Generic Collector

By HOnSide

An antiquarian carefully restores and maintains a steadily increasing reserve of historical treasures. A thief sits amidst a hidden trove of treasure and magical artifacts. An interstellar trader peruses his collection of unique technologies and data-crystals. Though these subjects are diverse, they are each collectors, and soon, you will be too. The specifics will vary, but this jump is one where collectors like yourself can thrive.

+1000 CP

Locations

You may choose any of the following locations, or roll randomly. Alternatively, you can choose another setting, original or otherwise, that prominently features curios, treasures, or collectibles.

1. A modern day setting, possibly with supernatural or technologically advanced items.
2. A medieval fantasy setting full of treasure and treasure hunters.
3. Collection Portal World: This is a world filled with portals to various other worlds with notable amounts of treasure, artifacts or historical relics in them.

Origins

This jump does not have individual origins. You may choose to either be a drop-in or someone with a history in this world matching your purchases. You may choose any gender or biologically possible age for this jump.

Perks:

You get 5 Collection Tokens. You can exchange one for any given purchase in this jump, but you can only exchange one for a 300 CP perk twice at most.

Antiquarian (100 CP): There would be little point maintaining a collection of objects whose nature you aren't even aware of. With that in mind, you are well versed in history, specifically the history of various objects. From prehistoric pottery styles to steam engine development to the legends of a sword of power, if the knowledge of a historical item or class of item is anything other than a religiously kept secret, you'll have at least some awareness of the history and stories surrounding it. Of course, this won't confirm whether a legendary blade ever actually existed if no one else remembers either. This perk automatically grants you this same level of knowledge for objects in any future jump you travel to.

Item Affinity (100 CP): You have an affinity for a certain type of item, such as swords, books, or clothing. Any perk you have that affects this item is boosted in power slightly, and any perk that affects items, but doesn't normally affect your chosen item, can be made to affect it instead of whatever it normally affects, something you can change on a perk by perk basis, though you can only alter a given perk this way once per year. If a perk normally affects a subsection of your chosen item (such as a perk that affects gloves if your chosen item is clothing) cannot be changed to broaden its function.

Break-In Specialist (100 CP): The items you acquire won't always be left out in the open. Luckily, you're a veritable genius when it comes to getting through security measures. You know how to pick locks, hack computers, and break magical wards as though you were a specialist in all of these fields. This will help you get where you need to go, but doing so without drawing the wrong sort of attention will be up to you.

Subtlety (100 CP): When you are acquiring new items for your collection, you don't always want to be seen doing it. So, you learned the right skills to prevent that. You are highly effective at traditional stealth, able to predict and avoid sightlines, move quietly, and determine the best cover to camouflage yourself from notice. You are also similarly skilled at acting and disguise, all the better to hide in plain sight instead of the shadows. And this focus on remaining unnoticed extends to your other skills as well. Pickpocketing without your touch being felt, breaking security measures or lifting items only when everyone happens to be looking away, and so on.

Deserving Owners (100 CP): You can hardly be expected to put your entire collection to use yourself, so it can sometimes be better to distribute some pieces to others. This perk grants you a special insight into whether a person would be compatible with an object you own, in a variety of ways. You can estimate their competence at wielding it, get an idea of what they'd use it for, discern what impact it would have on their character and the state of their life, and whether or not they would even meet any prerequisites that object has to properly function. None of these predictions are truly perfect, based only on intuition and what you know about the object and person, but it will tell you who might be a worthy wielder of a powerful artifact you

possess, or who would be likely to learn a much needed moral lesson from a cursed relic.

Preservative(100 CP): You have the ability to lay a protective effect onto an object with a touch. This protective effect neutralizes all harm or damage an object would incur, but only if that harm falls below a certain, minor threshold. Almost any deliberate attempt to harm a fragile object would clear this limit, but the effects of normal wear and tear from use, decay from time's passage, and minor cuts or scrapes would all be completely ineffectual on the object. This effect also prevents most dust and grime from adhering to the object, keeping it clean in appearance. This may not do much against deliberate sabotage or significant accidents, but it will keep an object preserved endlessly should it be kept out of danger.

Hoarder(100 CP): Useful for those with a habit of keeping many trinkets and tools on them, your pockets, pack and other personal storage methods can contain twice the amount they normally would, and anything you are carrying on your person weighs only a third as much to you.

Ease of Use (100 CP): When you take hold of a tool, weapon or other usable object, you automatically learn how it works well enough to put it to basic use. This won't make you a master swordsman, but it's enough not to embarrass yourself, at least.

Identify (100 CP): To your gaze, the unusual properties of objects are readily apparent. When you lay eyes on an object, you perceive these properties as supernatural effects, such as a cursed ring emitting a cloud of darkness, or a flaming sword smouldering with gentle firelight even while it isn't in use. You can always tell that these effects are caused by this perk. If you spend some time, a minute or so, analyzing the object, you can determine the specifics of the effect, such as the effect and triggering conditions of the curse, or the specific command word that sets the blade ablaze. With practice, you may learn to perceive supernatural traits in things other than objects as well.

Mental Vault (100 CP): While collectors of the physical are most common, there is nothing that says one cannot collect more ephemeral things. Knowledge, perhaps? Your memory is perfect, endless and instantaneous in function, and prevented from decaying or being sabotaged. You may also seal away memories you do not wish to suffer from, rendering them harmless to you and unable to be recalled while sealed, and you may unseal these memories if desired, though you can label these thoughts to remind yourself why you sealed them in the first place. Interestingly, this sealing ability can also apply to creatures residing in your mind, such as living nightmares or possessing spirits, imprisoning them and preventing them from acting upon you.

Art Restoration (100 CP): Despite the name, this new skill of yours is not constrained to art alone. You have an exceptional knack for restoring and repairing objects available to you, doing so efficiently, with great skill, and in a way that ensures the end result is effectively pristine. This extends to anything from cleaning and repainting a painting to fixing the

wiring on complex machinery, to the art of Kintsugi, though it grants no particular insights on how to produce any sort of original works.

Help Wanted (100 CP): Whether it's traveling to distant lands, starting archeological digs, investigating rumours and tales, or just maintaining your collection itself, there are many tasks a collector may want some assistance with. You find it much easier to find people competent in fields you desire assistance with who are looking for new employment, and such people tend to be of compatible personality with you as well. To help bolster your workforce, you also teach others new skills twice as effectively, and your pupils can partially benefit from any learning booster perk you have, at about half their usual effectiveness.

Pleasant Demeanour (100 CP): You naturally make an amicable impression on others, able to make friends easily and integrate well with communities without much effort. Beyond the many uses this has for a wayfaring stranger, this also makes it much easier to get people to willingly trade away their possessions. It is no absolute thing, but you get better offers, and are more likely to get an offer at all, to acquire an item you have set your sights on when the person who owns it has taken a liking to you.

Artist's Hand (100 CP): While there is a difference between creators and collectors, and most collectors strive to accumulate possessions created by others, it is not an uncommon desire to emulate those whose works you look up to. You have taken up the practice of creating art, able to paint, sculpt, write and draw with admirable skill. In one of these fields, you truly excel, able to produce true art. It will not equal the great masters, yet, but there would no doubt be those willing to pay a good deal for it, should you elect not to simply keep all of your works for your own collection.

Like They Used to Make (100 CP): In theory, objects are improved upon iteration after iteration, and so become more advanced and useful the more recently they've been created. In practice, there are a great many examples of ancient items that buck this trend. Forerunner technologies found in ruins with greater power output than modern equivalents, the mythical first wand, blade or crown, with greater power than all others, and so on. Now, this is something of a rule, at least to you. The older something is, the more powerful it becomes in your hands. A sword that has seen eras of history pass by would be much tougher and sharper than one forged today, as long as it is maintained or restored properly, and could still compete reasonably while rusted or dull. A truly ancient weapon could transcend its usual limits, becoming sharper and tougher than its construction would allow. The benefit this provides never exceeds the normal limits of such an object would possess by more than a little, but a sword slightly sharper, lighter and easier to maintain than physically possible can still be a great boon, and unlike other properties, durability is not subject to this limit. A relic that has seen uncounted aeons pass would be nigh-unscratchable in your hands.

Insulation (100 CP): Throughout your time collecting new objects, you may find yourself obtaining objects capable of exerting an unsavoury influence on you. Now, it won't be a concern. Objects that attempt to influence you in body, mind or soul while you wield them can no longer effect any sort of change on you, nor will any energies or effects they produce affect you

negatively, such as by beaming radiation into you, or even just causing a fire to start that might spread to you Effects caused by effects caused by the item are too far to prevent though, so if that fire collapses the building you are in, you will need to deal with that yourself. If an object would depend on this influence to function, such as by draining your vitality to take effect, you can permit it to do so, but not only will you be aware of exactly how much it is sapping at any time, able to retract this permission whenever you will it, it will also never take even a drop more than it needs from you, and anything you expend to fuel such items becomes twice as efficient for that purpose, including such things as simple expenditures of mana.

Tolerance (100 CP): Many objects cause compounding issues as you acquire or wield more of them. Perhaps you can only attune to so many magical items at once, or embedding larger amounts of cybernetics into yourself strips away more and more of your magical essence or causes mounting psychological distress. Now, whenever multiple items you use cause the same problem or count towards the same restriction or limit, you are only considered to be wielding a single one, albeit the one that most taxes you. Attune as many items as you desire while only needing a single 'attunement slot'. Use as many cybernetics as you like while only taxing your systems as much as they would be by your most significant one, and so on.

Rumour Miller (100 CP): Whether you do it for knowledge itself or to find new leads for your actual desired target, you are well acquainted with the web of rumours underlying communities. You have a persuasive and open attitude that makes others more likely to share gossip with you, a perceptiveness and insight into these specific matters that makes it easier to discern whether or not someone is keeping a secret or knows something most don't, and whether or not a rumour is likely to be legitimate, and you have a healthy dose of luck when it comes to being in just the right position to overhear conversation others have that might interest you.

Connecting the Dots (100 CP): You have a keen mind for deductive reasoning and pattern recognition. When you are tracking down a lead, you have a much easier time discerning the relevance of any information you come across to your own investigations. Finally, when you take the time to itemize all relevant information you have access to and collect it in one place, you will often make new and interesting connections between these points of information, finding new leads and clues to work with, which can in turn lead to yet more new leads once investigated and analyzed, until you've found what you seek.

Repurposed (100 CP): In your hands, the function of any object becomes much greater. You have a natural insight into using objects for purposes other than their intended ones. You could use almost anything as a weapon, could apply a sword to mountain climbing easily, and could rig the cartridge of a laser rifle to detonate like an energy grenade. More than this, objects you apply this creativity to hold up to this use much better than normal. An improvised grenade would still be consumed, of course, but jamming a sword into a mountain to climb wouldn't even scratch it, and beating someone over the head with a book would leave its pages uncreased and untorn.

Proper Compensation (100 CP): You have a special talent to ensure others will hold up their end of any bargain you make. Whenever you do something beneficial for another that they intend to, or at least claim to intend to, repay you for, you generate a sort of metaphysical debt from them in proportion to the price of what you have done for them, which can be pulled on to effectively guarantee they will pay you back eventually by making them more willing to part with their possessions or do you favours in return. The extent to which this can influence someone increases the more debt they hold towards you, but is proportionally consumed each time they actually do something to compensate you. With practice, you can learn to leverage this debt better, able to do things like subtly charge others more than they would normally have to pay, or diminish the effects of sentiment or morality on their sense of value for payments, making them willing to part with items or perform services they normally wouldn't, such as by giving you their most prized heirloom for its objective value instead of the value it has to them.

Sailor (100 CP): You know your way around a seafaring vessel. You have enough experience to fill any role on a crew that relates to working the vessel, be that by cleaning, maintaining, repairing or steering it. You also have a great sense of balance, especially when it comes to adapting to unsteady footing, which will prevent nausea from being on a ship, as well as getting off one after a long time. You can navigate by the stars, and when you enter a jump with different stars in the sky, you automatically learn those well enough to navigate by as well.

Far Wanderer (100 CP): Your collecting can often take you on great journeys, and you have learned much on how to undertake them. You are on par with a trained survivalist specialized in any environment that could be found on earth, have a keen mind for the logistics of travel, able plan out fuel, meals and rest for an entire fleet if necessary, and have a great deal of ease learning new languages, able to learn them about twice as fast in general but being much better at learning key phrases and words that allow basic communication in foreign places while you pass through.

Type Affinity (200 CP): You have an affinity for a certain nature of item, chosen from the following:

- **Natural:** Natural items are those that channel natural forces or lifeforce. Druidic powers, ki, and many forms of alchemy reside in this category. It also covers items that are of high quality not due to supernatural forces or sophisticated technology, but simple craftsmanship. A sword that is much sharper than others, not due to enchantment but due to the transcendent skill of its blacksmith, would fall here.
- **Technological:** Items that rely on advanced technologies and are produced through an understanding of natural law as opposed to supernatural means. Items that tap into supernatural compounds or forces through scientific means may also fit into this category. Ostensibly, technological items run on a single coherent system of physics, and so are typically, though not always, easier to integrate with each other than other items would be.
- **Mystical:** Mystical items are created through arcane magic, or intended to support magical workings. Enchanted items, spell foci, and magitech

land here, but psychic, druidic and divine magics are explicitly excluded.
- **Divine:** Relics and artifacts hailing from gods, or holy or unholy forces. Demonic weapons, the decapitated heads of deities, and the blessed cloak of a saint all fall here. Occasionally, the artifacts with a strong connection to story and myth also fall here, even if not explicitly connected to the divine. The monsters of greek myth are not explicitly divine in nature, but the nemean lion's pelt would still land here, for instance. Divine items tend to be less common, but also more powerful, than other natures.
- **Occult/Anomalous:** The loosest category in definition, these are items that draw on 'mysterious forces', usually ones that man cannot fully comprehend, even if they might channel them. Items suffused with psychic power, possessed by spirits, drawing from alternate timelines or eldritch creatures, or that are simply 'anomalous' for no discernable reason. Holds significant overlap with mystical items, but the arcane magic that fuels those is typically more 'defined'.

These categories are not exclusionary, and an item may fall into multiple categories, gaining only partial benefit from this perk if you have one, but not all, of that item's type affinities. Any perks you possess that affect items of your chosen type are improved slightly when used on these items. More than that, you can cause any perks that affect items, even items with a different particular nature, to affect your type affinity instead, though this won't cause them to benefit from this perk's power boost. If these perks also affect the forces that fuel a certain nature of item, those forces are also exchanged for the ones that fuel your affinity's items. This change can be made on a perk by perk basis, though you may only change it once per year for any given perk. A perk that improves the effects of magic items could enhance the output of your machines, or one that lets you find objects that fit into the world could let you locate anomalous objects even in worlds where these don't exist.

Soulbinder (200 CP): You have the ability to bind an object to the soul of yourself or another who is present with you. An object so bound can be vanished into the user's soul or summoned to their position at will, repairs itself while it is not manifested, and it cannot be wielded by others who do not have the owner's permission, nor can it harm the owner in ways that are not inherent properties of the item (such as draining their vitality to function). Such a binding also grants a subtle enhancement to the user's affinity for the item, making it easier to use, more responsive to their will and, in the case of items with an ego or sentience, ensuring it gets along with the user better. A single creature can only have a certain number of items bound to them depending on the strength of their soul and your skill as a binder. To begin with, you could bind three or four objects to a given creature. You can also undo such bindings, though this demands a ritual for which both you and the target must be present for about ten minutes.

Hidden Treasures (200 CP): There's little point in going treasure hunting in a place devoid of treasure. This should alleviate that problem. Wherever you go, you find more interesting objects than you normally would, from magical items in a goblin-infested dungeon to ammo and food in a post-apocalyptic wasteland. This effect increases the more unique and dangerous a location is,

but it becomes less effective the more treasure would already be present. A dragon's hoard might contain a few more fancy relics, but won't do much more than getting to a dragon's hoard normally would. The other side of a mysterious wormhole, with no guarantees of reward or safety? Who knows what kind of artifacts you might find, if you don't succumb to the dangers beyond it.

Sentimental Sympathy (200 CP): Wielding and handling an item with supernatural powers or properties slowly builds a connection to that object. The stronger the bond, the less reliant you become on having access to the object to use it. If, for instance, you possessed a wand of firebolts, you could learn first to produce weaker flames while the wand is on your belt as opposed to in your hands, and eventually learn to produce full power firebolts even while it lay in a distant vault. This also lets you activate the item remotely, so a circlet that lets you read the minds of nearby creatures while you wear it could read the minds of both those near you and those near the circlet. Even with a fully powered bond, you will remain reliant on the object's existence to work these powers, though, so if the wand were destroyed, you would lose its power.

Knick-Knacks (200 CP): As a collector, it only makes sense you would hold possession over many things. You have a regenerating pool of mysterious energy within you, which you are capable of expending to produce mundane objects, though you can only produce objects in locations not directly observed by others, such as inside of your pockets, in your closed palm, or behind your back. The amount of energy expended increases with certain factors, such as the value of the object, the amount of labour that would normally go into producing it, the power the object offers, and how common the object is to a local. Conjuring sand would consume almost nothing, but producing metal tools would be expensive, and obtaining something like a firearm would be effectively impossible in a stone age world. To begin with, this pool of energy is great enough to produce enough food and drink to last a day all at once, and refills over a week or so. With practice, its size and restoration rate can be improved, and you can learn to use it more efficiently.

You can also use this energy to summon any object you actually hold ownership over in the same way you would conjure from nothing. Summoned items do not need to be mundane, do not become more expensive to summon from rarity, and expend far less energy to summon in general.

Divination (200 CP): Through the use of magic, you have the ability to divine information you otherwise wouldn't have access to, letting you predict future events, become aware of far off places, identify past events and emotional impressions, and so on. This magic is quite minor and weak by default, and the less accessible the information is, the less reliable and more cryptic the results you get become, but due to your natural affinity for items, these spells become more effective when used to divine information about objects, and when using ritual implements or focuses applicable to the effect you intend, such as by burning incense to induce trance-like visions, reading tarot cards, or peering into a mirror to view hidden things. This magic is a type of skill, and can be developed through practice, becoming clearer, easier, and more reliable.

Curio Whisperer (200 CP): What a peculiar talent you possess. You have the ability to speak to the slumbering consciousnesses of inanimate objects, and, more importantly, to hear their replies. Mundane objects will not attempt to address you if you do not address them first unless you have held a few conversations with them before, but once you begin a conversation with them, you will find they hold the memories of all that has happened to them as if they were capable of touch, hearing and a short-distance sight. Objects with supernatural properties hold a slightly more pronounced consciousness, and may sometimes attempt to begin a conversation with you even if you yourself do not initiate it. You may toggle this perk whenever you desire, should you not wish to be distracted by the opinions of your own furniture. The character of an object matches its nature. A computer might be logical and intellectual, while a broom would be hardworking and despise messes.

Tomb Raider (200 CP): You wield a specific form of necromancy that invokes the spirits of an object's deceased owners. When you have an object that was previously owned by someone now deceased, you can draw on them for a variety of effects, which become more powerful the more precious the object was to its owner, the more powerful the owner themselves were, and the more you act in tune with the desires and philosophies of the owner, such as by continuing to fill the journal of a researcher with lore on their subject of study, or wielding a paladin’s blade to smite evil. At first, this will let you draw on a portion of the previous wielder’s skill with and knowledge concerning the object, but at higher levels, it can let you commune with their spirit to ask them questions and build affinity, draw on their skill in other fields unrelated to the object, summon their spirit to assist you at varying levels of their full power, and more. At the apex, this could even let you replicate supernatural powers and abilities the owner knew in life. With practice and effort, you can use these powers more easily, require less affinity for more powerful effects, and learn new ways to apply this necromancy.

Earthen Record (200 CP): Civilizations have been wrought from stone, and buried in it. How many relics and wonders must be lost beneath the earth of the many worlds you walk? If that is a question you would like to see answered, this power may assist you. You have a form of geokinetic power, albeit with a rather specific nature. Your ability to sense earthen material in your vicinity is powerful, especially if you are touching it or other material in contact with it, allowing you to detect and distinguish between different earthen materials, from stone to metal to crystal and discern the shapes of each, or detect buried objects that aren’t earthen by the absence of stone. Your control of earthen materials is much lesser, able to move shovelfuls of dirt at walking speeds at most, but becomes enhanced the more processed and worked a material is. Sand may move in shovelfuls, but larger shaped bricks of sandstone could be shot at bone breaking speeds, and should they be engraved with hieroglyphics, they would be even easier to control with more power still. The same goes for metals, which could only be controlled if processed and purified, and would be more effective from factors such as being alloyed with other metals, being shaped into tools, and being engraved or otherwise decorated. This effect does not diminish when the shaping is diminished, granting you the same control over ancient ruins you would have had when they were still covered in fine runes and detailed engravings, even if these things are worn away by time.

Architect (200 CP): A useful skill for one who intends to create vaults, monuments, or libraries, or even just intends to ransack such places, you are a skilled architect, with a great deal of creativity in designing structures and a good deal of mechanical understanding of the tensions and logistical issues such buildings can experience. What's more, you have a knack for designing such structures to complement and bring out, or contain, supernatural forces, though this does not grant you any ability to harness such forces on its own. You could design chambers that will prevent the influences of many different artifacts from bleeding out, or design a building that causes the power of its central artifact to broadcast far and wide, and should you intend to construct a prison for a demon, you could design it's walls and doors to restrain corruption and divide the heat of hellfire efficiently across the structure to prevent it from dealing damage to any specific part. This understanding can also help you understand flaws in other structures, both mundane and supernatural. As a final benefit to lighten the difficulty of constructing such things as an independant, construction projects you oversee proceed about five times as fast as they normally would and require only half of the materials they normally would.

All Natural (200 CP): While many collectors hold an interest in objects affected by unnatural forces, you hold an even greater interest in objects touched by natural forces. Carrying objects that are made only with materials found in the natural world (these can be somewhat processed materials, such as metals, though plastics are too altered) and not imbued with any forces that are not inherent to life and nature lets you draw on their alignment with the natural world, boosting any powers you have that function of off life force or natural power, such as ki or druidic magics, and even just your natural physique. These become somewhat more powerful, and improve at twice to thrice the rate should you be carrying several such objects. This boost even affects any natural powers those items themselves hold.

Technologist (200 CP): Technology, for you, is much more reliable, only ever suffering any kind of glitch or performance drop after having been pushed past its limits already. You may also, with a thought, 'overclock' any technological object you are actively wielding or using, causing it to function more effectively at the cost of risking more damage and system failure. Combined, these two powers will let you provide a notable boost to the power of a piece of technology without incurring any more risk, and possibly even slightly less, than a normal user would.

Runic Alteration (200 CP): You have a grounded understanding of a particular runic language rooted in the arcane. While these runes hold no potent effects of their own, when they are applied to an object that holds inherent arcane power, they can be used to accentuate and alter the fashion in which that power flows. This could be used to improve raw power at the cost of control, change the elemental expression of an item, impose a specific shape on the magic for ease of control (such as making a pyrokinetic focus incapable of things other than shooting projectiles but able to control those projectiles carefully in mid air and shape the resulting explosions well enough to avoid collateral) and so on. This is more of a method of applying syntactic information, and so could feasibly be applied to other languages of power or types of magical runes for different effects in the same vein.

Ordainment (200 CP): Whether you truly ascribe to faith or not, you have a potent connection to mythical forces. You can invoke divine and profane power in specific ways, pulling on its fabric lightly to sense all influences in this vein in your area, or a much larger area should you perform a more involved ritual, especially if it is anchored within a consecrated or desecrated object or location, can imbue small amounts of such power into an object to help it ward off its opposing forces and bolster or hinder those exposed to it, which allows you to bless or damn weapons, produce holy or blighted water, and more. More than this, when you invoke a specific being within the jump you reside in instead of abstract divine or profane forces, these powers become slanted towards that entity, such that an object profaned in the name of a lord of hellfire could empower a flaming object to burn with malefic intent and inflict much greater harm for it, or invoking a goddess of knowledge would permit your sensing powers to grant you more specific information on what it is you're sensing. If you have a relic on hand associated with or empowered by the entity you are attempting to invoke, these effects are strongly improved, and not only does the being invoked not need to be in the same jump as you, but you can call upon the power of legends surrounding beings that never existed or are no longer alive, using the collective perception others have of these stories for your invocation.

Psychoactivity (200 CP): You have a specific expression of psychic power. On its own, this power only grants you a minor form of psychometry and a weak telekinesis that has relatively fine control, but is disrupted within a few feet of another thinking being, but these powers are both notably more effective on objects with strong emotional resonances, such as favoured possessions or murder weapons, or objects infused with psychic power, curses and hauntings, or eldritch and anomalous influences and properties. Not only do your powers function better on them, allowing you to gain stronger impressions of those object's histories and properties and letting you control them quite well, even near other beings, but the powers expand to gain new functions relevant to the objects while you are using your psychic power on them or holding them on your person. A murderer's knife might let you project your telekinesis in flesh-rending streaks over a distance, while a precious wedding ring might grant empathic sensing and control, let you transfer injuries between yourself and a willing target, or both. If the object has uncontrollable properties, such as manifesting the spirit haunting it to hunt the holder, cursing the wielder to age faster, or telekinetically flinging debris randomly, you can suppress these properties at the cost of weakening the power granted somewhat.

A Given Hand (200 CP): Sometimes, limitations prevent one from wielding as many items at once as they would desire. Not metaphysical or supernatural ones, but physical restrictions of space. One only has so many hands to hold their blades with, or only one pair of eyes and ears to rest a set of spectacles over. This can help alleviate that problem. Within your core rests a pool of potential you can invest into your body to expand or transmute it, allowing you to form duplicates of structures you already possess. To begin with, this potential is only enough to grow an extra arm with, or transmute a patch of your body of a similar mass. In time, you can develop this power, allowing you to change more of your body at once, or learn new functions, such as creating limbs in a superposition, such that they and the objects

they hold can exist in the same place without being blocked or tangled. You can also learn to replicate physical features from alt-forms and other transformations you are not currently in, though these would take up more of your potential pool.

Tapped Power (300 CP): Any object that exists builds up an indelible reserve of power as it changes and develops, gaining more of this power when it performs a feat, is enchanted or imbued with a new power, or simply filled with the emotions and sentimental bonds of its owner. This power is slanted aligned thematically with the objects powers nature and history, and you can reshape it to have a tangible effect. When you hold an item, you can 'tune' this energy over an hour or so to flow into its holder, granting the object new properties that affect the user such as lighting a flame wherever they strike or bolstering their physical power, so long as the property imbued is thematically appropriate for the object and its energies. An object can only provide one such distinct property, and such properties must be passive requiring no deliberate attempt from the user to invoke them, though they can be contingent on conditions and actions, such as attacking another, jumping, or being on fire. The more power the object has, the more powerful its property can be. When you establish such a property, you may also 'angle' it in such a way that it can only affect you, or leave it open to affect any holder.

Centerpiece (300 CP): Over the span of an hour or so, you can establish a special bond to a specific item you are touching, a bond which you can strengthen by using the item. An item so bonded becomes more powerful in your hands, in a way extrapolated from its normal nature, functions and history as an object, granting it thematically appropriate powers and enhancements. You may only establish a bond with one object at a time, and improvements made with one item's power do not transfer over to a new Centerpiece, though switching back to the previous one will retain progress you made with it before switching. See notes for details.

Harvesting (300 CP): When you have access to the remains of any creature that exhibits supernatural abilities, you can preserve a portion of the creature's power from when it was still alive (or at least active, in the case of golems, undead and so on) inside of a body part from that creature, causing the power to remain in it even after it is removed from the corpse, and negating the effects of decay on the body part in question, though wear and tear still take effect. This power is better preserved if the remains are harvested recently after the creature's death and if the harvested part is appropriate to the power you are attempting to preserve. Preserved powers must be channelled through the body part itself, merely possessing the eye of a gorgon won't give you petrification powers, instead, the eye itself should be pointed at the target. Such harvested parts also retain their power even when worked or reworked. The tooth of a dragon that can still project fiery breath could be carved into a dagger and still retain that function.

Resonance (300 CP): You can cause 'resonances' between multiple objects with special properties, causing them to produce supernatural effects. A stable effect can be produced by keeping such objects stationary in the same place. Keeping several pieces of magically protective armor, shields and similar items in one place might allow them to project a forcefield over the

structure they are in, for instance. Such resonances can also be set up between objects that are not kept stationary, but used in unison. Several items that control or project flame might resonate to make their wielder resistance to flame and grant them greater control over flames produced or affected by the items. One could even create a quick, unstable resonance between your magical staff and an opponent's cursed sword to cause that sword to backlash with unstable power for a moment, damaging and knocking the target off balance. Resonances work best with objects that share properties or power sources, but can also be used between very different objects to produce effects with properties of both, or even mediate between the energies of items that would normally conflict to keep both stable, or pitting their negative effects against each other to cancel out both. The special properties of objects in resonances are not required to be supernatural, so long as they in some way rely on or invoke some form of energy or force. You could establish an electromagnetic resonance between a generator and a laser cannon to conduct energy from one into the other, or an informational resonance between several computers to transfer data between them untraceably.

Trinketry (300 CP): You have the ability to store supernatural effects, forces and powers you possess or that are willingly given within non-magical trinkets, allowing you to collect them and retain them for future use. You could, for instance, store a friendly wizard's fireball spell in a ring or bottle, allowing you to produce that fireball from it yourself should that become necessary. But if you convince someone to do so, they could also give up their ability to cast fireballs entirely, allowing the wielder of that charm the same ability to cast fireballs they originally possessed, albeit now demanding the same efforts and costs as the original fireball spell would have demanded, such as spell components or magical energy. More expensive, finely made and rare trinkets are required to store more powerful abilities.

When you place your own powers or perks into a trinket, you have the ability to recall them to you at will regardless of distance. With practice, you may learn to imbue trinkets with more abstract things than supernatural powers, permitting you to store things like lifespan, health, beauty, and so on.

Relic Enhancement (300 CP): A unique piece in your collection may always remain interesting, but it can still fall behind in power, and even the most powerful item you have can hold room for improvement. With this perk, you will have the ability to enhance an object by expending appropriate valuable or supernatural materials. These enhancements can either improve powers and properties the object already has, or grant it new ones that match thematically with the object's other traits. A lens that allows the user to peer into the future might be improved to see further, or gain the ability to show two different futures, letting the user influence which comes to pass. These enhancements become more expensive the greater the improvement is, the more powerful the object you are improving is by default, and the more you have already improved it. Raising a blade to be on par with a weapon of legend will require equally legendary components.

Universal Inheritor (300 CP): You are, quite simply, compatible with any and every object you come across. Any object that places a limitation or restriction on its use treats you as though you meet that restriction, and if

only certain types of users can access its full potential, you are treated as though you had the highest possible status. Royal swords are easily drawn from stones, godly hammers are lifted regardless of your moral fiber, and even biometric locks open in your path regardless of your provided data. Computers will respond to your name and any random password as though you were their administrator and owner, robotic IFF will recognize you as friendly, and so on. Objects that are possessed of actual thinking to administrate their functions, such as sentient weapons or AI will not be overtaken to the same extent, but such consciousnesses will regard you as friendly and of high status, and you can, if necessary, override their privileges to take control of the object they administrate yourself, be it a computer system or the powers of the sword.

Enigma Eater (300 CP): These objects, their histories, origins and the work that went into them, these things may still interest you, but they are not what you are here for. No, what you truly collect is power, plain and simple. You have an aura that wraps around you like a cloak, covering a foot or so around you, invisible and unnoticeable until you tap into its power. To begin with, this aura can only do one thing. It can consume objects with supernatural properties, destroying them, though this process takes longer when used on more powerful objects. Once an object is so consumed, its special properties and abilities are imbued permanently into your aura, and by wrapping your aura around something, you may grant it the properties of any consumed objects, even several at once. Simply pulling the aura closer to yourself will allow it to treat you as though you were currently wearing or carrying any consumed items for the purposes of their effects. And wrapping the aura around a specific limb will let you apply properties to it as though it were an object. You may wrap the aura around several things at once, as long as they are all within it. With practice, you may learn to use the aura to expand further outwards, able to enchant nearby allies equipment or curse that of enemies, tho wrap more things at once, a limit you will likely only begin running into after you start enchanting others' equipment as well, and even conjuring replicas of consumed items, or temporary 'blank slate' constructs you can imbue other properties into.

This perk is considered to be any sort of item, even several different kinds at once, for the purposes of item imports, granting the properties of imported items to the aura as if it had consumed them.

Soul Sealer (300 CP): The majority of collectors gather objects. A rare few gather the living, though depending on the creatures one collects, this may be frowned upon. In a way, you collect both. When you have access to a being or unbound consciousness that is unconscious, too weak to resist you, or willing to cooperate with you, you can seal it away, either vanishing its body into a prepared vessel you have access to, or locking it into its own body, if it has one.

Sealing a creature into a vessel does not necessitate that the vessel be a traditional container. While you could seal a creature into an oil lamp or a bottle, you could also store it in an amulet, a sword, or a pool of molten gold, or just about any other object prepared for the task, though more well-crafted objects are needed to store more powerful beings. Vessels

containing more powerful beings inherit a majority of the sealed being's power while it remains sealed, which can be directed by the wielder.

Sealing a creature into its own body puts it into a form of stasis, effectively halting the progression of age on its body, and cancelling out its biological needs such as food and water. Beyond this, it simply appears to fall into a deep slumber. If you desire, the body may also be surrounded by crystal or put into a sort of temporal stasis while the creature remains sealed.

Regardless of the type of sealing, a creature's mind effectively remains in a dreamless slumber while it is sealed. For most creatures, this matters little, but certain beings capable of taking action in their sleep, such as some corrupting demons or psychic aberrations, may still be able to influence the world even while sealed.

You can unseal a creature you have sealed with a touch and a few moments of concentration.

You cannot use a Collection Token to gain this perk.

Object Awakening (300 CP): To one so involved in the workings of objects, it seems obvious that they could be much more than mere inert things. Through a tiring ritual, you can awaken consciousness within an object. To begin with, this object will have no abilities except to telepathically communicate with its holder, but with practice, the object can learn to move itself telekinetically, activate any functions it may possess, extend its telepathic range, and eventually take on a specific form based on a living creature of its preference, be it a humanoid form or that of a beast. After this, it can even learn to manifest its object form and creature form simultaneously, though the two could not move far from each other without one vanishing. You may also prevent an object from gaining the ability to develop any or all of these abilities when you perform the ritual, or place restrictions on when or how it can use these abilities.

By default, an object's consciousness remembers all occurrences that happened to it after it was first created, and has a character matching the object it is derived from, such that a hero's sword may seek to see justice done and a tome of lore could be studious in character. However, if an object already holds a consciousness, that consciousness merely gains the potential to develop the abilities this ritual grants, and if the object holds a stagnant consciousness, or is derived from something that held consciousness once, that consciousness is the one to be awakened. A crown imbued with the soul of the first ruler to wear it would see the mind of that same ruler reawakened, for instance.

You cannot use a Collection Token to gain this perk.

Items:

You can use Collection Tokens on items from this section as desired. You may import items you possess to items of the same general type acquired here. (weapons to weapons, hats to crowns, etc.)
Any items that are lost, damaged or destroyed will reappear or be fully repaired after a week unless stated otherwise.

Collector's Items (100 CP/200 CP/300 CP, first 100 CP purchase is free): It is the nature of a collector to gather diverse and interesting objects, and this item option will help fill your specific needs. This option grants objects with properties of your choice, though these tend to be less potent than the other items you could gain elsewhere in this section, and tend to be less versatile as well, carrying only singular specific effects for the most part.

For 100 CP, you may acquire an object of minor, but useful power. A quill whose writing can only be read by the writer or someone whose name was whispered to it before writing, a winter coat that keeps the wielder comfortably warm in all conditions, and so on. Alternatively, you gain three minor trinkets of dubious or uncertain use, such as a mirror that doesn't show the holder's own reflection, or a statuette of a maiden that weeps a small but constant stream of blood.

For 200 CP, you gain an object of notable but not exceptional power. A sword that can alight with arcane flame, or a monocle that lets the user see as though their eyesight originated from elsewhere within a few meters of them. Alternatively, you gain three separate purchases of the 100 CP version of Collector's Items.

For 300 CP, you acquire a relic of singular usefulness and potentially, reputation. A portal that leads to anywhere the owner desires, and leaves an opening to return. A sword that lets its wielder channel divine light and peer a few seconds into the future. A crown that makes the wielder effectively immune to any mortal magics cast on them, unless they permit otherwise. Alternatively, you may gain three separate 200 CP purchases of Collector's Items.

You may purchase this item as many times as you desire.

Forgotten Curios (100 CP): This item takes the form of a small storage device of some kind. The top drawer of an antique cabinet, a biometric wall compartment, or something of that type. Whenever the compartment remains unopened for at least a month, a small trinket, or handful of small trinkets, will appear inside. These can hold advanced or supernatural properties, but these are always minor. An incense that wards off insects, a double-A battery that retains charge exponentially longer, a pocket knife that never dulls, and other such minor objects. Nothing groundbreaking, but it's a good start to one's collection, and a source of unusual items where none might otherwise be found.

Property Mark (100 CP): You wouldn't be much of a collector if you weren't able to acquire new and interesting objects, and this will help you secure

the finest of your new acquisitions. You gain a mark you are able to place onto any object granting them the benefits of being CP-backed. In addition to any privileges this would normally grant, marked objects are guaranteed to accompany you to new jumps, will reappear after a week if destroyed or stolen, and repair in the same timeframe if they are damaged, though deliberately consuming them remains permanent and will continue to function normally in future worlds even if they would normally be reliant on forces only found in their home location.

Every new jump you take, you gain an additional one of these marks. You may remove a mark from an item whenever you desire to permit its transfer to a new object, but the moment you do, the previously marked object loses any benefits it gained from this mark.

Ship in a Bottle (100 CP): Traders, pirates, explorers, there is no end to the number of collectors that set out to find riches and glory across the unexplored frontiers of the world, and they often need ships or other vessels to do it with. This mostly opaque brown glass bottle with an attached stopper can be cast out towards a vehicle you possess while the bottle is open, and causes that vehicle to transform into a smokey liquid that fills the bottle. When the liquid is cast out of the bottle again, whether into the ocean, up at the sky, or onto the ground, the vehicle contained within will reappear, rapidly foaming out from the expanding liquid. Any objects carried on the vessel will be retained within the bottle, but living creatures will not be brought along. The bottle can only store a single vehicle at a time, and begins with a mundane sailing vessel already stored within.

Hand of Glory (100 CP): The preserved left hand of a hanged evildoer, with a candle made of tallow from that same man's fat. This accursed relic, while its candle is lit, emits a surprisingly bright light that only the holder can see. When the candle's flame is held up to the lock on a door, from a tumbler to a biometric scanner, that lock is opened. And finally, when the holder blows out the flame in the direction of another, that other is paralyzed with a sort of forgetful apathy lasting until 13 minutes pass, or they are shaken or otherwise tangibly interacted with, after which they will not recall what occurred around the time they were paralyzed. The candle normally burns up to two hours, but blowing out the candle immediately burns it all the way down. The candle regrows over the span of a week, while unobserved.

Containment Rings (100 CP): These rings, about the size of a spread human hand by default, are capable of being cast towards an object or entity. Once this occurs, the ring will expand to encompass the target with some room to spare and begin levitating around them. After about half a minute of build up, during which a conscious being could quite easily interrupt the process by dragging the ring out of place or batting it away, the target is put into a stasis, during which it cannot act in any way, and ceases to produce or output any form of energy or power it normally would, from creeping demonic corruption to disease to radiation. Moving the object around will cause the ring to move with it, but deliberately moving the ring away from the target will cause the effect to end.

The Archives (100 CP): For those who require a place to keep their knowledge. These extensive halls allow for the storage of any information

medium, from books to movies to hard drives and more, and automatically expands to have any devices needed to view the media as intended. It also prevents such informational media from degrading while stored here. The most notable feature of this archive, however, is the ability to assign any piece of media here the function of 'Command Tome', which it will retain even when taken out. A command tome holds an unlimited amount of information storage without outwardly changing, such that a book would always have more pages, and a hard drive unlimited storage capacity. command tomes can also display the information of any other piece of media in the archives, as well as the information stored in any other command tomes. When you assign an object to be a command tome, you may prevent any of these functions for taking effect, be it completely or towards specific media, such as preventing certain tomes from accessing knowledge in a 'forbidden' section, or allowing only one command tome to access the information in other command tomes.

By default, the archives contain many blank, mundane information storage items and a sizeable collection of modern day media, both purely informational and intended for entertainment. This is no comprehensive collection, but it provides a starting point to expand from.

Coin of Value (200 CP): If you wish to acquire new items, you must sometimes barter for them. This heavy, ornate coin, which appears to be heavily aged and composed of both silver and gold, should help with that. It carries a value of up to ten thousand dollars. When you engage in a transaction with someone, the coin automatically converts to the currency and amount they expect you to compensate them in, up to a maximum of the coin's value, so long as that currency actually exists locally. This is not limited to what is traditionally considered currency. It can take the form of livestock when trading with a tribe, a whispered secret to share in an otherworldly bazaar, or a measure of lifespan when bartering with fairfolk. As the conversion rates on such things can be hard to calculate, you will always know if the coin's value is sufficient to cover a trade you are offered, and if not, what fraction of the price it covers. After spending the coin, it will reappear wherever you next look for it after at least a year and a day.

Desire Compass (200 CP): Though this ornate compass, in a style of your choice, is capable of pointing you northward, its true potential is rather more impressive. It will point you to anything you instruct it to seek, able to unerringly point out any place, person or thing you have previously laid eyes on. The compass's needle also has a marking, ball or other measure that starts at the tip when its target is distant and which moves to the center of the compass as it and the target close distance. If you have not seen your target before, the compass will still point you in the right general direction and estimate its distance should you know of its existence and name. If you seek out something based only on vague and uncertain information, the compass may point you to several 'leads' first, tracing the target's movements before it can actually reach them, though a target that actually does not exist will likely lead you on a trailing path that eventually just circles around. The compass can also be instructed to seek more nebulous things. Seeking danger may point out the direction of whatever threat is most likely to both come into contact with you and capable of actually threatening you, while seeking treasure or opportunity might lead

you somewhere riches are hidden or folk willing to compensate you and who have work that needs doing.

Sealing Storage (200 CP): Choose a collection of matching objects, or an object capable of being subdivided (A book full of pages, a bag of marbles, a deck of cards, a usb drive full of files, etc.). You gain a version of this object in which the component parts (individual cards, pages, or files, for instance) can contain a single item each, causing that item to vanish into the storage object, and allowing the user to summon the item from that storage object while they are holding it. At first, only ten of the storage objects can contain an item at once, but as time passes, that limit increases more and more without any bounds. When your limit surpasses the normal amount expected from the item collection, new instances appear, though these are magically prevented from taking up additional space or weight (once the limit exceeds 52, for instance, new suits may start appearing, while deck itself never seems to get thicker or heavier). When you are looking for a specific storage object, the first one you retrieve is always the correct one.

Assistance Device (200 CP): This device holds an appearance of your choice and is of a size and weight too large to carry conveniently, but still light enough to move by hand if necessary. When activated, the device produces up to ten assistants to aid you with whatever you require, though they cannot pass more than 100 meters from the device, and cannot move it themselves. The capabilities of these assistants are roughly in line with a mundane human's, and their appearance and nature is once again up to you, be it clockwork automata, hardlight projections of people, conjured elementals or something else. By default, the device has the ability to let others duplicate mundane skills onto it, granting those same skills to the assistants, but with time, you may discover ways to improve the device even further.

Spared Part (200 CP): Perhaps you lost a limb or other body part, perhaps you replaced it on purpose, or simply keep a spare around in case you ever need it. Whatever the case may be, you possess a prosthetic part capable of replicating the function of any body part you choose, be it a limb or organ. When this part is installed in a creature missing that part, which can be done, and reverted, unassisted and in mere moments, it behaves as a normal body part of its kind would, with notable improvement upon the norm. An arm could lift heavy weights easily, an eye would be unnaturally sharp, and so on. You choose what principles this prosthesis operates on and how those principles impact its appearance, allowing you to decide if it is visibly cybernetic, a rune-covered magical construct, or wrought from some glossy black adaptive metamaterial, or something stranger still. You can also choose whether the part is already installed in you or a companion, or is simply in your possession in a detached state.

If you purchase a Spared Part, you may also reduce the price of a single purchase of Collector's Items by 100 CP. If you do, the properties of one of the items purchased there is added to the Spared Part instead.

You may purchase this item as many times as you desire.

The Vault (300 CP): If you intend to start a collection, then you'll need somewhere to keep your things. And if you need somewhere to keep your things,

you can hardly do much better than this. This vault is a property that starts off as a warehouse attachment, but may also have its entrance moved to an in-jump location once per jump. Whenever you bring a new object into this vault, if there is currently no space for it, it will expand to include a space for that object, up to and including forming new temporary entrances to entire hangar bays for spaceships, if necessary. You may control where new storage locations for your items end up, or let the vault allocate new space automatically, and the vault will reorganize and sort its space to suit your needs if you command it to do so. No matter how large the vault gets, it will never take you more than a minute to travel between two given points within, and you will be guided to whatever you are looking for even if you do not recall where you left it. You may extend these effects to others as you please. The vault itself is located within a pocket dimension, and any entrances are invulnerable to all power short of the divine.

The Depths (300 CP): Attached to your warehouse or located somewhere of your choice within any jump, this great gate leads you only downward, into a great dungeon. This dungeon acts mostly as a traditional fantasy dungeon by default, albeit one shaped as a sort of frankensteinian hodgepodge of other dungeon-esque structures, such as ruins, caverns, mineshafts and temples, but if your current jump has any of its own ruins, monsters, traps and horrors, or even just myths of them, then this dungeon is likely to take on many of the characteristics of those ruins as well, and have such monsters within it. The deeper into this complex you travel, the more dangerous its contents will be, and the more winding and complex its halls will become, and make no mistake, this place owes you no loyalty. Of course, there would be little point in acquiring such a thing if its dangers were not well compensated, and throughout the depths, you will find more powerful, rare and interesting treasures and riches the deeper you go, be it in the form of treasure chests of gold and jewels, or items of power. Such items again have a definite tendency to match the sorts of items that could normally be found in that jump, but items that buck that trend can rarely be found as well. As an additional benefit, as you travel deeper into the dungeon you will occasionally find doorways that emit only light preventing one from perceiving their contents. Such doorways, when entered, will immediately return one to the entrance of the depths, and when they are found, even if they are not taken, one will be able to appear from such that particular doorway again when they reenter the main gate. The depths will reconfigure themselves in places where they are unseen for long enough however, generating new dangers and treasures, but also making any effort to map the place long term mostly pointless. Located exit doorways always remain at the same general level of depth.

Dorian's Portrait (300 CP): A classic item, this transcendently beautiful artistic rendition of your visage holds a unique property. Whatever wear the passing of time would ordinarily impose on you, instead changes the appearance of this display, leaving you untouched by the passing of time. In addition, some other ailments, specifically sickness, the adverse effects of mild poisonings or drug use, and the consequences of hunger and thirst, are all similarly shunted to the art piece. Be warned however that should the piece of art ever be destroyed, the wear it has accumulated in your stead will be returned to you all at once.

Though the piece does not normally hold the capacity to deny physical harm to your form, it holds a final secret. Once per jump, or every ten years, whichever occurs sooner, should you experience enough harm to be slain, that harm will instead be transferred to the art piece, rejuvenating you to peak form, just as your other ailments would normally be transferred.

You cannot use a Collection Token to gain this item.

Progenitor Relic (300 CP): This mysterious construct floats above the ground, occasionally whirring into motion to reassemble into some new shape, a geometric monolith, a complex clockwork machine, a rune-carved stone, and so on. Any being that places their palm (or similar appendage) on the relic will become a collector, developing abilities similar to those described in this document. By grabbing hold of the relic on both sides and attempting to bring both sides together, the relic will fold in on itself and vanish from existence, only reappearing at the start of your next jump, or post-chain after a year. Folding the relic this way grants random people throughout the current jump the powers of a collector, and imbues various objects throughout the setting with supernatural properties or spontaneous technological enhancements.

You cannot use a Collection Token to gain this item.

Companions:

You can use Collection Tokens on items from this section as desired.

Recruit Anyone (Free): Anyone who agrees to join you in future jumps may be brought along as a companion. This counts as a perk, and can be used in future jumps.

Create/Import Companion (50 CP): You can import one of your companions into this jump, which grants them 600 CP and 4 Collection Tokens to spend. Alternatively, you can create a companion originating in this jump, who gains the same resources, and has a personality and appearance of your choice. They are guaranteed to get along well with you. You may purchase this option multiple times, and every purchase doubles the amount of companions you may import and/or create.

Drawbacks:

Early Exit (+0 CP): You might not be planning to stick around for long. If you choose this toggle, you may, in the event that you resolve whatever the core conflict or canon plot of this world is, choose to leave early. However, this only applies if there are no unresolved drawbacks that conflict with your exit, otherwise those must also be resolved.

Supplement (+0 CP): Instead of treating this as an independent jump, you may use it as a supplement for another jump. When you do so, you may fill out both jumps, with a separate pool of cp and other resources for each, and you gain the benefits of both. Additionally, you may integrate any part of this jump's chosen setting to the other jump, as desired.

Extended Stay (+100 CP): You will be spending an additional 10 years here. This drawback can be taken multiple times, but you can only gain a maximum of 400 CP from it.

Kleptomaniac (+100 CP): Not a surprising trait in a collector, but one you take to an extreme. When you encounter some object that piques your interest, you will feel an undeniable urge to take it for yourself. The longer you suppress this urge, the more desperate you will get, stealing objects you barely desire (which will also do less to satisfy this urge) and finding it challenging not to just grab whatever you want and run off with it in broad daylight. Giving something up to acquire your interest, be it through a trade, a purchase, or a favour, will do nothing to satisfy this urge to take without giving. Live the life of a successful thief, and you may never even notice this urge, but hold off on your desires, and you will find yourself struggling greatly.

Hoarder (+100 CP): You find it exceedingly challenging to relinquish anything in your possession, or even to let it out of your sight temporarily. You will insist on keeping as many of your possessions as you can carry on you, even if it weighs you down, and will only leave your possessions behind willingly in locations you have done your very best to secure from threats and thieves.

Death and Taxes (+100 CP/+200 CP): The local systems of government have a disturbingly well organised system of taxation which also regards treasure discovered on their lands as being subject to tax. In the event that you find treasure, valuables and magical items, you will be expected to hand over about a fifth of your findings to whomever runs the local area. Should you be in a situation where, say, you only find a single magical item of great value, you will be expected to pay 1/5th of that item's value to retain it, or hand it over and have 4/5ths of its value noted as a writeoff for future taxes. Skimp on your taxes, and you will find yourself with a rapidly rising bounty to deal with, driving guards and mercenaries both to track you down.

For an additional 100 CP, the standard taxation on treasure hovers around a much less reasonable 50%, denying you any legal right to half of any treasure you find.

Plague of Thieves (+200 CP): With such an exquisite collection, who wouldn't want a piece? Throughout your time here, regardless of what you do, prospective thieves will continue to catch wind of your treasures and elect to try their luck. You'll have to stay sharp and reinforce any places you keep your things, if you intend to keep your treasures safe. Admittedly, smaller hoards with lesser treasures will also attract fewer thieves, so it isn't impossible to keep a relatively low profile and coast by, if you're willing to surrender the opportunity to acquire any truly great treasures.

Plague of Dungeons (+200 CP): The world you are about to enter runs absolutely rampant with ruins, lairs and dungeons which, be it through some worldwide magical effect or simple coincidence, seem to reliably produce populations of monsters that infest these places and eventually spill out to devastate their surroundings. This makes the wilderness more dangerous in light of its lairs and monsters, and civilisations less welcoming for its intimate familiarity with disaster and bloodshed. Still, at least there is opportunity to be had if you can find folk to pay you to keep their area cleansed.

Delver (+200 CP): You just can't help yourself. When you find an abandoned fort, a distant ruin, or a monster-infested lair, you can't resist going in to see what's inside for yourself and look for treasure. What's more, if you haven't delved into an unearthed alcove for too long, you'll feel compelled to seek out new ones to explore.

Item Lockout (+200cp): You items and resources from previous jumps are locked for the duration of this jump. A second purchase of this drawback leaves your warehouse similarly inaccessible for the duration of this jump. The second purchase only grants +100cp.

Power Lockout (+200cp): Your perks and powers from previous jumps are locked for the duration of this jump and you are reduced to just your body mod. A second purchase leaves you without your body mod as well. The second purchase only grants +100cp.

Companion Lockout (+200cp): Your companions cannot enter the jump alongside you and are restricted to your warehouse until the jump ends. Companions can still be imported, they just cannot leave the warehouse.

Total Lockout (Special): This drawback can only be taken if you have the Item Lockout, Power Lockout, and Companion Lockout drawbacks. If you do, you gain an additional Collection Token.

Curse Bait (+300 CP): You have spectacular misfortune with regards to curses and cursed items. You will very regularly come upon cursed items or traps that apply curses in your travels, and any methods you have to diagnose their cursed status will, though still capable of working, be much more challenging to use, requiring significant investments of time to determine whether an object may be cursed, and even then these methods aren't perfectly reliable. More than this, such curses can never be fully suppressed by any means, and some will resist being even partially blunted. Fortunately, curses put in your path by this drawback are never truly lethal, nor entirely impossible to

break at least long enough to rid yourself of their source, though some can still be debilitating while you carry them.

Delayed Gratification (+300 CP): You don't get access to any purchases from this jump, save for whatever freebies you gain from your Collection Tokens, and your free purchase of Collector's Items until after the jump ends. You may work towards learning the effects of the perks you have purchased, however. With an additional purchase, you gain nothing to begin with, though you can still work towards learning the effects of the perks you have purchased.

Rival Collector (+300 CP): A great pirate captain, a clever archivist, or some other figure interested in treasure seems to hold a grudge against you. They are a collector in full in their own right, possessing the equivalent of 1000 CP and 5 collection tokens worth of purchases from this jump, and likely a decent stockpile of other relics as well. And they hold a strong grudge against you. They aren't necessarily intent on your death, but they'll oppose you and your goals throughout the jump, attempting to take your artifacts for themselves, sabotage your goals, racing against you on treasure hunts and, if given reason and opportunity, likely trying to kill you.

Dragonheart (+400 CP): You have committed an act considered by most to be most unwise. You have taken a treasure from the hoard of a dragon, and not just any treasure. The precious stone you now possess is bound to your very life force, and to release it from your possession for more than a scant few minutes will fell you instantly. The dragon, however, wants it back, and cares little for trifling matters such as your life. This powerful creature, at the limits of what this world can offer, is also a powerful collector in and of itself, with an extensive hoard of treasures it might choose to call on to apprehend you. Such a dragon cares will accept no substitute to its original treasure, and no favour, trade or payment will convince it to end its hunt for what you have taken, though mercifully, the dragon still has other matters to manage, and will not dedicate all of its time to you, even if it will still dedicate much of it to hunting you down.

Brutal Acquisition (+400 CP/+600 CP): The field you have stepped into is not a kind one. For +400 CP, this world is filled with other collectors who not only seek treasures but are willing to fight tooth and nail for them. If you collect anything even vaguely noteworthy, from interesting secrets to even minorly magical items, expect to find people approaching you fully intent on killing you to acquire your things, from pirate crews to master thieves to trained occultists and more. Not only that, but these objects and the people who use them are a known factor in this world often exploited for their skills, and those who catch wind of you having a collection of any notable power will do their best to recruit you into their wars, monster hunts and other such problematic events.

For +600 CP, you are guaranteed to be involved in these events somewhat regularly. No matter how subtle you are or how well you hide, you will be dragged into wars, assailed by other collectors, and more, for the entirety of this jump.

Notes:

Divination: Divinations become more effective the more rare and powerful your ritual implements are, and less effective the more protected and less well known the knowledge you seek is. Even without implements, you could produce minor effects unrelated to objects, such as getting a faint hunch on whether someone harbours ill will, and slightly more impressive effects related to objects, such as determining whether an object or type of object you know exists is currently within the same building as you, and if so, where it is. With a simple implement, such as a mirror, you could peer into the mirror to see anywhere in the same building, or perceive a mostly clear vision of the immediate future, or a cryptic and less reliable one of the next day or so. With a very impressive focus, such as a tarot deck made from the silk of a fate-weaving spider, you could predict events years into the future with impressive accuracy, albeit in somewhat cryptic fashion, or determine the exact location of a rare, hidden artifact across the world from you.

Tapped Power: To give a better understanding of the properties this perk can grant, they broadly function like items in certain roguelike and roguelite games, where having a type of item on you grants a passive benefit. A knife can add bleed chance to your attacks, a pair of goggles might increase accuracy, or reduce chances of being blinded, the badge of a wizard order can increase mana capacity, a tesla coil could make you emit arcs of lightning at nearby hostile creatures, and so on. More rare, powerful and historically important items can get stronger properties. There is no limit to how many properties you can benefit from at once, and you can retune an item to change its property if you'd prefer it to work differently, or if its experienced a new significant event or change that could give it a more powerful property.

Centerpiece: An item taken as your centerpiece can gain and improve powers based on both its purpose and its history. A mundane sword of little note would simply be wielded with impressive skill. An otherwise mundane sword wielded by a general who spilled enough blood to earn a related title might grant you not only masterful skill, but also the ability to extend the blade's edge with blood, or drain it from struck foes to regain vitality. A sword actually imbued with magical power over blood could, with practice, grant the ability to teleport through pools of blood, control blood with your will and the sword's motions, and more. The exact powers an object grants can be influenced by the user as they develop. The blood controlling sword might be taught to drain vitality much better, or to send out highly lethal waves of blood projectiles, for instance. You could even leave blood control by the wayside and focus on the swordsmanship aspect of the weapon, honing its boost to swordsmanship until you can slash things from a distance, cut through steel, and so on.

Relic Awakening and Life Sealer: If you have both Relic Awakening and Life Sealer, you could feasibly seal a creature into its vessel and then awaken it while it remains sealed within, granting it the properties of an awakened relic. This could even prove advantageous to the one so bound, with practice allowing them to regain their living form and its abilities, while also being able to take the form of whatever artifact they were sealed into.