Warehouse 13

v.01 by Keykappa

Welcome to a world of endless wonder! For the next 10 years you will be working as one of the few who know the truth of this wide and wondrous world… All of it revolving around what is fondly known as “America’s Attic” otherwise known as “Warehouse 13” and the wondrous artifacts contained within.

Good luck and godspeed ladies and gentlemen… Oh, and before I forget I have a welcoming gift.

+1000CP!

Location

There are only 2 locations available… Feel free to flip a coin for it or pay 100 CP to pick.

1. Warehouse 13 (Free for Warehouse Agents): America’s Attic, the doom shack, the storage bin for all the weird shit we cannot explain, a hall of endless wonder and madness. This is warehouse 13.

2. Everywhere Else (Free for any other origin): Literally anywhere else on the globe. You are free to pick anywhere in the world but south dakota.

Origin

Gender is the same as previous jump, spend 100 CP to change it

New Warehouse Agent [Free]: Welcome to the warehouse agent. From this day forward you will be working under Arthur Nielson. Get ready to experience a world you never could have ever dreamed of… Or perhaps you already have experienced worse? Hard to tell with you interdimensional types?

Warehouse Veteran [200 CP]: Huh, you've been around the block before then. As a veteran agent you have seen, experienced, and survived things that would (and have) driven lesser people mad. Be proud. Few enjoy such a lengthy service records in this line of work.

Fallen Agent [100 CP]: Oh… Perhaps you did break. Or perhaps you merely felt you would be better off using the things within the warehouse for your own benefit. In whatever case you… Are truly a dangerous person. One who knows about this secret world and has few issues with abusing this knowledge to your advantage.

Perks

You know the deal. The 100 CP for each origin is free for that origin and those within their category are discounted. Only one free 100 CP perk per origin

Undiscounted

Just Vibing [400 CP]: You're very *in tune*. That's really rare ya know? Basically this acts as a sort of precognitive sense about yourself, those you care for, and the situations of both. These vibes are usually pretty vague, requiring you to put together why you feel them, but they *do* often come with at least a hint. This can be as specific as a sharp and clear feeling towards someone like "You are never going to see them again" or something as vague as "Something is wrong with this place". The whys, whens, hows, and so on are up to you to figure out….

Tell me the Truth [100 CP]: You have the ability to know when someone is lying to you. Always and constantly. I know, you may be wondering why an in-built lie detector is so cheap but that is because it has *a lot* of weaknesses. This truth sense only works on words that are spoken and only in the strictest of senses and solely based around the individual speaking's own beliefs. If someone were to genuinely believe they were an alien from out of space this would detect it as true. Same for if someone claimed to be an alien but was merely someone from outside the country. This, as well, would register as truth. As such this lie sense does not protect you from someone deceiving you with truthful statements that are both true but also misleading. Overall very useful but also dangerous if used as a crutch.

Aura Vision [200 CP]: You now can see auras of both people and artifacts. This ability can give you insight into the personalities, affinities, abilities, and the like about what you focus on. Here this gives you incredible insight into the placement of artifacts in the warehouse. Don't want to put the statue of Zeus too close to the one of Hera. That's just *asking* for people to be struck by

lightning… That or some poor unfortunate young woman becoming pregnant mysteriously.

New Warehouse Agent

Childlike Wonder [100 CP]: You look out at the world through the eyes of a child. Some might claim this makes you immature but if anything it just makes you able to see things clearly and without judgment and also lets you enjoy the little things in life and have them bring you as much joy as they did when you were young.

It's Called Modernizing [200 CP]: Ever wonder how the heck Claudia took incomprehensible artifacts fueled by strange and unknowable powers and turned them into things like 3 dimensional holographic projectors and the like? Well now, with this perk, you will know! With this perk it allows you to take technology, magic, and the like that you don't *quite* fully understand and leverage what you *do* understand to improve existing devices or artifacts OR to make entirely new things… Though results on the second one can have less than predictable side effects.

Warehouse's Favor [400 CP]: The warehouse likes you. It likes you a lot. The warehouse itself will work to tell you things, warn you of events on their way, or even direct you towards artifacts that would be helpful in times of crisis or away from risky ones in dangerous situations. In future worlds this applies to any "Aware" locations whether it be a genus loci or a smart house with an AI in it, all will find you oddly endearing and, provided you don't actively antagonize it, will do it's best to look after you and help you out when you need help.

Snag it, Bag it, Tag it [600 CP]: It sounds simple right? An easy, snappy phrase for a dangerous and often deadly job. But, more often than not, warehouse agents seem to pull off the impossible. Whether this is done through being clever enough to make the right connections, a deep intuitive understanding of others, or even sheer dumb luck they pull it off and pull it off *consistently.* This perk basically gives you some level of plot armor when handling or dealing with dangerous artifacts

beyond the scope of the current setting, helping you survive such situations with far more frequency than would be expected. Just be careful not to push this perk as it can only cover for so much.

Warehouse Veteran

What Doesn't Fit [100 CP]: Huh, have you been smoking from Sherlock Holmes' pipe or something because you have quite a powerful intuition to you. You are a natural detective, able to look at a situation and, with a bit of work, spot things that don't quite fit in. Whether it be something as minor as a left handed person putting his pen in the right side pencil cup or as major as the fact your friend *never* drinks that brand of soda it's things like this that help you survive being an agent as long as you have.

Lovable Grump [200 CP]: Artie has always been rather grumpy and prickly but most everyone respects and looks up to him. With this those around you will often overlook a lot of your attitude and will see your actions in a much better light. After all, you're a *loveable* grump.

I Smell Fudge [400 CP]: You now have a sort of… Sixth sense when encountering something that isn't quite right. Here you'll get a sort of sensory cue (usually fudge related) that signifies the presence of an artifact that is nearby or shortly was nearby while out in the field. In future worlds this will trigger for things such as technology more advanced than the standard tech level or ancient magical artifacts. Oh, and you can choose to tailor the sensory cue to a different sort decided upon before entering a new world.

A World of Endless Wonder [600 CP]: When they say that they mean it. Artifacts can be dangerous, arise from tragedy, or be the cause of tragedies, that does not change how just as many are born of wonder, hope, glory, discovery, and more… And now you can carry this endless wonder with you into future worlds. As you travel through the multiverse you will find artifacts coming into existence… Or perhaps they are waking up. In whatever case items with strong historical, emotional, or general significance or items involved or belonging to such scenarios may develop strange properties… From a pair of dog tags that grant wishes, born of a soldier wishing so hard for his fellow soldier to survive or a length of chain used to stretch torture victims on the rack in the

spanish inquisition that still does so when pulled taut… An entire spectrum of such artifacts shall gradually activate or come into being as time goes on…

Fallen Agent

She's on our Side! [100 CP]: Ever notice how many betrayals there are in this series? Claudia via mind whammy, Jinks via his own ability, and even H.G. Wells. For some dang reason everyone was always surprised… With this you gain this same sort of shock with each betrayal you pull however it only works once per group and if they hear or gain evidence of any similar past betrayals this will not work on them. Those people will need you to actually be charming and convince them but a jumper like you should have no problem with that.

Knock Knock [200 CP]: You are quite the technical wiz aren't you? When it comes to hacking, digital infiltration, and the like you are among the cream of the crop. Heck, you could match Claudia in a digital duel and really make her sweat, heck, you might even be able to win. Basically gives you the skills of a master hacker and allows you to benefit from Hollywood hacking to help speed it up.

Eureka Candidate [400 CP]: Dang, with brains like yours it's surprising that you aren't from Eureka. This perk is basically a brain booster giving you perfect recall, genius intellect, high speed thought, and even the ability to dual process your thinking allowing you to think and act at the same time which doesn't sound like much but considering that most people cannot do that it really is. Rub your stomach and pat your head for an example of how the brain has trouble with this. This makes double tasking without a loss of quality perfectly viable.

I Have Waited So Long for This [600 CP]: You're a schemer. A planner. And a damn good one at that. You have the skills that, starting as a crippled middle class individual you could, feasibly, manage to scheme your way into stealing a singular specific artifact held in the most secure and dangerous place on the planet. It would take time and, likely, a dangerous lack of morality to do something that big at any great speed, but it would be possible… Imagine how far this could go for you with all those abilities and powers taken from throughout the multiverse?

Items

Now, none of these are “Artifacts” but they are all pretty damn useful. If you want any artifacts check the Artifact Supplement for that.

Undiscounted

Warehouse 14 [1000 CP, Requires New or Veteran Warehouse Agent, Cannot be purchased by Companions]: With this your warehouse’s space is now functionally infinite. It expands as you add more things to it with its own shelving and more. In addition the space inside doesn’t quite match the inside… Not entirely anyway. In addition the warehouse is now helpfully installed with advanced biometric security, an automatic digital indexing library that will automatically keep track of anything you have in the warehouse, where it is, as well as a set of thermonuclear bombs set in the entrance just incase something horrible happens and you have to destroy everything inside the warehouse. Furthermore it can be upgraded. New additions can be manually installed or modified, new security added, and more! Of course… This does come with a price. There will always be a “Physical Warehouse” to which your new and improved cosmic one will be tied. This can be invaded, broken into, raided, etc to steal things from there… You may select where the warehouse sits and it can be anywhere in the world (yes, this includes on top of or inside mountains or underwater) but there will always be an external entrance and exit from which to access the warehouse though the form it takes varies by where you put it. For example putting it underwater will have the entrance be in a lighthouse and if in a mountain the entrance would be installed in the mountain face.

Now, some of you may not see this as something worth a thousand CP, but there are side benefits to being the caretaker of The Warehouse. Your aging stops and you become vastly more resistant to disease. You also gain an innate connection to the warehouse that gives you insight on the things it contains.

Basically you gain the abilities of Future Claudia who acts as the Warehouse Caretaker after Mrs Fredrickson.

New Warehouse Agent

Newbie Package [100 CP]: The standard set of gear every new warehouse agent gets. A Farnsworth (a two way audiovisual communication device that is 100% untraceable, unhackable, and impossible to listen in on) and a Tesla gun (a gun that fires electricity at a target and, provided the setting is kept at 2/10, will only knock them out and fry their short term memory without leaving a mark or permanent harm on the target with higher settings doing more and more harm with 10 being "Kentucky Fried" as Claudia would put it).

This item will also provide a copy for any other companions you import.

Gooery Facility [200 CP]: This lovely little property attachment is something pretty dang special. Have you ever, say, gotten your hands on something dangerous to even be around? What about something that is aware, alive, and hates you? Or even if you've just visited an SCP jump or similar… This little attachment is the solution to so many woes about having such dangerous things around. You see this thing provides you with an infinite supply of Neutralizer Goo, Neutralizer Gloves, Neutralizer Bags, and more. All of these can provide some level of protection from anomalous effects and some, like the goo and bags, can even disable such abilities temporarily. More powerful things, the sort that would end up in the dark vault, may be able to power through and forcibly return their abilities but less powerful things will need to meet an "Activation Condition" that matches the object, individual, or the like thematically.

If you want a guide to what it can disable then the best rule of thumb is "Anything beyond the normal capabilities" but beyond that, fanwank it.

An Old Friend [400 CP]: You have friends jumper, many in fairly high places. This functionally acts to give you at least one contact in a high placed, useful position. In this jump perhaps your mother is a regent or maybe the head of the FBI took a shine to you. In future jumps this can range from powerful nobles to influential CEOs and everything in between. Whatever the case you'll almost always have at least one contact somewhere useful.

Warehouse Disaster Punchcard [600 CP]: Now, some may dislike the idea of making light of the disasters and dangers that seem to plague agents of the warehouse but this makes them actually useful. Each time you experience a major disaster or situation that honestly should have killed you this punchcard gets one stamp. Once you get 7 stamps you get a 1-up that will trigger when you really *are* about to die and cause some random insane fluke of luck or the like to save your life. These 1-ups can be collected and stored but beware as it knows if you're trying to cheese it and will not reward you.

Warehouse Veteran

Feng Shui Spiral [100 CP]: This property attachment, despite the name, is not a spiral, but two concentric circles. The outer ring is divided into 48 sections, on which various emotions are written in Traditional Chinese Logograph. The user must sit in the center while holding an artifact; one of the symbols on the edge of the spiral will light up and tell what overpowering emotion created that particular artifact. This allows the user, if they enter the circle with the artifact, to determine where in the warehouse to store the artifact. As you are paying CP for this it will always work and does not require a clear and calm mind while using it and will be automatically connected to a suitable computer system to help tell you where it would best be placed. If you lack such a computing system this will come with a map made of papyrus which will show the path to walk to place the artifact in your warehouse where it will be the least likely to self activate or interfere with other artifacts. In future worlds this can apply to similarly anomalous artifacts or things beyond the scope of the setting.

Artifact Duffle Bag [200 CP]: A special bag that is, in fact, an artifact itself! The prop bag from Mary Poppins to be specific. Inside this bag is an extra dimensional space that can hold 100 by 100 feet worth of objects provided they can fit through the opening. In addition to this massive space this also gives you 600 CP worth of points to spend in the Artifact Supplement however you wish.

The Dark Vault [400 CP]: A place for the most dangerous and deadly artifacts to ever exist. Artifacts with such catastrophic power or side effects that to keep them in the main warehouse is asking for trouble. When purchased it adds a dark vault to your warehouse. This vault is protected by metal that would take a nuke to break, a vault door with a code that enters the minds of only those authorized to enter (or in cases of emergencies), and has its own infinite generator which powers high power Neutralizer lights. Any object placed in here, no matter it's power, no matter it's abilities, will be left powerless and unable to influence anyone who does not enter a close proximity

(A roughly 5 foot sphere centered on each object's display/containment section) and even if someone does enter it's range its effects will be vastly weaker and thus increasing the chances of survival drastically.

The Long Distance Football and Warehouse Computer [600 CP]: A football containing a small computer and empowered by an artifact of unknown origin. When thrown the football will circle the entire planet and, depending on the size of the planet, can take anywhere between 3 hours to 12 to fully circle the planet. While it is in the air it will automatically scan for anomalous events, energies, and the like and upload them directly to the accompanying Warehouse Computer that will be installed in your warehouse.

The computer will automatically notify you of anything strange, anomalous, or the like that occurs, where it occurs, and the details of the occurrence. It can be made to scan for different things with enough time and effort.

Also, if for any reason, you cannot access the warehouse computer the football does come with an inbuilt computer you can access at need.

Fallen Agent

The Documents [100 CP]: An accurate and self updating set of documents on the agents of the warehouse, including their history, family, friends, and their actions. This updates each month with fresh information and, in future worlds, can be keyed to any singular organization of your choice. Choice must be made before entering the jump and cannot be changed until either a decade has passed or you move to the next jump, whichever occurs first.

Eyes on the Inside [200 CP]: This item is a rather simple one… It's bugs. No, not the creepy crawly kind but the surveillance sort. This set of bugs are all small, hard to detect, and can be integrated into almost any object and, once integrated, will take a thorough and detailed search to detect. They can pick up sound, transmit video, and produce a signal that is nearly impossible to detect without knowing what you are looking for. Ideal for tracking down the location of the warehouse or keeping tabs on their agents. This signal can, of course, be blocked but is strong enough to make such a task rather difficult.

The Bronzing Facility [400 CP]: A prison for the worst of the worst. It works by cryogenically freezing a subject before converting them to bronze, leaving them as impotent statues. In this state they cannot speak, move, act, use any abilities, connect with any artifacts, and so on but they will remain awake and aware for their entire time as a statue in complete sensory deprivation. This drives most mad but there are a few who can come out mentally unscathed… This facility acts as a warehouse attachment allowing you to bronze foes provided you can disable them and place them into the device. Once they are strapped in they cannot act though they can provide a few last words if you desire. Bronzed enemies can be carried over into future jumps as part of a gallery (also included) but cannot be debronzed in future settings without releasing them back to the setting they came from.

The Network [600 CP]: You've had time… So much time and very little else. But you built something in that time, a network of like minded and coerced allies who you can call upon for information, funding, disposal, and more. Functionally this gives you a global network of both criminals and individuals coerced into helping you one way or another which can provide info, launder money, and even help set up, say, auctions for anomalous artifacts…

Companions

Canon Companion [200 CP]: Pay 200 CP to recruit any canon character you want. Characters recruited gain whichever perks and items most make sense.

Import [100CP, 300CP, 600 CP]: Alternatively you may have some old friends you wish to import. Pay 100 CP for one companion, 300 for 4, or 600 for 8. All companions gain 800 CP to spend however

they like and a free origin.

Scenarios

Scenarios can be taken together provided they can be made to make sense literary wise. Namely it's impossible to rebuild warehouse 13 if you're in the era of warehouse 2 or the like.

Warehouse 14

Goal: Rebuild the Warehouse

You know how many times the warehouse has come close to destruction? A lot more than it probably should! Well, in this scenario… It finally did get destroyed. Now, not all the artifacts were lost. This situation is closer to how warehouse 2 got buried. However that does leave several issues. First off Mrs Fredrickson is dead. Second the database and computer network the warehouse agents relied so heavily upon is gone as well. Luckily… This is where you come in with your own warehouse. Now, to start with, you'll only have your cosmic warehouse and what you have purchased here but with time, effort, and likely some recovered artifacts to help out your warehouse can be improved, expanded, upgraded until it rivals the lost Warehouse 13.

There are some conditions however you'll want to be aware of. First of all the bronze section has been cracked as per the "Broken Bronze" drawback though without the scaling (feel free to take that drawback for the extra CP if you want). This means you'll have dangerous rivals seeking out artifacts at the same time.

Second of all you'll have to prove to the regents your warehouse is worthy of becoming warehouse 13's successor and that means successes in not only retrieving artifacts but also safely containing them as well.

Third Jump-Chan has decided to… Spice things up a bit as some artifacts from warehouse 13 have been whisked away in some "Unforeseen Failsafe" causing them to appear elsewhere in the world unless they can be recovered from the ruins of warehouse 13… Which has its own, terrifying

defenses exceeding that of warehouse 2 by…. Around ten times? Hey, each warehouse works to improve from the original.

Lastly your time in this jump is now until you retire from active duty (be it by death, going missing, or *other* causes) or your cosmic warehouse is fully initiated by the regents as Warehouse 14. Important to note is they cannot be influenced by perks, items, or artifacts to this end. Only your success and retention rate in retrieving and containing artifacts within your warehouse will be able to influence their decision. This does not take from existing jumptime if you added to it via drawback meaning if you added an additional decade you'll still have to survive that decade AFTER your retirement or the warehouse's initiation.

Reward: You gain the "Warehouse 14" item for free along with the "A World of Endless Wonder" Perk and all the Warehouse Upgrades on this jump doc. If you already possess one or more of said upgrades or items you gain equal CP to use on the Artifact Supplement.

Time after Time

Goal: Save Christine Wells

Requires: Locked Away drawback or it's upgraded version

Christine Wells. Daughter of the warehouse agent H.G Wells and the cause of said agent deciding it would be best if the world ended. Christine was murdered in her own home in a senseless and random act of violence, a robbery gone very wrong perpetuated by very evil men. After her death Wells broke down and, eventually, requested that she be Bronzed in order to ideally wake up in a better time. Sadly, the world she woke up to had many of the same problems and was far from the utopia she had desperately hoped to find.

This scenario has one goal… Find a way to bring back or stop the murder of Christine Wells. There are many ways to do it but something important to note is that you will be doing so WITHOUT your out of jump powers… Outside of artifact form anyway. You must find a way to do what H.G Wells, a genius in her own right, failed to do and prevent her murder. Time itself will fight you in this, what

has happened has happened and changing it… Is far more difficult than you might imagine.

Reward: If you can somehow achieve this feat not only will you be able to bring H.G Wells with you on your chain (alongside her daughter of course) but you will also gain 1000 CP to spend in the artifact supplement.

The Fugitive

Goal: Avoid being Bronzed

Requires: Bronzed or Bronzed for a Reason

The Bronzing Chamber is the only thing numerous would be tyrants and monsters in human skin end up seeing for the rest of time. Being awake, aware, and left only to yourself for decades or even centuries is a truly nightmarish, and horrifying fate… And you never want to experience that ever again. By taking this drawback any perks that would let you handle the bronzing's isolation are disabled for the duration of your bronzed period and, once you are out, you will have to avoid being bronzed again for the duration of your jump.

This will not be an easy task as, in the best circumstances, you will have to prove your innocence and at worst you will have to convince the warehouse that you reformed else spend your days on the run being hunted all the while by highly competent and skilled agents with artifact assistance and resources that boggle the mind in terms of scope.

Reward: If you manage to avoid being bronzed for the duration of your jump you gain the Bronzing Chamber item for free as well as 500 CP to spend in the artifact supplement.

Drawbacks

A Little Town Called Eureka [Toggle]: This setting is, canonically, in the same universe as another SyFy show called “Eureka” and as such, this toggle, allows you to cross over with that jump and even share continuities (this is optional, of course) and if someone makes a jump doc for it….

It was a Different Time [Toggle]: Do you want to work in Warehouse 12 in Victorian England? Maybe Warehouse 2 in ancient egypt? With this toggle you may pick an era and you will be associated with the warehouse of that era. Heck, you could even choose to join up when Artie was still new at the job…

I Got Hacked! [400 CP]: Or rather… You did. Someone, shortly after entering this world, will hack their way into your warehouse and have gained their own key. This person who got the key will always be someone you would not want to get it and will always be someone who can cause a lot of trouble through their access. The only way you can recover this key is by hunting them down and personally taking it back.

Broken Bronze [600 CP]: You remember the bronze sector right? Where the warehouse seals away the worst and most dangerous people ever to live before they can become a threat to the world? Yeah, something went wrong when you came here and every single individual in the bronzed sector has been set loose and teleported to random places around the world. They WILL cause trouble and they WILL be gunning to get their vengeance against the warehouse in whatever manner they see fit… And they shall always find a way to be a royal pain to even the longest chain jumper.

Bronzed [600 CP]: You no longer start this jump at the start of the series but rather 1d8 hundred years before it. You will then have to spend that amount of time in the bronze sector. You will be entirely aware of your surroundings, your situation, and so on for this period but will be entirely unable to act in any way shape or form and your companions or followers, if you have any, will import in at the time of jump start. Luckily there will shortly be a situation that will result in your debronzing and the subsequent realization that you were never meant to be bronzed.

-Bronzed for a Reason [Additional 100 CP or 200 CP]: Or, perhaps, there is a reason you are

bronzed. For an additional 100 CP these charges are trumped up, entirely fake and it is perfectly possible for you to prove your innocence once you get out. For 200 CP these charges are very real as you, in the past, did something… Terrible. Something the Regents could not ignore. Perhaps you tried to destroy the world out of grief or unleashed a terrible plague or perhaps… You destroyed a warehouse. In whatever case this comes with an additional dose of trauma and a drive to act on that trauma.

Broken [400 CP]: You have lost part of yourself to the warehouse or an artifact. What you lost is up to you but it must be two of the following. An eye, your hearing, your sense of taste, your sense of touch, a limb (removed at where it connects to the body), your ability to sleep peacefully (IE, nightmares of the most horrible nature imaginable), your patience (you now have a terrible temper you cannot control), your mind (you suffer bouts of temporary madness, the sort is semi random), or your appearance (you are horribly disfigured in some manner). What was lost cannot be regained, repaired, or concealed until you leave for your next jump. This can be taken as many times as you wish so long as you can still remove two from this list.

Touched by Evil [600 CP]: Perhaps you used a particularly insidious artifact as a child or maybe you have some sort of past tragedy or something else entirely. The result, however, is that you have evil lurking inside you and it will work to consume you and twist you until you become a dark and twisted reflection of your former self. Unlike the Astrolabe, this darkness does not have a particular goal but will instead twist your own goals towards evil ends. Remember, the path to hell is paved with good intentions…

Painite Reactive [600 CP]: Your body has been infused with a very rare and *very* reactive substance that reacts violently with painite which infuses the entire warehouse structure. What this means for you is that if you ever enter the warehouse without a necklace made of a rare crystal infused with palladium your blood will become acidic and eat through your veins before melting you down into a puddle of acidic viscera and goo. Truly, a nasty way to go.

The Astrolabe [800 CP]: At some point you will find an artifact, an astrolabe, and you will use it to stop something… Terrible. Something so horrible that to allow it to happen is beyond anything you would ever allow. What this will be changes depending on the individual but it shall always be something terrible beyond words. However… Doing this has formed a darkness of your own making. A dark side to yourself that will work to see your life's work undone, to actively go against everything you stand for, and it will work to destroy everything you love. You will forget taking this drawback after taking it and instead the CP gain will be remembered as from a drawback that makes your own actions have larger ripples in canon events with larger consequences.

Once an Agent… [200 CP]: Forever an agent. The Warehouse seems to have a grip on you, tight enough even Jumpchan can't pull you loose. Add an additional 10 years to your jump time. This can be taken as many times as you want just remember that you will have to survive the entire time and death from old age, disease, or other similar endings to your tale will cause a chain failure should you fail to get through this time safely.

Locked Away [400 CP]: This drawback locks off any out of context perks, items, properties, abilities, and the like for yourself and any companions or followers you bring in. Companions get an additional 200 CP if you take this drawback. Cannot take if this is your first jump.

-Out in the World [400 CP]: For an additional 400 CP you can have all your perks, out of setting skills, alt-forms, abilities, items, companions, followers, and the like take the form of artifacts. These artifacts can be used by anyone for the duration of this jump but will always have a thematic drawback for anyone besides yourself. These artifacts will activate over the course of your time in this jump and must be found and collected or else they will be left behind. The more powerful the perk, item, companion, follower, etc the harder it will be to collect.

These new artifacts will take forms thematic to their abilities, the jump they came from, and so on. For example if you have a dragon companion from How to Train Your Dragon it may end up in the form of a How to Train Your Dragon toy that can animate into a full sized dragon with the side effect of causing them to only speak norse.

Purely human or companions with a human form can choose to become an artifact themselves or have their abilities and the like similarly become artifacts whose side effects do not affect them. Choosing to have their abilities become artifacts runs the risk of losing them if not collected before the end of the jump and locks said companion into their human form.

Ferrets…. [100 CP]: Did you make a wish using a teapot? Or… A few *thousand?* Because it seems your warehouse, and any other properties you may possess or come to possess, will be infested by ferrets. These ferrets bite, pee on your stuff, gnaw into your walls, live and breed inside your walls, steal any small objects, eat your food, and generally act like nightmare animals. Moreover trying to remove them has a strange effect as the more you remove the more seem to sort of… Appear…

Why am I the Bait? [200 CP]: Whenever there is a plan that needs someone to act as bait or some other dangerous lure you always seem to draw the short straw. Don't think you can get out of this by simply refusing or by working alone or something. Not only will you never refuse but you will be dragged into situations where you needing to act as bait is all but mandatory.

Unlucky in Love [200 CP]: Why is it every relationship you get into goes horribly? Whether it be that your new significant other turns out to be in witness protection or perhaps that they just flat out *die* on you it seems that any romantic relationship you enter or are in seems to be fraught with danger, oddity, setbacks, and roadblocks.

Drunk the Kool Aid [300 CP]: It seems that at some point during your jump you will end up drinking the proverbial kool aid and being turned against your companions and the warehouse (Or if you aren't a warehouse agent you turn against some other thing you stand for). This betrayal will always come as a surprise for everyone you are close to and will always be negatively received. After taking this drawback instead you will remember having the CP from a drawback titled "Just a Banana" which, supposedly, will have a random banana at some point in the jump become an artifact that will make you act like an utter moron.

Misfortune Magnet [100 CP]: For whatever reason it seems the more annoying artifacts either really like you or really hate you. Hard to tell but in whatever case artifacts whose effects are most likely to annoy, irritate, frustrate, or otherwise trouble you seem drawn to you. Any time you enter the warehouse there is a non zero chance one of them will decide to activate on you and, in the field, expect artifacts to just be annoying in general when you're involved.

Hunted [200 CP]: At some point during your stay you will find yourself sucked into an artifact… Specifically an original copy of "The Most Dangerous Game". While in this space no powers, perks, nor items will work however artifacts will still function. While inside you will be hunted by an unkillable huntsman but, while they cannot be killed, they can be stopped. The only way out is to either find a way off the island or for an ally to recover the artifact you are in and neutralize it.

Ending
Go Home
Stay Here
Keep Jumping

Notes

V.01 - Artifact Supplement - A is up and available. Remaining artifacts soon to come!