or even death, though you can of course prevent the effect from progressing that far. As above, you may exclude specific people from either or both of these effects.

Additionally, attacks against you below a certain point are snuffed out harmlessly and without required action on your part. A good rule of thumb is that if you could replicate the attack's intensity with up to a quarter of your current chi, the attack is completely nullified. Mind control and other more esoteric hostile effects are also nullified if they are similarly weak. If the attack is too strong to nullify, then it is still diminished somewhat, but only by about a tenth of what you could replicate with your current chi. (To be clear, this nullification does not expend any chi.)

Path Items

Collar [**Free**; **exclusive** to Slaves]

A collar with your name on it and matching your general style while remaining appropriately submissive; you'd look great in it. It cannot be removed against your will. Once you belong to a master or mistress, it will also gain the inscription "Property of X", X being their name. Doesn't serve any practical purpose, but it's pretty hot.

Collars [**Free**; **exclusive** to Masters/Mistresses]

An infinite supply of collars with "Property of X" inscribed on them, X being your name. Once placed around a person's neck, it will automatically adjust its size to fit comfortably and its appearance to match how they look and their general style while remaining appropriately submissive. Doesn't serve any practical purpose, but it's pretty hot.

Hypnotism Items

The following Items are discounted for those specializing in Hypnotism and double-discounted for those hyper-specializing in Hypnotism.

Subliminal Contact Lenses [**-100** CP]

An unlimited supply of contact lenses that you can mentally program to bombard the wearer with subliminal messages of your choosing; you may alter/cease the subliminal messaging even after the lenses have been put on. While they can be defended against, they can't be subverted or used against you. All of them adapt to correct the wearer's vision as normal prescription lenses would. Unlike normal contact lenses, these do not have any negative consequences for being worn for long periods and don't need to be cleaned. They are available in glasses as well.

Standard Script [**-200** CP]

An ordinary-looking file folder containing a piece of paper with a list of statements that will be highly effective against most people both as subliminal messages and as instructions applied during trance to turn them into your loyal, obedient slave. Each time you utilize this list, another piece of paper will appear in the folder, identical to the original save that it has the hypnotized individual's name at the top; as the subliminals/instructions are repeated, the list will gradually update itself to tailor them to the named individual, changing the list items to play off of the victim's psychological faultlines. Neither this file nor the papers that naturally fill it can be stolen or destroyed; the papers are illegible to anyone other than yourself whom you have not permitted to read them.

Hypnotic Focus [**-400** CP]

Every hypnotist worth the name has some sort of hypnotic focus to assist them in inducing trance. This Item, be it a pocket watch, pendant, bracelet, ring, or something else, is exquisitely made, a work of art as much as it is an accessory. It is supernaturally fascinating, capturing the attention of anyone else who gazes at it and lessening the time needed for an induction by an order of magnitude. It cannot be stolen or destroyed, and unlike normal hypnotic foci, it cannot be taken advantage of by a victim to turn your hypnosis attempt around on you.

Technology Items

The following Items are discounted for those specializing in Technology and double-discounted for those hyper-specializing in Technology.

Technocytes [**-100** CP]

Your body becomes host to a rich array of picotechnological technocytes that will increase your body's physical capabilities so that you're twice as strong as the world's strongest man, as well as remove your need to use the restroom. They also serve as an immune system that will automatically cleanse you of harmful viruses, bacteria, and chemicals, as well as foreign picotech and nanotech.

These tiny machines also rid you of your need to sleep and grant you the ability to shapeshift; neither your mass nor volume can fall below half or reach above twice what they normally are, but the shapes you can take can be incredibly complex, with the only other limit being your imagination.

By kissing someone, you can infect them with your technocytes, granting them the same benefits and/or opening them up to being mind-controlled by the tiny machines, though this is no more or less difficult to defend against than regular picomachinery.

These technocytes are fiat-backed to be unhackable and unsubvertible.

Picochip [**-200** CP]

A brain chip already embedded in your skull that interacts fully with your thought process; a picotech design like this one can cram all the computational ability of the human brain and more into a mote of dust. You can measure the milliseconds it takes to pronounce each word; you can measure the distance around you within 1% of precision using trigonometry; you can write code in your head; you can perform complex calculations so fast it's like you're not calculating at all, as if you knew the results the same way you know 2 + 2 = 4. Your multi-tasking ability is ridiculous.

From this point on, you will have a perfect memory, but even memories from before are much clearer. This chip comes pre-installed with modules that enhance your motor control and psychological observational abilities, to the point that you have perfect coordination and are better than Sherlock Holmes at reading people, respectively. It also boosts your acting abilities, as it enables you to store 'roles' in the form of alternate personalities in your memory banks and inhabit them at will.

This chip is fully integrated with your thought processes and is constantly adjusting itself to be even more integrated and feel ever more natural; it does not interfere with any of your mental defenses or mind-enhancing Perks. It can interface with the internet and other technology through tachyonic communication, as well as host an AI, if you have one, on its memory banks — but don't worry, you won't get any viruses.

This chip is fiat-backed to be unhackable and unsubvertible, and you have the blueprints to make more just like it. It is capable of communicating through quantum ansibles with other picochips you manufacture, and this form of communication is further fiat-backed as being impossible to listen in on.

Stargate [**-400** CP]

A big machine, hosted in the Warehouse for convenience but capable of interacting with any area you occupy, this device can create wormholes through fine manipulation of gravitons and exotic matter to warp space enough to create a tunnel through it.

What are the applications of this? Well, you can use a pinprick-sized wormhole to remotely observe locations, though they of course can't be opened inside a student's room without one of the residents' permission. You can effectively teleport up to hundreds of people at a time between locations (in the same dimension) you have under observation, without any build-up or pre-indication, allowing easy transportation and abduction. So, essentially, almost complete knowledge and control of the battlefield.

As with previous Technological Items, this machine is impossible to hack or subvert, and you receive a new one if it is destroyed. For the duration of this Jump, it will only be able to cover about a city's worth of space, but since that's how big the campus is anyway, it's not much of a loss; post-Jump, its range will cover about 10 lightyears either way, far, far more than enough to cover the entire solar system and reach even into nearby star systems. Unfortunately, it can't travel through its own wormholes.

Chemistry Items

The following Items are discounted for those specializing in Chemistry and double-discounted for those hyper-specializing in Chemistry.

Assorted Basic Substances [**-100** CP]

What sort of chemist would you be if you showed up to MCU without any useful mind-controlling chemicals? You have a large supply of substances, six doses per chemical, with each dose refilling at the end of the day. These substances include a tonic that induces a trance state in the drinker, a perfume that maximizes the wearer's natural pheromone production, another perfume that makes the wearer appear more charming and likable, a final perfume that makes you appear as an authority figure to those around you, and an intravenous drug that increases neuroplasticity to a point similar to if the subject wasn't even born yet. These perfumes can be applied all at once without reduced effect. Naturally, they cannot be stolen.

Picofabber [**-200** CP]

A fully operational matter fabricator so incredibly precise that it can rearrange atomic nuclei and even design basic non-baryonic mega-molecules. So long as you are aware of the composition of whatever you want it to make, it can make just about anything short of neutronium and non-harmful antimatter batteries. This includes gluonium, a mega-molecule that uses gluons to hold itself together and is strong enough to survive hydrogen bombs at point-blank range.

Because you're paying a premium, it is fiat-backed against being hacked or subverted in any way. If destroyed, you will receive an identical model within the day. And, once you develop sufficient knowledge of femtotechnology (the manipulation of matter at a sub-quark level) and so on, it will automatically update itself to a corresponding complexity.

Eau de Déesse [**-400** CP]

You may have some basic chemicals in stock, but what of a more complex, powerful substance? Translated as 'goddess water', this perfume will, with a single whiff, generate overwhelming adoration, devotion, and love towards the wearer from those they wish it to. Fully enslave someone just by getting within smelling distance.

Psionics Items

The following Items are discounted for those specializing in Psionics and double-discounted for those hyper-specializing in Psionics.

Neuron Clusters [**-100** CP]

A vat that gradually generates a set of artificial neuron clusters, capable of amplifying the psychic might of anyone they are installed in. As you use them, they will grow more accustomed to your specific psychic patterns, growing as your own psionic might does. If implanted in someone else, you may shut them down at any time you please. No more than a certain amount can be installed in any one person.

Combined Mental Fortress [**-200** CP]

A brainwave reader and manipulator that can channel the passive psionic energy of all participants into a single, combined psi-shield capable of protecting the entire group at once, even if its members are on the other side of the world. Teamwork makes the dream work. Naturally, the device that accomplishes this is indestructible and unsubvertible.

Psi-Bomb [**-400** CP]

A bomb filled with psionic energy, it can be detonated to fry any tech, disrupt any ambient magic or chi, and shred the memories of anyone within its radius. You can actively recharge it by storing your spare psionic energy inside. Because you're paying a premium, its memory erasure won't affect you or anyone you designate, and it will gradually recharge on its own. The more energy it has, the more memories it can erase and the more powerful psionic defenses it can overcome; given about a week of passive charging, it should be enough to induce complete amnesia and destroy even picotech.

Magic Items

The following Items are discounted for those specializing in Magic and double-discounted for those hyper-specializing in Magic.

Mana Sprite [-100 CP]

A Mana Sprite is a certain type of spirit that attaches to a spellcaster's soul (without any mental effect), resonating with their mana and providing a small but noticeable boost in both magical potency and resistance.

Because you are paying a premium, you will automatically gain an identical mana sprite every day; though a spellcaster's soul can only resonate with a single one, they will surely be significant boons for any of your allies. Additionally, these sprites are special in that they operate not additively but multiplicatively, increasing your magical potency by a certain percentage of how great it would otherwise be so that the benefits this Item provides will be appreciated even by an archmage.

Star Ladder [-200 CP]

There exists a type of magic amplifier called a 'Magisterian staff' — a staff of a very specific size and shape created with complex runic patterns and rituals such that it draws upon its own essence to amplify its wielder's magical might. But, while the size and shape are fixed, changes in the mass of the staff slightly increase its power. As a result, staves of this kind are usually made of very dense materials, but the wizards who use them are still limited by the tech level that defines what materials are available.

You have one such staff, and it is made of neutronium. Neutronium, if you are unaware, is a material so immensely dense that even mere handfuls weigh in the gigatons — enough that, if it weren't for the various gravitic protections making it 'light' enough to move about, it would fall all the way to the center of the Earth, go most of the way to the other side on sheer inertia, and then start coming back up. Your staff will weigh teratons. This rainbow-sheen substance is numerous magnitudes denser than any material used by the wizards who usually make Magisterian staves and would allow any magician who wields it to outpower even a mage several classes above them.

You may, if you wish, have the staff be specialized in a specific school of magic, thus granting a major power boost in that category at the cost of a minor loss of power when casting spells from other categories.

It is, of course, fiat-backed to be unstealable and unbreakable, and the protective measures that make it safe for use are unalterable and unsubvertible.

Genie's Lamp [**-400** CP]

A bottle of opaque black glass with a golden stopper, this item holds all the power of a genie. (This item does not actually *host* a genie.) Each day, you may make a single wish upon it, and that wish will come true. This wish is not absolute, understand — it is effectively an immensely powerful spell — but there is little it cannot do and nearly as little it cannot overpower. It won't be twisted against what you want it to do, though; your wish will follow the intent with which you made it.

Example wishes include but are not limited to: granting an individual an all-around defense against mind control that would require significant effort for even the most powerful students to overcome, automatically becoming aware of any mind control on campus as soon as the affected party enters an area where scrying is not blocked, enslaving an individual with insufficient magic resistance and making them remember having been enslaved several minutes ago and already made their peace with it despite it conflicting with their moral code, causing an entire planet's freshwater reservoirs to be automatically refilled for a year, freeing an area as large as the largest cities on Earth from all mind control, discretely erasing three people from existence while they are isolated and unobserved, and drastically boosting an individual's power.

This Item is fiat-backed against theft and destruction. You and any individuals you designate are the only people capable of making wishes upon it. Unlike with a regular genie, making a wish does not prevent an individual from ever making any more wishes. It may be helpful to know that making a wish creates a very visible light show, though only around the Item, not around the subject of its wish.

Chi Items

The following Items are discounted for those specializing in Chi and double-discounted for those hyper-specializing in Chi.

Symbiotic Chi Fungus [-100 CP]

A gradually self-replenishing vial full of an alchemical fungus that, if ingested by a living creature, will align itself with that creature's chi circulation and begin enhancing it as if they were performing low-intensity power katas all day long. But you're paying a premium, and so 'low-intensity' is relative to the individual, as the symbiote's effectiveness will increase as the host's chi develops, creating a self-reinforcing loop and thus ensuring that, even if the imbiber does no training themselves, their chi power will increase by a few percentage points each day.

Chi Weapon [-200 CP]

This Item takes the form of your weapon of choice. Though ridiculously heavy to anyone else, to you it is so light it is as if a child could lift it. If it has a blade, it is sharp enough to slice trees apart in a single stroke. It makes for an excellent chi conduit, channeling your life energy to improve its deadliness even further. It cannot be stolen or destroyed.

Elixir of Life [-400 CP]

Typically created through infusing several high-quality alchemical ingredients with highly refined divine chi (usually derived via the fermentation of Peaches of Immortality), a single dose of this mystical elixir not only grants eternal youth but also spiritually empowers the drinker. In what sense?

A great deal more chi, purer, far easier to manipulate, and non-degrading, for one thing. A boost of about 50% in the strength of your most favored powers, and a boost of about 20-30% in every other area. And, of course, ascension to the next level of whatever you are — if you are a demigod, you become akin to a full (if minor) god; if you are a Jedi Knight, you become a Jedi Master; if you are a run-of-the-mill vampire, the purity of your blood becomes that of a progenitor. Powers and abilities you gain in the future will be similarly boosted, so there's no reason not to take your dose now.

These effects are powerful enough on their own, but combined they represent a monumental boost to your strength. Note, however, that the elixir's effects do not stack — a single dose is just as effective on a given individual as a hundred doses.

This Item takes the form of a mystical decanter, and a single dose of elixir will appear inside at the beginning of each day.

Companions and Followers

Import [-50 CP; may be purchased multiples times]

You may Import one Companion for each 50 CP spent. They each get 800 CP of their own to spend. You and they may, if you wish, be members of different student bodies.

Faction [-200 CP]

You may Import up to eight Companions. They each get 800 CP of their own to spend. You and they may, if you wish, be members of different student bodies.

Your Harem [Free; special requirement]

This whole Jump is about building yourself a loyal group (*cough* harem *cough*) through mind control. Of course you can take them with you! There are two requirements, though. The first is that they must be sufficiently brainwashed by graduation — 'sufficiently' meaning a) they're not actively resisting, and b) they would willingly let you brainwash them further. Second, you must, of your own free will, intend to continue brainwashing and controlling them post-Jump; no enslaving them a day before graduation and releasing them after to try to get around the first restriction.

None of them *have* to have sexual relations with you, so technically they might not be a *harem*, but we know what most of you will be using this for.

Defense Group [Free; special requirement]

While it rarely succeeds, many classes have a group of students coming together for mutual defense against mind control. If you join/form such a group and commit to its mission of not enslaving anyone, keeping its members and possibly others from being enslaved, and freeing them if they are, then you may take any other members of the group with you as Companions if they are free by graduation, provided their freely given consent.

Your Perfect Master/Mistress [Free for Slaves; -50 CP for others]

The Jump completion requirements are that you graduate either with your free will intact or enslaved to a Companion. But a large point of the Slave Path is *finding* someone you want to be enslaved to! You shouldn't be punished just for doing something we gave you the option to do! Thus this option.

Your ideal master or mistress is among your classmates. You don't know which one, but they are perfect for you, their fetishes, interests, and personality complementing yours perfectly, provided that all of that includes them being the dominant one in the relationship. They will find you immensely attractive on mental, physical, and spiritual levels, and vice versa. Their relationship with you, once it begins, will be exactly what you hoped it would be. They may, if you prefer, be a switch, though they'll tend towards dominance.

They will have 600 CP which you may use to buy them Perks from the Master/Mistress Path, undiscounted. You can't buy them any Method Perks or Items, but you can choose which Method(s) they specialize in. They *can* be enslaved, but they can't be controlled into transferring their ownership of you to anyone else or otherwise taking advantage of their control over you to enslave you to someone else.

Your Perfect Slave [**Free** for Masters/Mistresses; **-50** CP for others]

Well, if a perfect dom is available, why not a perfect sub? Your ideal slave is among your classmates. You don't know which one, but they are perfect for you, their fetishes, interests, and personality complementing yours perfectly, provided that all of that includes them being the submissive one in the relationship. They will find you immensely attractive on mental, physical, and spiritual levels, and vice versa. They will worship you, as well they should. Their relationship with you, once it begins, will be exactly what you hoped it would be. They may, if you prefer, be a switch, though they'll tend towards submissiveness.

They will have 600 CP which you may use to buy them Perks from the Slave Path, undiscounted. You can't buy them any Method Perks or Items, but you can choose which Method(s) they specialize in.

Roommate [**-50** CP]

Even if you don't select your room key based on whoever else you already know to have taken the matching key, there's still a chance you'll happen to get a roommate you get along with and don't have to worry about working against you. This option just makes that certain.

Your roommate, whoever they are, has a personality and interests compatible with yours. They will find you quite likable, and they will quickly find themselves loyal to you and committed to fighting by your side. If you don't want to be brainwashed, they won't brainwash you. They do not come to MCU with exceptional power, but you may decide in which discipline(s) of mind control they have the most potential.

If you also chose a **Perfect Master/Mistress** or **Perfect Slave**, then you may have one of those as your roommate.

AI [-50 CP; Free for Technology]

A fully functional artificial intelligence, totally loyal towards you and driven to help you achieve your goals, with a personality of your design. It is capable of interfacing with technology, and due to its nature, it possesses staggering multi-tasking ability. Its code is elegant and hyper-efficient, taking up much less storage space than it should, and it is constantly updating and refining that code. It is not immune to mind control or hacking, but it is immune to run-of-the-mill viruses. As a Companion, it can Import into future Jumps.

Alumni Network [Free]

Part of the incentive of attending MCU is the vast and powerful alumni network you'll have access to after graduating, and it wouldn't feel right to rob that of you just because you might be moving on to a new Jump once school is out.

Upon graduating, you will be put into contact with the other alumni, and you can trade services with each other. You scratch their back, they scratch yours. So long as you deal honestly with them, we'll just say you have fiat-backing so that they won't even try to mind control you. (This does not actually, in and of itself, make any of them follow you to future Jumps as Followers or Companions. It is purely an opportunity for trading items and favors.)

Counselor [Free/-100 CP]

The school has, as its student counselor, a literal angel and spirit of virtue and benevolence named Charity. She gives students life advice, helps them with relationships, and other such things, and she is *really* good at it — if the teachers are among the best in the multiverse in their fields, then she's among the best at therapy and counseling. She can do a trick that lets her appear to multiple people in different rooms at the same time. She also gives amazing hugs and has an empathic aura that lets her and others feel each other's emotions.

In the spirit of mental health, we're letting you take a copy of her with you as a Follower for free.

If you wish for her to be able to Import as a Companion, you must pay 100 CP.

Protagonist of Another Class [-100 CP; may be purchased twice]

Either Daphne Miller or Yumi Tsukino is not only a member of your class but fiercely loyal and obedient to you. While both are naturally dominant, they would submit to you if you asked it of them. You can have whoever you pick as your roommate — yes, even if you're a boy. Only one, though, even if you purchase this twice and have both of them in your class — and if you purchase this twice, you get both Daphne and Yumi, not two of one of them.

Daphne is a super-genius inventor with an overwhelmingly powerful hypnofetish. She is aware that mind control is wrong, but she thinks of it as being her cutie mark, what she was meant to

do. Despite this, she has strong moral convictions and wants to help as many people as she can, partly out of guilt but mostly out of genuine altruism. She is desperately shy. She is quite weak in Psionics, Magic, and Chi, but she is fantastic with Technology and possesses decent skill in Chemistry and Hypnotism. Her ambition is boundless, and though her loftier goals may take time to achieve, she is somehow likely to achieve them. Along with, of course, whatever tasks you set for her.

Yumi is the reincarnated princess of a magical kingdom on the moon that was destroyed centuries ago. (Sound familiar?) The queen of this Silver Kingdom used mind control to keep her subjects happy and good-natured. Yumi means to recreate that kingdom, though perhaps in another world that ‘needs’ it more. She’s aware that mind control can be used to evil ends, but she views this particular end as among the best there are. She also has a hypnofetish. She possesses a natural aptitude for magic; she additionally appears to favor aura-based abilities that influence people just by being near her. She isn’t very bright, but she possesses Gamer abilities, so she is constantly growing stronger and more capable. And now you can control her development.

Drawbacks

There is no hard upper limit to how many Drawbacks you may take or how much CP you may gain from them.

Same-Sex Class [+0 CP]

Sometimes Mesmerra likes to make the student bodies a little more *interesting*. Every student being attracted to every other student counts, right? If you are attracted to the same sex, then you have the option of attending a class entirely composed of the same sex.

OG Class [+0 CP; requires **Problem Class I**; requires **Same-Sex Class — Female**]

Rather than being a member of a student body composed of yourself, your Companions, and new random characters, you find yourself a member of Daphne's class. This has its ups and downs. On the one hand, if you're familiar with the original Quest, you'll know what to expect; on the other hand, it includes such threats as Daphne herself, Connie, Ruby, Velena, Daedera, and Lady Daystar. You also must be female, as this is an all-female class.

***Actual* OG Class** [+0 CP]

Rather than attending an MCU that has been around for decades at least, you are a member of its inaugural class. On the one hand, this means that no one knows quite what to expect yet, and you can take advantage of that; on the other hand, Mesmerra hasn't worked out all the flaws yet, which could pose an issue. For instance, drugging cafeteria food is still allowed.

Weak Subject [+100/+300/+600/+1000 CP]

Choose one of the six Methods of mind control that you didn't specialize in. You are particularly weak in this discipline; it just doesn't come naturally to you. Keeping up in this class will be much more difficult for you than your peers; where others will have to work hard to do well, you'll have to work hard just so you don't fail. You are likely extra vulnerable to attacks in this area.

You may take this Drawback up to four times, and because of how much more of a handicap more subjects are, you get an extra 100 CP for each subject that makes every time you take it.

Biased Teacher [+100 CP; can be taken up to three times]

One of the teachers *really* does not like you. They can't actively act against you within the bounds set for them, but they're hostile, they put less effort into helping you out and ignore you in favor of other students, and they generally try to make each class miserable for you.

My Word Is My Bond [+100 CP]

Trustworthiness is necessary on both a widespread and personal scale — people need to be able to trust each other, and if people don't trust you, it becomes a whole lot harder to negotiate with them or get what you want. You believe in this so strongly that you cannot go back on your word or break a promise once you've made it. You must obey both the letter and spirit of your word.

Naturally, this only applies to your own actions and things under your control; you cannot take advantage of this to make a promise like "I won't be brainwashed" or prevent specific actions while brainwashed. You also can't make a promise you wouldn't have made of your own free will, however; if you'd only make a promise because you're being controlled into doing so, you just won't make that promise in the first place.

Shy [+100/+200 CP]

You are really, really shy. Not cripplingly so, but unless it's incredibly important, you'll have difficulty with even minor social interaction. Fortunately, this can be outgrown.

For an extra 100 CP, you'll be shy forever, and even mind control will only somewhat reduce the effects.

A World Without Color [+200 CP]

You are incapable of feeling any emotion, except possibly slight satisfaction. Is this even worth it in a Jump built around pleasure?

What Are We Without Love? [+200 CP]

You have a near-compulsive need to be loved. You'd do anything to make it happen. But how could you possibly get anyone to love you in a school built around mind control? Hm, a puzzler.

What an Ego [+200 CP]

You are staggeringly arrogant. You cannot handle the idea of anyone being in any way superior to you, and you react violently to the mere suggestion of such. Unless blatantly confronted with someone else's superiority, you are bound to think them inferior to yourself.

Longer Stay [+200 CP]

You will stay in this Jump for 10 years, rather than the single scholastic year. The fail conditions remain the same but are moved to the end of the Jump — at that time, you must either retain your free will or be enslaved to a Companion. However, as there is the added potential of dying, which was all but impossible at MCU, dying is now another possible fail condition.

Cruelty Abounds [+200 CP]

Just by simple odds given what the school is, there were already bound to be a few people among the students and faculty who were cruel, sadistic, and downright evil. Now, any aspiring masters/mistresses aside from you and your Companions fit that description as well. They will go out of their way to torment any slaves they take. Including you, should you fall prey to them; better hope they don't have a grudge against you in particular.

Rules of Service [+200 CP; exclusive to Masters/Mistresses]

You are in some way limited in what you can do with/to your slaves. Maybe, if you'd want to have sex with them, you can't use them for sexual purposes. Maybe, if you'd take joy in torturing them, you are incapable of such. Whatever it is, it has to be something you'd really want to do, among the top reasons you'd enslave someone in the first place.

Problem Class [+200/+400 CP]

You have been placed in probably the most dangerous class of the year, possibly the most dangerous class in the history of MCU, the class Mesmerra decided to put all of the most powerful and aggressive students in. Not every student in the class is a powerhouse, but the half dozen that are are scary good at whatever it is they do, often possessing unique talents and items outside of the usual bounds of mind control and correspondingly difficult to defend against. If you can enslave a few of them, you'll have some very powerful minions indeed, but good luck getting that far.

Things are faster-paced, too. Students are cleverer, more ambitious, and more willing to take risks. Usually, a majority of students are still independent by the end of the first week — heck, often by the end of the first *month*. The canon class, meanwhile, reached the stage of solidified factions before the first week of class was even officially over. Now, we're not making any guarantees that things in this class will go similarly, but it's likely.

For an extra 200 CP, it gets worse. Your 'typical' problem class has about six immediate powerhouses — up to half of whom end up enslaved to each other — a dark horse candidate or two, and one or two students whom Mesmerra would really like to see enslaved. There are many other types of students, of course, but they're irrelevant to this; the number of students fitting the types we mentioned is getting doubled. *Twelve* immediate powerhouses, some even stronger than the canon powerhouses bar Daystar. A handful of students who begin with little to

no power but make ridiculous progress ridiculously fast, blindsiding everyone else. And another handful of students who have a good amount of power themselves and are strongly opposed to mind control, with up to half of them having some way of undoing mind control. All of this going on with a total of 40 students. What will happen is anyone's guess. Should make for an interesting class.

A Slave Per Day [**+300**/**+500** CP; **exclusive** to Masters/Mistresses]

You may fully mind control into being your slave no more than one person per day. Fortunately, if anyone you've already enslaved breaks free, you have 24 hours to re-enslave them without it counting as enslaving someone new.

For an extra 200 CP: nope, you can only enslave one person per day, and if someone breaks free of your control and you already enslaved someone for the day, you can't re-enslave them, even if they were the person you enslaved earlier.

No Such Thing as Immune [**+400**/**+600** CP; **halved** for Slaves]

Let's be real here: if you've been through even a handful of Jumps yet, you probably already have at least one way to resist if not outright ignore any attempts at mind control. Well, being fully mind control-immune isn't a thing here. So how do you feel about leveling the playing field just a smidge? Any Perks, Items, or other ways you have of being immune to mind control instead only grant resistance, and any that would otherwise grant resistance are instead negated. This Drawback naturally requires that you actually HAVE such abilities.

Wow, you actually want to play somewhat fair? For an extra 200 CP, any out-of-Jump methods you have of resisting or ignoring mind control get completely negated. Unless you buy some resistance Perks in-Jump, you're just as vulnerable as anyone else.

Hypersuggestible [**+200** CP; **halved** for Slaves]

You are hypersuggestible, particularly vulnerable to mind control. Even an amateur hypnotist could wrap you around their finger with relatively minimal effort.

If you possess any Perks, Items, or other ways of resisting/ignoring mind control, taking this Drawback requires taking both levels of **No Such Thing as Immune**.

Scenario: Through the Kaleidoscope

This is one of the few Scenarios that you must decide whether or not to take before the Jump begins and alters the victory conditions.

You are split into six identical versions of yourself; each one will be a member of a different student body of MCU. (Imported Companions will only be inserted into a single student body; choose wisely which versions of you they will support.) Each version of you will fill out their own unique Doc; their beginning CP will be reduced to 600, and they cannot spend any CP on Method Perks, Method Items, or the **AI** Companion.

In exchange, each version of you will be assigned a different Method and receive the entire set of Perks and Items (and, in the case of the version specializing in Technology, gain the **AI** Companion) associated with it for free. Each version of you will also gain a **One-Off Immunity** to their Method for free.

Different versions of you may complete different Scenarios, though this one is off the table for obvious reasons.

Each version of you must complete the Jump requirements — that is, graduate either with their own free will or enslaved to a Companion. If even one version of you fails, you fail the Jump and the Chain as well.

Rewards

If, however, all six of you manage to complete the requirements, then the rewards are great indeed.

You merge back into a single person, retaining all memories and Perks/Items obtained by each version, though identical purchases of the same Perk do not stack, and neither do other improvements; even if all versions of you improved, say, your chi potency, the final version of you will only inherit the potency of the version of you with the most potent chi.

Any Companion purchased is retained, but identical versions — for example, the six versions of Charity from **Counselor** or multiple versions of Daphne or Yumi from **Protagonist of Another Class** — instead merge into a single person much like the different versions of you did.

Additionally, you gain an indestructible, unstealable copy of the device Professor Norton used to let her live out multiple timelines and collapse whichever don't work out. You can't have more than six timelines (including whichever turns out to be the real one) running at once, and you're limited to running up to a total of 20 years at a time across all the timelines unless in a single one, but that's probably more than you'll ever need anyway.

Scenario: A Game of Mind Control

This is one of the few Scenarios that you must decide whether or not to take before the Jump begins.

You lose access to any Perks or Items from before this Jump.

You do not receive the Perks or Items purchased in this Doc immediately except for those that are already free prior to discounts; instead, you gain a random one of the ones you purchased at the beginning of each day, starting on the first day of class after Orientation.

In exchange, you become the Gamer. Probably a different sort of Gamer than you're familiar with, though.

While you do have "The Gamer's Body", quantifying your HP and MP and fully restoring them after an hour of sleep, you don't have "The Gamer's Mind"; you are quite vulnerable to mind control.

Your 'Stats' are:

- **Physique:** *A stat governing bodily health and the flow of chi. Affects strength, agility, toughness, sensory acuity, and physical and chi techniques.*
- **Intellect:** *A stat governing mental acuity, precision, and speed. Affects technical skills, as well as some skill-based social interactions. Affects the usage of advanced and complicated techniques of most disciplines.*
- **Will:** *A stat governing force of conviction, determination, and personality. Affects mental defenses, as well as psionic abilities, and, to a lesser extent, magic.*
- **Magic:** *A stat governing the flow and use of mana. Affects magic skills and defenses.*
- **Luck:** *A stat representing the whims of fate. Affects all of life.*

You begin with 5 in each Stat. The more you use a Stat, the more it improves, but the higher it is, the harder it is to improve this way.

You have 'Levels', and you can level up by gaining enough experience points (XP). You gain XP from completing Quests, completing hidden Achievements, enslaving others through mind control, successfully resisting hostile enslavement attempts, defeating others in combat, and encountering new locations, the amount of XP scaling with the difficulty of the task. Each time you level up, you gain 5 points that you can use to improve your Stats.

You have access to what the source material referred to as 'perks' but we'll call 'Traits' to avoid confusion. Traits are categorized as Aura (having a passive effect on the people around you), Defensive (for avoiding or enduring danger), Offensive (for boosting your offensive talents), and Passive (having other passive effects).

Every time you level up to an even level, you'll gain an extra Trait Slot and get to pick from a number of Traits you are eligible to gain. You also gain an extra Trait Slot whenever you raise a Stat to a multiple of 25, but it can only be filled by a Trait associated with the Stat in question. Most Traits will scale in potency with a specific Stat. Many Traits will require that you have at least a certain amount in a certain Stat and already possess a specific Trait.

You also possess 'Skills', such as Observe, Persuasion, Subterfuge, Sense Motive, Speed-Reading, Magical Resistance, Trance Resistance, Self-Awareness, Hypnotic Induction, Hypnotic Programming, Abjuration, Conjuration, etc. These Skills may themselves gain XP through use to level up and become more efficient. The potency of some Traits may increase with the level of a specific Skill.

You can equip one 'Title' at a time to gain the special effects it confers upon you, though there is a Trait called "Layered Like an Onion" that allows you to equip up to 3 Titles at once.

You can perceive others' names and Titles. If they are within 50 Levels of you, you can perceive their Level.

You will often be offered Quests, with rewards such as XP, new Titles, unique items or properties, and improved relationships.

Rewards

You get to keep your Gamer powers and everything that resulted from them. Really, that should be enough.

Scenario: Can You Fight Fate?

This is one of the few Scenarios that you must decide whether or not to take before the Jump begins.

You are the victim of a prophecy foretelling your defeat.

So you understand what that means, here's an info dump on how prophecies work in this setting: prophecies are declarations that a certain, possibly vague, thing will happen, and they are invested with a certain amount of energy to ensure that outcome. They CAN be defeated; they are NOT insurmountable. However, as long as the prophecy hasn't been totally defeated, it will recharge its reserves of energy such that it has a pronounced impact on a few things per day.

It's not so simple as bad luck — it's *targeted* bad luck, exploiting and building off of opportunities to weaken and hurt you and creating more of them when that's not enough. Things won't just go wrong at the worst possible time — though you have that to look forward to too — you'll continuously find yourself in situations where either your defeat is likely or you'll probably suffer a setback that will make future defeats more likely.

(And while prophecies ARE possible to fool into spending their energy on certain things that are less likely to work, they're not stupid; they won't back a play that's sure to lose.)

You'll have to survive an entire year of this, of being constantly pushed towards being enslaved by a non-Companion and failing not just the Jump but your Chain as a whole.

Rewards

If you succeed, however, the rewards are great.

First off, you gain total immunity to any effects that would reduce your luck, so you don't have to go through anything like this again.

You are also freed from the web of fate, becoming immune to any others' attempts at predicting, determining, or influencing your future, as if you didn't even exist.

Finally, you become the beneficiary of a prophecy foretelling your success in all endeavors. Basically take all the frustration you endured this year and reverse it, as you ride a wave of happy coincidences and your enemies are all stymied whenever they try to act against you.

Scenario: Atlas Uplifted

You must, during the course of this Jump, advance a major, prominent civilization from each student's home universe by at least one technological age. For example, Stone Age —> Bronze Age, Bronze Age —> Iron Age, Atomic Age —> Space Age, or Space Age —> Information Age.

For less advanced societies, this should be relatively simple, as you can just crib from the notes of other, more advanced civilizations. But at least a few students will probably be from the Galactic Age — that is, likely having at least one Dyson sphere, possessing technology capable of interstellar travel, and being on the way to becoming a Type III civilization — and there will be little to no information in the library on more advanced technology. You'll find it very difficult to obtain any advanced technology left behind by other, more advanced civilizations contained as you are to campus, meaning that unless you've already been to a Jump with even higher tech, you'll probably have to *invent* the technology they need to get to the next age.

(As an example of what that means: if Dyson Spheres separate the Interstellar Age and the Galactic Age, then chrono-computing — sending calculations back in time for instant, nigh-infinitely complex computation — marks the beginning of the Cosmic Age.)

Rewards

At the beginning of future Jumps, you may decide the Jump's technological level, so long as it is not any higher than that of any civilizations you've been previously exposed to. Want to see what Game of Thrones looks like as a space opera? Sure thing. Want to do medieval Star Wars? Can do.

As a more material reward, you gain a suit of Eternium armor. Eternium is Cosmic Age technology, a purple material that looks like it's caught between smoke and metal, composed entirely of femtotech. What is femtotech? Femtotech mostly consists of manipulations of subatomic, sub-quark bubbles of altered reality where physical laws are in flux.

Eternium is made of a 'foam' of those, adjusting how physics works on the fly in order to completely negate any damage to the armor or the one wearing it. If something's not capable of affecting these sub-quark bubbles of altered reality, they're not capable of affecting this armor. A *Perfect* could throw a punch at you with all their might and accomplish nothing but breaking their fist. *And* you can ignore basically every obstacle in your path, walking through mountains without slowing down at all.

This suit of armor is, of course, unbreakable, unstealable, and unsubvertible. If you hand it out, you'll get it back as soon as you want.

Though it is relatively single-purpose, who knows what technological insights you could gain from examining it?

Scenario: Freedom For All

In about half the classes, there are one or more students who graduate as neither slaves nor masters. Groups of students joined together for mutual defense, meanwhile, only manage to make it through one time in ten, and with only three to six members at that.

Your task is much harder. You have to make sure that the entire class of 40-some students graduates with their own free will intact. If even a single student is still enslaved by graduation, even if they consented to it, then it doesn't count. You also, personally, cannot enslave or actively use mind against anyone, so no being clever and enslaving everyone then freeing them the day before graduation — not as in you aren't able to, as in if you do enslave anyone even temporarily, this Scenario automatically becomes blocked off.

But hey, it's a noble goal, and what do you have to lose by trying?

Rewards

First of all, you become 'freed' from gravity and encumbrance, allowing you to fly at subsonic speeds and shoulder any weight — note that this doesn't give you the strength to throw or swing about anything too heavy, just the ability to move while bearing weight you normally wouldn't be able to bear.

You also become axiomatically immune to mind control you do not specifically consent to. Not even hypnosis, supposedly able to influence any sapient mind, can affect you.

Finally, you become able to selectively undo any mind control affecting a person with a touch, be it as small as being knocked out by chloroform or as big as being magically enslaved. You can even undo Deep Names, which are supposed to be impossible to reverse in this manner.

Scenario: Conquered Sun

This is one of the few Scenarios that you must decide whether or not to take before the Jump begins.

One of your classmates is a Perfect — Lady Daystar if you like. What is a Perfect? They're, well, perfect. Beyond perfect. They are infused with colossal amounts of creation energy and the essence of a god that embodied mastery over skills and sheer excellence. To say Perfects are hypercompetent would be the understatement of the century.

Perfects are not only able to excel at *everything* — yes, everything — they also warp reality around them to push the upper bounds of what that excellence can accomplish to ludicrous levels. They can sing in a crowded cafeteria while wearing golden armor without being noticed. They can compose songs so incredible that, within a month, they will inspire multiple peace treaties during a cold war, a global disarmament initiative, and a new religion worshipping the Perfect as the Second Coming. They can induce orgasm in others by blowing them a kiss or making a certain hand gesture. If this sheer, ludicrous skill wasn't enough, they have enough psionic, magic, and chi power to rival gods.

Your job is to use mind control to enslave your Perfect classmate. Perfects only grow more powerful and even more skilled with age, but luckily for you, your classmate hasn't been a Perfect for more than a year. Even so, even a young Perfect can kill gods; it would take the entire rest of the non-Jumper/Companion class to pose even the slightest threat to them. They're arrogant enough not to be very proactive or take you seriously, which is good because good luck enslaving them otherwise.

Rewards

You gain the Perfect you enslaved as a Companion. They want to explore future Jumps, to see if they can find anything worthy of their attention outside of Cosmos, their home realm ruled by all 100 Perfects.

You become a Perfect too. The 101st, when there should only ever be 100 at a time. You're basically unstoppable. You might be concerned about life losing some of its luster, but don't worry; I'm sure you can engineer puzzles and challenges for yourself with just as much skill as you can do anything else.

Scenario: Valedictorian

A typical year at MCU will end with somewhere between four and eight students controlling the rest of the student body. There have been a few rare years where one student managed to control almost the entire class, with less than five students remaining free from them. Some classes will end with only two masters/mistresses controlling everyone else.

A single student has never taken over an entire class. A few have come close but ended up bogged down in a quagmire war of proxies with their rivals, got brought down before succeeding, or even sometimes had some students pretending to be their slaves while secretly remaining free.

You must be the first student to ever graduate with the entire rest of your class under your control. It's a daunting task, but with the abilities you've purchased here, you just might manage it.

Rewards

You gain MCU's cafeteria, library, and gym as Items attached to your Warehouse. That may sound silly, but really, it's quite the reward.

The MCU cafeteria has food so good it rivals Perfects, with unique and exotic ingredients. Unicorn milk and dinosaur meat, stuff like that. If it's not the best food you've ever had, it's because you've eaten stuff prepared by literal gods of food.

The library has (literally) countless incredibly helpful books on the subject matter taught at MCU, and just about every worthwhile book about mind control the multiverse over, both fiction and non-fiction, along with quite a few popular books that don't have anything to do with the subject matter. It has infinite copies of each book, so you don't need to worry about running out. Anything you'd want to do at MCU, this library has books that can help you with. During the school year, several books will be in some way dangerous to read, but those dangers will be removed as a part of this Scenario's reward.

The gym has just about everything you could hope for in an exercise facility. A rock-climbing wall, a swimming pool / tropical beach / water park / jacuzzi, a danger room, a sparring ring, a weight-lifting area, and every exercise machine you could ever want and more, easily adjustable to accommodate non-humanoids and with weights that automatically adapt to how strong you are to give you a great workout no matter your strength.

You also are given the option of teaching several classes in future years at MCU in whatever subject you did best in. This affords you a few benefits. You can exchange favors with the other teachers, who specialized in the areas you didn't. You can have your pick of any of the students that try to enslave you and fail, and you can recruit any you like that didn't once the year is over.

And you have access to the local multiverse, including worlds that have reached the Cosmic Age and are capable of femtotechnology; their archaeological relics are yours for the taking.

And, of course, not so much a reward as a logical consequence: you have an entire class of extremely powerful mind controllers at your disposal.

Scenario: Teacher's a Pet

A student enslaving a teacher is theoretically possible, but it has never occurred before despite the school existing for decades and hundreds of classes attending every year. Every teacher is a multiverse-class champion of their field, as well as a veteran in the intrigue-filled world of mind controllers.

If you do somehow succeed, you will be given the option to instantly graduate magna cum laude or stay in school to continue your education. (Even if the latter, you are treated as successfully completing the Jump and don't have to worry about the win/fail conditions anymore.) If you choose the latter, your enslavement of the teacher will remain secret, and you will not be allowed to use them against other students, but you could still have them free you in the event of falling under someone else's control. Whatever the case, you would be required to allow them to continue teaching for the rest of the year.

Unlike students, they can scry on and enter dorm rooms without needing permission from one of the residents.

This will be even more difficult than enslaving your entire class.

Rewards

You gain the teacher as your Companion. They are immensely powerful, capable of ruling inter-dimensional empires and slaying gods, with mind-bending defenses even in the Methods they don't specialize in.

If you hyper-specialized in a Method, your skill in it instantly skyrockets to the quality of a teacher. If you specialized in two Methods, pick one for the same.

And you are given the offer of becoming a teacher at MCU, with the benefits outlined in the **Valedictorian** Scenario. And unlike the teacher you enslaved, you won't have any students with OP OCPs.

Scenario: How to Train Your Goddess

You really don't set your sights small, do you Jumper? You mean to use mind control to enslave Mesmerra, the goddess of mind control. This is probably the hardest Scenario available.

At least one of your teachers is probably powerful enough to kill Mesmerra, but she's not a goddess of power or battle, and you're not trying to kill her — *you're trying to mind control the goddess of mind control*.

This is mind-boggling to even attempt but apparently doable according to the quest's author even without whatever out-of-Jump bullshit you'll no doubt be taking advantage of to do it.

Still, tread lightly.

Rewards

Holy shit, Jumper.

So, uh, you've enslaved through mind control the literal goddess of mind control. Cool. Cool cool cool. If anyone finds out, you'll have the teachers and the entire alumni community, thousands of god-killers with a wide variety of skills, after you, so we're just going to let you end the Jump after taking control of Mesmerra. But honestly, if you were able to enslave Mesmerra, you might actually be able to take on the alumni and win, as astonishing as that would be.

Guess Mesmerra's a Companion now. To give you some idea of what that means:

She automatically appears to a given individual as their mental ideal of the enchanting domme, their personal wet dream if that dream involved letting her bathe them in the sweet embrace of her domination. Though, technically, she appears to be whichever gender you find most bespelling — this Doc refers to her as female because that is the only way she has been referred to in the quest it is based on, even when viewed as male.

As the goddess of mind control, she is spiritually present whenever and wherever mind control occurs, from total enslavement to pressing a chloroform rag against someone's face.

She is immensely skilled in all methods of mind control and possesses incredible magical, psionic, and chi power. She can grant mind control abilities to those she favors; as she now favors you a great deal, any mind control attempts you make are all but certain to work.

She possesses both the regular and boosted version of **The Ideal Dom**, along with **To the Breaking Point** and more powerful regular and boosted versions of **Simply Mesmerizing**.

What, a Companion like that isn't enough for you? Fine.

You can also take MCU with you to future Jumps and gain full control over it as its headmaster/mistress. (Insert joke here about being the master/mistress of head.) Naturally, this includes access to the incredible cafeteria, library, and gym. You can keep things running as they are or change how it works as you please. You, of course, have the final decision over enrollment. Or you could shut it down.

You become axiomatically immune to any mind control you do not specifically consent to. Not even Mesmerra herself could affect you unless you let her, even if she wanted to.

Finally, all of your abilities gain a slight boost in power proportional to how much mind control is present in whatever Jump you're currently in along with whatever Jumps you've been to in the past.

Scenario: Eclipse

You have several daunting tasks ahead of you, Jumper.

You must enslave Solaria, goddess of the Sun, Civilization, and Goodness. This is much easier said than done. She is infamous for being a hypercompetent plotter with a tendency to outmaneuver the forces of evil and has a reputation for always being 10 steps ahead, ready for anything and everything; even Mesmerra fears her.

She is even smarter than Daphne, who is herself fiendishly intelligent; if Daphne has both the regular and boosted version of **Super Genius** and both Taylor and Connie have **Moriarty**, then Solaria has both **Moriarty** and the boosted version of **Super Genius**.

She regularly foils the plans of evil entities such as her archenemies Sanctifer, a devil infamous for his manipulations, and Gargantor, god of Fate, Evil, and Tyranny, despite his frequent crafting of prophecies foretelling his own victory. She possesses many potent magical and high-tech artifacts, is guarded by many powerful archangels, and is served by the Order of Sacred Flame, a paladin order with a dragon for a grandmaster.

To sum up: she is a strong contender for the title of ‘smartest person in the original quest’, and she has plenty of power to boot.

And yet your other tasks may be even more difficult.

You see, Solaria has a sister: Selena, goddess of the Night, the Moon, and Protection. A long, long time ago, one of the worlds under these sisters’ protection was attacked by an eldritch entity of annihilation bent on erasing all life, simply called the End. As it was too powerful to be killed, Selena instead wrestled with it, dragged it with her into the heart of the moon, and then closed the moon around them, keeping them both imprisoned inside ever since. To this day, Selena remains there, both prisoner and warden, her constant sacrifice keeping the world safe from the End.

You must free Selena from her prison and enslave her; plenty have tried to free her, but none have come up with a way to do it without also releasing the End.

You must also either kill the End or somehow ensure that it remains imprisoned even after you’ve secured Selena’s freedom, despite her acting as the main force stifling its escape.

This is arguably the hardest Scenario. Good luck, Jumper.

Rewards

You gain both Solaria and Selena as Companions, as well as any of their servants whom you also enslave. You also may take as a Warehouse attachment Solaria's sun palace, a majestic castle brightly luminescent and yet just the right level of brightness for any being no matter where they fall on the photophobic to photophilic scale; this includes her Solar Vault, which contains all of her magical and high-tech artifacts.

You also have the Solar Blade and Lunar Shield, legendary artifacts forged by Solaria and Selena respectively. The Solar Blade can unleash massive amounts of holy power, and though we don't know much more than that, it is of comparable power to the Slave Bell, an artifact of Gargantor that can be used several times a day to issue a nigh-irresistible order to one person, once per week to issue a not-irresistible-but-close order to everyone in range, or once per day to completely enslave someone to the will of Gargantor. We know even less about the Lunar Shield, but it would be of similar power, and given its name and the fact that the goddess that forged it counts Protection among her dominions, it's not difficult to guess the basics.

Additionally, you cannot be bound or imprisoned. Ever. No chains can hold you, no walls confine you. Any attempts at imprisoning you or holding you against your will are doomed to fail.

Finally, you gain several relatively minor abilities connected to each goddess, as if you were a paladin who worshipped them.

You can channel holy energy to heal others or supplement your attacks; this energy is immensely harmful to inherently evil beings such as devils/demons and vampires but can be used to supplement other magics that draw from a divine source of power. With practice, you will be able to meld your chi and holy attacks.

You can sense the short- and long-term impacts of your actions on people and society as a whole.

You can also sense a person's morality, identifying where they fall on the sliding scale of good and evil or if they are some mixture of the two.

Your reflexes, perceptiveness, and general alertness are all greatly enhanced.

You can see in total darkness even better than you can see when it's bright out.

And last but not least, you gain incredible proficiency in abjurative magic — the school of magic based around preventing things from happening, under which most if not all protective spells fall.

End Choices

Just to be on the safe side, we are giving you a fiat-backed guarantee that no mind control can cause you to do anything to forfeit this Jump or your Chain or allow your controller to forcibly make themselves a Companion, Follower, or suchlike. The only way this Jump to fail the Chain is to actually fail.

Additionally, your Benefactor may be willing to loan out their toy, but like hell is anyone else getting you permanently. At the end of this Jump, win or lose, any mind control affecting you that you did not consent to will be removed. If you fail, you go home with all your stuff like normal; you don't have to worry about remaining enslaved to whoever took control of you. If you succeed, then when you choose from the End Choices below, your choice will be your own.

Go Home

You've decided to go home, all of your powers, abilities, Perks, Items, etc. intact. MCU is a very stressful environment; it makes sense that it would make you realize you've had enough of the Chain.

Stay

Why would you want to continue the Chain when you already have godlike power and there are even more worlds to explore right here? You're staying.

Move On

No way you're stopping now. On to the next Jump.

Other Rules of MCU

We're just going to take it for granted that STDs, periods, and pregnancies are impossible for students.

Mesmerra can and will bend the rules if she feels like it, usually towards the purpose of spreading mind control, but only if she has what she feels is a good reason to or to make things harder on the people she doesn't like. You can earn favor with her by spreading mind control on other worlds.

No sneaking stuff into the cafeteria food; have some originality.

No mind control in the library, in teacher offices, or during class. (Also not allowed in the library: loud noises, food, drinks, sex.) All of your passive abilities with a mind-controlling effect are automatically turned off in these locations.

Teachers are not allowed to enslave students or impede their learning, but they *are* allowed to mind control students within the confines of their class if they can pass it off as helping them learn; many teachers will do this during the first class as an example of what their discipline can do.

Don't prevent other students from learning or attending class.

Though the rooms are extremely luxurious by college standards — the size of upper-middle-class houses with luxury hotel furnishings and sound-proof walls — all students have a roommate they must share with; two keys per room are available during orientation, and whichever students happen to select the same room become roommates. If you absolutely *must* have a room all to yourself, you can probably get it by achieving an extra credit assignment specially assigned by one of the teachers, but that sort of thing takes at least a few days to complete.

There aren't any *rules* against mind control in dorm rooms, but there are wards in place that make the following virtually impossible without one of the residents' permission: magically scrying upon the room, telepathically probing anyone in the room, entering the room, or affecting one of the residents while they're inside. These wards do not affect the teachers.

While lethal violence is outright impossible on campus, non-lethal violence is still possible but against the rules except in cases of self-defense. Also, it might be good to know that while death is technically impossible, injury and even total bodily destruction is very much possible; getting your body destroyed will result in your soul being bound to MCU until it can be replaced in a regrown body in the infirmary over the day.

Outside of field trips (one of which takes place at the end of the fall semester) and breaks, students are expected to remain on campus for the duration of the school year. ‘Campus’ includes the ‘neighborhoods’, chunks of each student’s home universe dragged into MCU’s pocket dimension with all of the residents mind-controlled into ignoring how weird everything is, though this is intentionally not foolproof. (Like students, these ‘townies’ are prevented by the death wards from dying.) Permission may be obtained from Dean Mesmerra for short excursions. Communication with areas not part of the campus is still allowed.

Surveillance is allowed on students’ rooms, the town, and the cafeteria. It is not allowed on classrooms, as a courtesy to the teachers; neither is it allowed on theirs or Dean Mesmerra’s offices, nor on the corridors leading to Dean Mesmerra’s office.

Rather than five days of the week being taken up by classes, six are, with each day having a single class in one of the six disciplines lasting several hours. Teachers are accessible outside of class during office hours every day of the week, and they may be approached this way even before their first class.

In the second semester, rather than having the original six classes, you will instead have the option of taking a handful of advanced classes, provided you got good enough grades in the first semester. You’re basically guaranteed to be able to take advanced classes in whichever Method(s) you specialized in.

Tests and quizzes don’t seem to be a thing; instead, you’ll be graded on the quality of the homework you turn in. Completing homework assignments and paying attention in class is not enough to get a good grade; extra credit assignments will be frequently on offer, however, and private lessons may be requested during office hours.

If an enslavement is prevented before completion, but the perpetrator is yet unknown to those who prevented it, the perpetrator is not punished. If the perpetrator is themselves a slave, they are punished, but the master/mistress who ordered it is not unless it is obviously them.

When deciding on a punishment for failing to enslave someone else without being caught before completion, Dean Mesmerra traditionally asks the victim to suggest a punishment, and sometimes she even goes along with it.

To be given special rewards, such as being allowed to bring a townie into the main campus buildings, mansion-sized dorm rooms for hosting all your brainwashed slaves, hard-to-get crafting materials, books not available in the library, permission to visit places outside of MCU, or personal tutoring, you will need to complete a special assignment given by one of the teachers for each reward.

Synergies

This notes section gives information on how the Methods synergize with each other — not in terms of Perks and Items, just how they generally work together.

Hypnotism in general

Hypnotism doesn't have much more affinity with any one Method than with any other, but it's arguably the best as a supporting discipline because the knowledge and skill it grants you when it comes to manipulating people and their psychology still make non-Hypnotism attempts at mind control much more effective.

Technology x Chemistry

This combo probably has the best synergy out of all of them just because they're both hard sciences and work off of similar principles; specializing in both will see you coming nearly as far in each as if you hyper-specialized in only one of them. Special combinations include machines that make the chemical creation process easier and more efficient, nanomachines to infest a person and create the desired chemicals inside them, special materials for your inventions, and chemicals that improve your inventions' quality and function. There are some worlds where proto-nanotech has been invented through the utilization of microscopic organisms.

Psionics x Technology

Technology can be used to increase psionic power and potential, such as through brain modification; it should be noted that the entire tree of Psionics Items is technological in nature — inventing items to decrease the amount of effort you have to expend is what technology is all about.

There aren't many examples shown of psionics benefitting technology, though that's not to say they don't exist; telekinesis, for instance, could make for rapid assembly and maintenance of devices. It may be possible to interface with technology through telepathy.

Technology x Magic

This combo is probably the best combo that involves magic — magitech is seriously useful, and this combo is naturally geared towards that. Examples of magitech include the Star Ladder, which takes a specific staff's design and increases the material's density to increase the power boost it grants; knight's-armor-style mech-suits; and a brain chip that significantly increases intelligence and deductive ability — basically, take something either magic or technology could accomplish on their own and then take that a few steps further.

Chi x Technology

There are naturally technological means to enhance your chi power. Chi can also be channeled through items to increase their function, such as empowering a high-tech melee weapon with burning chi.

Chemistry x Psionics

A surprisingly powerful combination. There exist drugs to boost psionic power and willpower, but the true utility of this combo comes with telepathic surgery — that is, using telekinesis to alter another person's brain one neuron at a time — as chemistry grants an enhanced understanding of what will result from a given alteration in the subject's neurochemistry.

Magic x Chemistry

There are several substances and chemical treatments that can boost or inhibit magical power. The combination of alchemical lore and chemical knowledge can be extremely potent. Spells can also be used to conjure or alter specific substances, such as when Daphne had her slaves summon the Chi Fungus.

Chemistry x Chi

There are several substances and chemical treatments that can boost or inhibit chi power, such as the Chi Fungus. If you were able to take control of another person's chi, you could prevent them from cleansing themselves of foreign chemicals and substances.

Psionics x Magic

Willpower has a minor influence on magic, so training that in yourself would boost your power in both disciplines. It may be possible to psychokinetically manipulate magical energy. There are some rare peoples who view psionics and magic as a single, combined discipline; most worlds with psionics don't appear to have magic and vice versa, though, so most of the time they will cover each other's weaknesses in the sense that if you face someone stronger than you in one of them you could then overwhelm them with the other.

Chi x Psionics

Some, such as the Valdari Knights, view chi and psionics as a single, combined discipline. It is possible to create psionic constructs through which to funnel chi, you can use chi to reinforce your psychic abilities, and it may even be possible to psychokinetically manipulate someone else's chi. It should be noted that the Valdari have connected to a plane called the Shroud, populated by chi-psychic entities; when Asaka ascended to grandmaster level through the Elixir

of Life, her body ceased to be where her mind was stored, instead becoming an avatar piloted by her mind.

Magic x Chi

Some view magic and chi as a single, combined discipline; while we don't get enough information on that to be meaningful, we do know that chi can be used to reinforce spells and magic can be used to reinforce chi. You may even be able to combine mana and chi into one.

Other Notes

Special thanks to everyone who offered their critiques and suggestions.

Can Companions complete the various enslavement Scenarios?

They can, but whoever actually completes a given Scenario is the one who'll reap the rewards.

How feasible is this as a first Jump?

The Jump is built with the intent that even if it was your first Jump, you'd have as good a chance as the main characters of making out fine. Don't sabotage yourself and you should do well even in a powerful class, and likely steamroll a normal class.

If you make smart purchases, you could totally have it as your very first Jump and not only graduate but maybe even be **Valedictorian**. Though, the **Conquered Sun**, **Teacher's a Pet**, and **How to Train Your Goddess** Scenarios are particularly difficult and will likely still be out of your reach.

How does X Warehouse-attachment work as a Neighborhood?

Whatever it is, it's inserted into the campus in a way that makes sense. If it's an actual place where people live, it's just there with the other neighborhoods. If it's a gym or restaurant, it becomes a gym or restaurant in one of the other neighborhoods. Whatever makes the most sense — it just has to be something you purchased in a previous Jump-Doc and can't be bigger than a normal neighborhood.

Changelog

v1.1

- Clarified that the Jump begins during Orientation
- Let you use a previously purchased warehouse-attachment as your neighborhood
- Added some minor examples to “Interdisciplinary Studies”
- Clarified the effects of “This Is but a Setback”
- Edited the boosted version of “Out of Context Power” to provide linear growth, not exponential growth
- Changed the cost of “One-Off Immunity” to increase each time you purchase it
- Adjusted the description but not really the effects of “Moriarty”
- Clarified that “What a Good Slave” also tells you how to please your superior sexually
- Changed ‘control’ to ‘enslave’ in the “Waiting for the Right Person” perk
- Clarified that “Simply Mesmerizing” automatically incorporates superior induction techniques
- Replaced the “MacGyver” perk with the “Interface” perk
- Removed the ‘ease of use’ function of the “Reverse Engineering” perk, since it falls under the new “Interface” perk
- Replaced the “The Jumper Your Jumper Could Smell Like” perk with the “Theory of Chemistry” perk
- Clarified that “Hacker” also works for hacking AI
- Edited “Hacker” to make it more difficult to detect traces of your hacking
- Clarified that magical and alchemical substances cannot be replicated by the “Living Factory” perk
- Changed the language of “Psionics: The Basics” from ‘reading minds’ to ‘reading surface thoughts’
- Added a temporary charm effect to “Spell Eater” scaling with amount of mana transferred
- Clarified that the magic power boost from the “Archmage” perk also grants magic resistance
- Folded “Meditative Workout” into “Approaching Balance”
- Added details to mind control through chi manipulation to “Meaningless Talent”
- Reduced the price of “Master of Territory” to 100 CP
- Reduced the price of “Approaching Balance” to 400 CP
- Created a new Chi capstone (both base and boosted) called “Fearsome Presence”
- Clarified that “Subliminal Contact Lenses” also come in the form of glasses and correct the wearer’s vision
- Moved the “AI” item to the companions/followers section
- Added the “Technocytes” technology item; removed such details from the “Picochip” item
- Expanded the post-jump range of “Stargate”
- Clarified that “Elixir of Life” boosts future abilities too so you’re not tempted to just hoard it
- Added the option for imported companions to be members of a different student body

- Edited “Your Harem” to get rid of a potential exploit
- Added the “Defense Group” companion option
- Changed the price of “Your Perfect Master/Mistress” to be free for Slaves but -50 CP for everyone else
- Let you buy perks for “Your Perfect Master/Mistress” from the Master/Mistress path
- Let you choose the favored method(s) of “Your Perfect Master/Mistress”
- Let you have the option of “Your Perfect Master/Mistress” being a switch
- Added “Your Perfect Slave”
- Changed the language of “Protagonist of Another Class” from ‘may be purchased multiple times’ to ‘may be purchased twice’
- Added the “Same-Sex Class” toggle
- Edited the “Weak Subject” drawback so that you can only pick a method you didn’t specialize in
- Let you take “Biased Teacher” multiple times
- Removed a potential exploit from the “My Word is My Bond” drawback
- Clarified that the “Problem Class” drawback also makes things more aggressive and faster-paced
- Added a higher tier to the “Problem Class” drawback
- Added a higher tier to the “A Slave Per Day” drawback
- Made the “Through the Kaleidoscope” scenario also grant immunity to the Method each version of you specializes in
- Clarified that multiple copies of the same people recruited as Companions in the “Through the Kaleidoscope” scenario are also merged into a single version of themselves
- Made Norton’s device from “Through the Kaleidoscope” allow no more than six timelines at once
- Edited the “A Game of Mind Control” scenario so that you get access to “The Basics” series of perks immediately, independent of the other perks and items that you get one of per day
- Edited the “A Game of Mind Control” scenario to make it clear that the random acquirement of perks/items begins on the day after orientation
- Added to the “Freedom For All” scenario that you aren’t allowed to enslave anyone
- Added a gym reward to the “Valedictorian” and “How to Train Your Goddess” scenarios
- Let you leave the jump after enslaving Mesmerra in the “How to Train Your Goddess” scenario
- Added the “Eclipse” scenario
- Gave a fiat-backed guarantee that, win or lose, any mind control affecting you would be undone at the end of the Jump
- Clarified a little when Mesmerra is willing to bend the rules
- Added a “Synergies” notes section
- Added an “Other Notes” section, including subsections on:
    - if companions can complete enslavement scenarios
    - how feasible this is as a first jump
    - how unusual warehouse-attachments work as neighborhoods