General Major Benefactor's Supply and Logistics Supplement

(Secretly the Disgruntled Worker Supplement)



Well Hello Again Jumpers! It's time for another wonderful supplement for my wonderful GENERAL MAJOR BENEFACTOR's GAUNTLET Which will be the basis for this document, however, feel free to use it elsewhere.

Otherwise Jumpers, This supplement supplies 800 Points to spend, and for you, I would spend them carefully.

Table Of Contents

General Major Benefactor's Supply and Logistics Supplement
Table Of Contents
Statistically Useful Perks
100 Point Perks:
1. Forced March (Costs: 100 Points):
2. Skip-Jump.Exe (Costs: 100 Points):
3. Osha Approved? (Costs: 100 Points):
4. Work Validation (Costs: 100 Points):
5. Keys and Reminders (Costs: 100 Points):
6. Our Glorious Returns (Costs: 100 Points):
7. Side Winder (Costs: 100 Points):
8. Peaceful Days (Costs: 100 Points):
9. A Safe Haven to Call Home (Costs: 100 Points):
10. Timeliness is Important! (Costs: 100 Points):
200 Point Perks
1. Super Beasts (Costs: 200 Points):
2. A Jaded Mind (Costs: 200 Points):
3. Pick Your Side (Costs: 200 Points):
4. Orion's Left Ring (Costs: 200 Points):
5. A Wonderful Stay (Costs: 200 Points):
6. I NEED my UPPERS! *Jitters* (Costs: 200 Points):
7. Ad Infinitum (Costs: 200 Points):
8. Completionist (Costs: 200 Points):
9. A Great Reason (Costs: 200 Points):
10. My Liege There Is No Such Force! (Costs: 200 Points):
300 Point Perks
1. A Trained Train (Costs: 300 Points):
2. Storage Compaction (Costs: 300 Points):
3. Good Ol' Gas n' Go (Costs: 300 Points):
4. To Climb That Mountain… (Costs: 300 Points):
5. A Deal One Could Say (Costs: 300 Points):
6. A Reliable Headway (Costs: 300 Points):
7. Break Your Chains! (Costs: 300 Points):
8. Tried and Trialed (Costs: 300 Points):
9. Close Resolution (Costs: 300 Points):

10. A Worldly Resolution (Costs: 300 Points):
400 Point Perks
1. An Uncanny World (Costs: 400 Points):
2. A Beautiful World (Costs: 400 Points):
3. Helps on The Way (Costs: 400 Points):
4. A Zombie's Mundane Life (Costs: 400 Points):
5. RTS Mode ON! (Costs: 400 Points):
6. For I Am (Costs: 400 Points):
7. A Hangar Free (Costs: 400 Points):
8. And They Called it A Mine! (Costs: 400 Points):
9. The Food Problem (Costs: 400 Points):
10. A Forgiving Year (Costs: 400 Points):
500 Point Perks
1. The Treaty (Costs: 500 Points)
2. A Secured Border (Costs: 500 Points):
3. Universal Rights (Costs: 500 Points):
4. Let it Heal (Costs: 500 Points):
5. Unity of Purpose (Costs: 500 Points):
6. We the Greats (Costs: 500 Points):
7. Why so Corrupt? (Costs: 500 Points):
8. What's Happening? (Costs: 500 Points):
9. A Welcome Sight (Costs: 500 Points):
10. What Must Be Done (Costs: 500 Points):
600 Point Perks
1. A Faithful Allegiance (Costs: 600 Points):
2. Freedom Lasts (Costs: 600 Points):
3. You See Me As A Monster… (Costs: 600 Points):
4. Choke-Point (Costs: 600 Points):
5. A Greater Scale (Costs: 600 Points):
6. Trying Times (Costs: 600 Points):
7. Clear Canvas (Costs: 600 Points):
8. A Haven At Home (Costs: 600 Points):
9. Rallied Perseverance (Costs: 600 Points):
700 Point Perks
1. A Fair Rivalry (Costs: 700 Points):
2. A Legendary Foothold (Costs: 700 Points):
3. The Streamlined Way (Costs: 700 Points):
4. Golden Hour (Costs: 700 Points):

5. Three Tops (Costs: 700 Points):
6. Why An Apocalypse Now? (Costs: 700 Points):
7. Radiant Dreams (Costs: 700 Points):
8. Great and Terrible Irony (Costs: 700 Points):
9. Beach Episode!? (Costs: 700 Points):
10. Full Metal Outfit (Costs: 700 Points):
800 Point Perks
1. Hallowed Ground (Costs: 800 Points):
2. Petrified in Place (Costs: 800 Points):
3. A Healthy Rain Check (Costs: 800 Points):
4. Clarktech When? (Costs: 800 Points):
5. Barred Crisis (Costs: 800 Points):
6. Faster Delivery (Costs: 800 Points):
7. A Bold Mistake (Costs: 800 Points):
8. Mirrored Finish (Costs: 800 Points):
9. Perfected Act (Costs: 800 Points):
10. Seasonal Advantage (Costs: 800 Points):
900 Point Perks
1. Compact Designs (Costs: 900 Points):
2. Impactful Zeal (Costs: 900 Points):
3. Gliding Pursuit (Costs: 900 Points):
4. Feel That Mugging Sensation? (Costs: 900 Points):
5. Sweeping The Nation (Costs: 900 Points):
6. Gazing At The Sun (Costs: 900 Points):
7. A Blazing Start (Costs: 900 Points):
8. Readied and Set (Costs: 900 Points):
9. Feast For the Eyes (Costs: 900 Points):
10. Quality Assurance (Costs: 900 Points):
1000 Point Perks
1. A Free Land For You (Costs: 1000 Points):
2. Free Land for All (Costs: 1000 Points):
3. Tailored Perfection (Costs: 1000 Points):
4. Carefully Orchestrated (Costs: 1000 Points):
5. Planned Within Plans (Costs: 1000 Points):
6. A World Made for Freedom (Costs: 1000 Points):
7. A Truly Endless Horizon (Costs: 1000 Points):
8. Never Forgotten (Costs: 1000 Points):
9. Seen At Face Value (Costs: 1000 Points):

10. First Before The Line (Costs: 1000 Points):
2000 Point Perks
1. A Door Left Wide Open (Costs: 2000 Points):
2. Foreseen Circumstances (Costs: 2000 Points):
3. Elementary Evolution (Costs: 2000 Points):
4. Golden Hour Super Maxxed (Costs: 2000 Points):
5. Bored? No Not Today! (Costs: 2000 Points):
3000 Point Perks
1. Dramatic Flare (Costs: 3000 Points):
2. A Goal In Mind (Costs: 3000 Points):
3. Endless Energy (Costs: 3000 Points):
4. May Your Veins Be Plenty (Costs: 3000 Points):
5. Home In My Mind (Costs: 3000 Points):
4000 Point Perks
1. Your Goals Are Mine (Costs: 4000 Points):
2. Rotation Speed They Said (Costs: 4000 Points):
3. There's A Limit? (Costs: 4000 Points):
4. Haunted Memories (Costs: 4000 Points):
5. Balanced Nutrition (Costs: 4000 Points):
6. Trial Ahead (Costs: 4000 Points):
7. Set It in Reverse (Costs: 4000 Points):
8. Or Put Them In a Hearse (Costs: 4000 Points):
9. Paraded Into Town (Costs: 4000 Points):
10. Cause Hell Was a Home… (Costs: 4000 Points):
5000 Point Perks
1. Garbage Day (Costs: 5000 Points):
2. Universal Exchange (Costs: 5000 Points):
3. Science Not Magic (Costs: 5000 Points):
4. Ludicrous Speed GO! (Costs: 5000 Points):
5. So Much Talent (Costs: 5000 Points):
6. Safety First (Costs: 5000 Points):
7. Cause It's Gonna Get Worse (Costs: 5000 Points):
8. Archeotech from Archeology? (Costs: 5000 Points):
9. Simple Design (Costs: 5000 Points):
10. The Pleasurable Way (Costs: 5000 Points):
Items Section
100 Point Items
1. Starting Gear (Costs: 100 Points):

2. Something to Eat (Costs: 100 Points):
3. Pleasure Seekers (Costs: 100 Points):
4. Mandatory Seasonings (Costs: 100 Points):
5. The Endless Water Requirement (Costs: 100 Points):
6. Friendship Bracelet (Costs: 100 Points):
7. Identification Documents (Costs: 100 Points):
8. Ammo Bucket (Costs: 100 Points):
9. Sunny Attire (Costs: 100 Points):
10. Recreation Requirements (Costs: 100 Points):
200 Point Items
1. A Cannon? (Costs: 200 Points):
2. Weapon Swapper (Costs: 200 Points):
3. Fair Balancer (Costs: 200 Points):
4. Cargo Hauler (Costs: 200 Points):
5. Freight Container (Costs: 200 Points):
6. Bug Finder (Costs: 200 Points):
7. Portable Super Computer (Costs: 200 Points):
8. Auto-Picker (Costs: 200 Points):
9. Enemy Radar (Costs: 200 Points):
10. Combat Rated Medical Kit (Costs: 200 Points):
300 Point Items
1. Nano-Printer (Costs: 300 Points):
2. Perpetual Generator (Costs: 300 Points):
3. Repair Node (Costs: 300 Points):
4. Growing Kit (Costs: 300 Points):
5. Omni-Tool (Costs: 300 Points):
6. Automatic Upgrader (Costs: 300 Points):
7. Restocker (Costs: 300 Points):
8. Genetic Alterations (Costs: 300 Points Each):
9. Cybernetic Augmentations (Costs: 300 Points Each):
10. Prefabricator (Costs: 300 Points):
400 Point Items
1. Terraformer (Costs: 400 Points):
2. The Cooler Omni-Tool (Costs: 400 Points):
3. “Instant Builder”™ (Costs: 400 Points):
4. Insta-Shelter (Costs: 400 Points):
5. Fortifier (Costs: 400 Points):
6. Reliability Sticker (Costs: 400 Points):

7. Stealth Generator (Costs: 400 Points):
8. Shield Generator (Costs: 400 Points):
9. Deposit Terraformer (Costs: 400 Points):
10. General Labor Amplifier (Costs: 400 Points):
500 Point Items
1. Reeler (Costs: 500 Points):
2. Auto-Fisher/Breeder (Costs: 500 Points):
3. A Tank (Costs: 500 Points):
4. Healing Tower (Costs: 500 Points):
5. Terrain Surveyor (Costs: 500 Points):
6. Auto-Chef (Costs: 500 Points):
7. Power Armor (Costs: 500 Points):
8. Augmentation Utility Modules (Costs: 500 Points each):
9. Auto-Prefabricator (Costs: 500 Points):
10. Utility Channel Tool (Costs: 500 Points):
600 Points Items
1. The Ever Trusty Lever (Costs: 600 Points):
2. Ordinance (Costs: 600 Points):
3. Complete Body Reformation (Costs: 600 Points):
4. Equipment Updater (Costs: 600 Points):
5. Present Time Watch (Costs: 600 Points):
6. The Rocket Socker (Costs: 600 Points):
7. “Standard Packager” (Costs: 600 Points):
8. Obedience Collar (Costs: 600 Points):
9. Life Capsule (Costs: 600 Points):
10. Escape Tool (Costs: 600 Points):
700 Point Items
1. Blacklight (Costs: 700 Points):
2. Handy Randy Dandy (Costs: 700 Points):
3. Sweet Tooth (Costs: 700 Points):
4. Crate of Everything (Costs: 700 Points):
5. Tactical Scientific Medical Kit (Costs: 700 Points):
6. Mission Board (Costs: 700 Points):
7. Retrieval Bank (Costs: 700 Points):
8. Silence Gel (Costs: 700 Points):
9. Compactable Atomic Kitchen (Costs: 700 Points):
10. Clear Mutagenic Serum (Costs: 700 Points):
800 Point Items

1. Archeotech Augmentics (Costs: 800 Points):
2. Nano-Forge (Costs: 800 Points):
3. Star-Forged Materials (Costs: 800 Points):
4. Deployable Vehicle Printer (Costs: 800 Points):
5. Centuries Regrowth Sapling (Costs: 800 Points):
6. Runic Augmentum Permanence (Costs: 800 Points):
7. A Real Starship (Costs: 800 Points):
8. Data Compression Block (Costs: 800 Points):
9. Reinforcement Gems (Costs: 800 Points):
10. Centuria Ambrosia Computer Triplex (Costs: 800 Points):
900 Point Items
1. The Dreadnought (Costs: 900 Points):
2. Resource Seeds (Costs: 900 Points):
3. Trans-Dimensional Holsters (Costs: 900 Points):
4. Rejuvenant (Costs: 900 Points):
5. Polyplex (Costs: 900 Points):
6. Ditrex (Costs: 900 Points):
7. Omnific Learning Core (Costs: 900 Points):
8. Self-Repairing Resin Sprayer (Costs: 900 Points):
9. POWAH ZIP! (Costs: 900 Points):
10. Self-Improving Magazine Box (Costs: 900 Points):
1000 Point Items
1. Anti Material Weaponry/Ammo (Costs: 1000 Points):
2. Recycling Processor (Costs: 1000 Points):
3. Exotic Materials (Costs: 1000 Points):
4. Prediction Augmentum (Costs: 1000 Points):
5. Cherry Red Matrix Co-Processor (Costs: 1000 Points):
6. Digital Matrix (Costs: 1000 Points):
7. Blight Engine (Costs: 1000 Points):
8. Corruptor Seed (Costs: 1000 Points):
9. Universal Growth Chamber (Costs: 1000 Points):
10. Anti-Life Cure (Costs: 1000 Points):
2000 Point Items
1. Mirror Life Solution (Costs: 2000 Points):
2. Transdimensional Computation Tech (Costs: 2000 Points):
3. Omniform Computronics (Costs: 2000 Points):
4. Terraforming Mega Complex (Costs: 2000 Points):
5. Instant Black Market (And Gray Market) (Costs: 2000 Points):

3000 Point Items
1. Deep Void Engines (Costs: 3000 Points):
2. Fractaltronics (Costs: 3000 Points):
3. Super-plex AI Core (Costs: 3000 Points):
4. Real World Simulator (Costs: 3000 Points):
5. The Hypercomplex (Costs: 3000 Points):
4000 Point Items
1. Ascender (Costs: 4000 Points):
2. Immortal Chamber (Costs: 4000 Points):
3. Omni Co-Assistant Droid (Costs: 4000 Points):
4. Zero-Point Energy Generation (Costs: 4000 Points):
5. Chippers (Costs: 4000 Points):
6. Wave-Motion Emitters (Costs: 4000 Points):
7. Pro-Axis Coordinator (Costs: 4000 Points):
8. Terra-Drive (Costs: 4000 Points):
9. Self-Styling Station (Costs: 4000 Points):
10. Plinkers (Costs: 4000 Points):
5000 Point Items
1. Reinforcement Engine (Costs: 5000 Points):
2. Compu-Class Generator (Costs: 5000 Points):
3. Cashew Pills (Costs: 5000 Points):
4. Multi-Wave Emitter (Costs: 5000 Points):
5. Tracer Drive (Costs: 5000 Points):
6. Multi-Pattern Staged Organs (Costs: 5000 Points):
7. Stagger Weapons (Costs: 5000 Points):
8. Consciousness Depriver (Costs: 5000 Points):
9. Catatonic Engine (Costs: 5000 Points):
10. Transference Station (Costs: 5000 Points):
Notes

Statistically Useful Perks

As we all know jumpers, Supply and Logistics tend to be a powerful thing, both for your enemies if not properly managed, and for you if you can maintain them during a long campaign. Below are some of the best options I could renovate for you.

Notice: Each of the below options can also be taken as a drawback, if desired, to be given to any enemy faction you will face during your jump, equal to the points they would have provided. This benefit is only provided in this document at this time. (For free at least).

100 Point Perks:

1. Forced March (Costs: 100 Points):

To those unaware, the need to move from place to place can be taxing upon the body, especially when doing so for many miles at a time with few resources. This perk makes it so that your troops will not wear and tear from the constant movement, allowing all ground troops to move without need of rest or comfort during their march.

2. Skip-Jump.Exe (Costs: 100 Points):

Now a Skip-Jump is a relatively simple concept, I have stuff here, and I need to haul it… way the heck over there. So… How do I do that efficiently? Well with this all of your personnel are now outfitted with a brand new "Gadget/Gizmo/Bionic/Biotic" Enhancement that allows them to teleport anywhere for the purposes of non-combat. The range is within 1 mile, so It's not too powerful, however, it will be game changing for any quick base movements, and general freight. Please note however, that without jumpers direct intervention and alteration, these devices can't work in combat.

3. Osha Approved? (Costs: 100 Points):

Take a wild guess what tends to make every logistics train a nightmare… go on guess! That's right, it's incompetent workers who are too bored to do their job safely… (That's what Osha wants us to believe.) Regardless, this perk maintains your personnel by making them never get bored on the job, it even fills their little noggins with every safety standard needed to keep them safe on the job without the need to train them. Imagine a competent worker, working for you jumper… that's what this perk makes them. (They're breathing down my neck jumper

there's nothing I can do but keep this short, they literally are threatening my job at the moment for the last comment!)

4. Work Validation (Costs: 100 Points):

Everyone knows promotions are the big bread winner, but there are few and far in between that could even be considered. After all there are fewer jobs that are willing to pay a competent wage, let alone allow someone to move up in the chain of command. As such this perk provides you with the ability to instantly promote anyone who qualifies with reasonable stats for the job to take the next position available without the need to micromanage (In case you do this will provide a management window as well so you can do it on your own). Best part, if there aren't any job positions available either due to scarcity, or general competence among your upper staff, then they will get a raise instead from a "Off your hands" Source while it's under their normal paycheck keeping you happy and them far happier.

5. Keys and Reminders (Costs: 100 Points):

Do you remember when freedom was literally about choosing what you wanted to do and what to think, instead of it being kept from you by people claiming it's better to feed you their ideas? No? That's ok because this perk is literally you doing the same thing to your own personnel, faction, and even to others being converted in some manner to your side. For better or worse, when converting people to your ideals it's twice as effective, and even better they won't forget them, nor change from them either.

6. Our Glorious Returns (Costs: 100 Points):

Tithes jumper, Tithes pay for most of your economy let alone maintaining your precious needs for refined furniture and a wealthy living standard. With this, any returns you make via tax, pay, tithes, or any other means of income will be doubled and even better, the doubling will have no effect on your population at large as it represents a golden age of development and opportunity (Even if they don't feel the same way).

7. Side Winder (Costs: 100 Points):

There are few reasons to make a large road from one nation to the next unless trade is planned between them. Often people will follow simple routes or paths that maintain the illusion of safety when preparing for their travels to another land. For you jumper, instead these paths are far shorter and safer than those

commonly traveled. Everywhere you go, you will find a better path that takes half as long, and refuses to bring you to danger. Even better, if you make these paths roads, this becomes shared for all who travel it, unless they aim to harm you or your people.

8. Peaceful Days (Costs: 100 Points):

Good morning jumper, did you hit your head? What? A realm in trouble? A world gone mad with war? What are you talking about jumper? That's quite the dream you had, lets go play some halo on the xbox you have stashed away instead! If you couldn't tell, this perk makes any aggressive or otherwise wartorn reality into a slice of life Eternal Bright reality instead. That's all this does, deal with it. (I couldn't squeeze this into another war-document so you will have to deal with it being here).

9. A Safe Haven to Call Home (Costs: 100 Points):

The roads we all travel can be lengthy and at times, a sore reminder of the peaceful times we had back at home. Now wherever you go, you can make home from the little around you. Need to make a cabin to stay safe from winter but only have a month to do it? You have it covered and will have it done in 15 days, with a fireplace to keep you warm. This perk improves construction time safely and halves it in total based on time available. This applies further to any faction you work for or possess, as well as any staff or personnel you maintain.

10. Timeliness is Important! (Costs: 100 Points):

To simplify this, you and all those you work with, regardless of you being involved as a boss or upper management, will find everyone of you people amongst your faction and personnel will arrive on time, hell even up to 15 minutes before their work is scheduled. This may have effects on their daily life normally, but they won't notice as their time will compress to squeeze in everything they could need to do before they arrive at work. Yes this also extends to combat engagements and other similar circumstances, why wouldn't you want to get a drop on your enemy squads? (No this doesn't improve your ability to play games and if they call out they will not arrive to work at all).

200 Point Perks

1. Super Beasts (Costs: 200 Points):

Have you ever needed your people to work harder, but you're worried their bodies will fall apart before they can move those last 2 pallets on time? Well no more! All people faction wide among your nation will work twice as hard and suffer only a quarter the normal fatigue. Better yet, their bodies will not suffer wear and tear from working like this, and in fact recover from it 4x as fast. Just don't forget they will want a pay raise for all their hard work ok?

2. A Jaded Mind (Costs: 200 Points):

Terror and pain can tear apart even the most prepared of people and make them harsh and apathetic to those around them. This effect often will cause far worse mental and physical effects if they aren't given time. That's why this perk is important, it keeps people from suffering things like depression or feeling worthless, and instead gives them the desire to keep moving forward. This perk applies to everyone in your faction, faction wide. Enjoy the peace of mind that you're worth something jumper, cause you keep me entertained and I need to to stay that way… entertaining that is.

3. Pick Your Side (Costs: 200 Points):

Did you choose a faction that doesn't want you jumper? Did you get wrapped up in a very hostile world that hates you for what you are? Well that's too bad for them cause you can change teams as you need to jumper! This perk applies to you and anyone who follows you or your ideals, as they will swap sides to the more beneficial faction on your say. One last thing jumper… This perk is a one time per jump kinda thing, so choose carefully.

4. Orion's Left Ring (Costs: 200 Points):

A Proper hand at work I see, Well at least that is what I'm supposed to see. You jumpers are able to encourage people to work and enjoy that work. Ever felt that you and your fellow co-workers lost some spark ages ago and are just coasting for that paycheck? Well now you feel passionate about that work, so much so that your bosses and upper management are going to take notice and possibly give you that new cozy position you wanted, better yet, this applies faction wide so everyone can feel this way if you want them to.

5. A Wonderful Stay (Costs: 200 Points):

Nothing like staying home after a long work week and getting to enjoy it right jumper? Well, let's be honest, people have been desperately trying to take away that small amount of time you keep for yourself and it's often taken without your consent… So let's change that! With this perk you can compress a single day's worth of time in such a way to get 2 weeks for each. Got a vacation scheduled for 3 weeks? Well make that 42 weeks worth of time away instead. The best part? This is time compression, meaning that you won't affect anything during these breaks that would take away your time from work, and this can extend to your whole faction if desired with no one giving a rats ass about it, after all its free time to spend as they want, how could they not desire such freedom?

6. I NEED my UPPERS! *Jitters* (Costs: 200 Points):

Wow you really need your morning coffee don't you? *Sips Coffee* I feel the same way, which is why this perk makes it so your favorite caffeinated beverage or one that would suit your tastes will appear each morning ready to go. If you're wondering, yes this can apply faction wide, don't get me started on coffee shortages though if you do. One last thing, this also makes 1 cup of coffee work for everyone as though they had 10 throughout the day, and they will maintain alertness and readiness as though they had a full month of rest every time they drink their morning coffee. Yes… it affects me that powerfully, did you think those drawbacks that make you incapable of having tolerances to substances, or even making them twice as powerful wouldn't get abused by me? Your damn right I need a strong shot of coffee.

7. Ad Infinitum (Costs: 200 Points):

Repetition sucks when it's the same damn thing every day, hell even if you enjoy it the damage it does to you is absurd. With this perk though, that changes up a bit. You can complete repetitive tasks not only faster and more efficiently, but those same repetitive motions train you in other skills you would prefer to train! This works like an XP booster, tripling your total skill growth while working, and that efficiency and speed start at 2x speed, going up to 12x speed over the course of a 12 hour work shift or longer. Ever wanted to study biology while working the factory floor moping, cleaning, and working the lines? Well now you can and it will be as stated 3x faster this way. Enjoy, and this like all other perks before, can apply to all of your faction if desired.

8. Completionist (Costs: 200 Points):

We both know why you're grabbing this jumper. Yes this makes completing any set or task a more beneficial one, as it doubles any rewards you would gain from

doing so, like an extra bit of pay for your work or an extra mint edition model that was from a short and temporary line up of some Mecha collection. The best part? These will be provided anonymously under their name and through their systems, so it not only maintains legitimacy, but doesn't cost them extra to afford you. This can apply to everyone amongst your faction if desired, and I would recommend it. Great for morale and creature comforts.

9. A Great Reason (Costs: 200 Points):

To call off of work, or at least that's what your bosses think. Now whenever you need to call some time off, or one of your co-workers needs to call some time off, they can get it as soon as desired or needed. Work schedules won't line up, extra work times won't be enforced on you, and best part… They WONT CALL YOU IN TO WORK WHEN YOUR OFF! YESS!!!! This applies faction wide whether you desire it or not, cause everyone needs that relief and you can't tell me otherwise. Note that this doesn't affect anyone negatively, if you get asked to put in overtime, they will even cover 1.5 times that extra pay just because they inconvenienced you.

10. My Liege There Is No Such Force! (Costs: 200 Points):

Yet there is my dear jumper, when you need manpower for a specific task there will always be someone nearby that doesn't want to help out. Those such people will while under the influence of this perk, instead offer their aid as needed or desired. No they won't do all the work, don't be mean! Regardless of the size of the task you need to complete, there will always be enough people coming from even far off lands to aid you in getting it done, as long as you're taking direct part in it. Need to ship a monument from one country to the next? Enough manpower to train it all the way there will arrive to help you. This can extend to anything from recruitment, to doing taxes. Hope this helps you in your time of need.

300 Point Perks

1. A Trained Train (Costs: 300 Points):

Do you ever need to have a whole train of people working to keep your vehicles running and shoving parts back and forth, maintaining a grueling nightmare of pain and motion? Well now everyone will automatically become trained in the easiest way to get that done without wearing and tearing themselves apart. This even improves the mind of everyone involved to think effectively. Need a cargo hauler stocked full in the most compact manner you can get without it destroying your cargo? They will get it done within a sixth of the time, and it will be packed full. Either way, people become self trained to complete tasks painlessly and quickly, doing so 6x as fast and without discomfort from extended periods of work, best part is that this extends to the whole train from start to finish so even if the people receiving your goods don't belong to your faction, they will still maintain its level of efficiency when offloading your goods.

2. Storage Compaction (Costs: 300 Points):

Well this one sounds straight forward, this perk lets you compress any storage device, container, or vehicle so that its internals function like a bag of holding, carrying everything inside without applying its weight outside. To be exact, the storage container's weight is the base, while everything else is stored in a space 8x the standard size it should be inside said container. Hope this helps with your logistics chains, can't imagine the amount of freight this will move for you.

3. Good Ol' Gas n' Go (Costs: 300 Points):

So, this perk functions in a fun way, allowing any vehicle you possess to be able to stop temporarily, even for about 5 minutes, and fill itself up with premium fuel to maintain itself. This means no refueling, no need to even open up your gas tank, and most importantly, no need to have a huge number of refuel stations to keep your equipment running. This applies to you and your personal and or work vehicles, but can be made to apply faction wide if desired.

4. To Climb That Mountain… (Costs: 300 Points):

It's to start from that hill over there. Either way you will find pathfinding various extreme terrain and even common terrain to be easier with this perk. When travelling though rough or uncharted terrain, you will travel at 4x the speed, with the terrain never bogging your vehicle down or keeping it in place unless that would be beneficial to you. This applies to all friendly assets as well as your own.

5. A Deal One Could Say (Costs: 300 Points):

That could be useful to you at least. When making exchanges for assets, goods, and other variable resources all exchanges go well for you. Often you will be provided at least double of what could be gained from them via market value, or if there are no markets available, double the value you deem them worth. This can apply to all friendly members of your faction, as desired.

6. A Reliable Headway (Costs: 300 Points):

How hard could it be to navigate on some backwater planet that no one person has ever set foot on, nor had they even bothered to look at? Very damn hard it turns out. With this perk though, that changes for the better, making navigating and finding natural landmarks a breeze. Navigation for you takes a fourth as long, and getting to your destination is never met with difficulty as the clearest and safest way there will easily be found along the way.

7. Break Your Chains! (Costs: 300 Points):

Remain an unbound jumper. As you push through difficult terrain, caught, or enslaved, nothing will bind you or your allies. Anything that tries will find their bindings to break with ease, the terrain softening or stiffening for a comfortable move, and slavers bindings rot while you're around. The best part? Anything that tries to inhibit you like a strange field that inhibits technology will never stop you from making said technology. It doesn't matter the form of barrier that tries to stop you, it will always be overcome just by you being there, and your allies will benefit the same.

8. Tried and Trialed (Costs: 300 Points):

It still works just as well, at least that's what you tell yourself. Either way this perk guarantees that anything produced by you or your faction will become reliable and sturdy similar to the Nokia phone everyone talks about. It doesn't matter if it's a structure, a phone, or even a damn gun on wheels it ain't going to break down or fail in doing its job until there isn't anything really left of it.

9. Close Resolution (Costs: 300 Points):

Infighting can stop anything in its tracks, but nothing keeps the logistics train from moving, and I mean nothing. As such, this perk keeps infighting from happening, people will tolerate others more, they will comfortably rely upon one another regardless of beliefs or needs and work together to get the job done. This applies faction wide for obvious reasons, and keeps such infighting from plaguing you. The best part is that this applies to relationships too, no more stressing out over ice cream or the next date.

10. A Worldly Resolution (Costs: 300 Points):

“When the time comes, the world will become your oyster.” Not sure what that analogy means, but I'm sure you get it. Either way, this perk allows the world to bend to you in fortunate ways, with jobs being more forgiving, friends being more available to hang out, that lady you were checking out on that dating app finally messaging you instead of ghosting you… the world really just wants you to live again.

400 Point Perks

1. An Uncanny World (Costs: 400 Points):

It’s true that the world can be unforgiving and downright cruel to those that refuse to explore it, nor to study it. Things get worse just as you're preparing for your next travels and people act strangely at the best of times… Yet that doesn’t seem to bother you, or your people. When times get uncomfortable and people act unnatural, or are just straight up eldritch creatures no form of madness or discomfort from their existence will plague you or your people. The world will find you tolerant, if not a bit cliche’ but that's all the more fun to me jumper.

2. A Beautiful World (Costs: 400 Points):

Yes, the world is quite beautiful. The world itself though can use a major facelift at times though, especially when surrounded by gray and dingy towers people call cities, or even in industrial centers where smoke billows out endlessly. Now it will become cleaner, pollution will dissipate, structures will clean, cars will have a hidden face somewhere, and my favorite, people will act as beautiful as they want to feel, so if they want to feel like a 10/10, not only will they look like it, they will act like it to. (Yes this is the “Mandatory” Visual alteration perk, I made it faction wide, bite me).

3. Helps on The Way (Costs: 400 Points):

Times change all the time, and people get hurt even more often than that change could really make. When the time comes where you or people in your faction suffer, there will be someone there to help them. This isn’t just some stranger appearing to “help” you, no it will genuinely be someone that appears from nearby to get you up on your feet or to call the responders to come and pick you up while they bandage any wounds you may have. This can be people appearing out of nowhere to stop a bully from picking on you, to others showing up and

getting you in their car to take to the hospital, either way, help has arrived and they are on time.

4. A Zombie's Mundane Life (Costs: 400 Points):

Sure it sounds like it could be a cheesy one time jump made somewhere in a jumpers long chain or jumps, but it really doesn't have to feel as mundane as it sounds. With this perk, everything from mundane tasks to outright exciting events in your life will be impactful, both upon you and those around you, often for the better. This can apply to your whole faction if desired, and best part of that, is that they will appreciate the sparser mundanity. Other than that this perk also provides you a "Health Bar" which will hover over a chosen arm when desired to be looked into, and will increase in size for every mundane task completed. This "health bar" starts at 100HP and will grow by 5HP per task completed, this bar acts as a barrier for damage, with 1HP being the equivalent of a .67 magnum round hitting you in the chest without armor. Enjoy the health boost and comfort that brings.

5. RTS Mode ON! (Costs: 400 Points):

Alright, this one is relatively simple, this perk provides an interface that will provide a full birds eye view over your territory, or territory you wish to contest. This perk can be provided to other members of your faction at your will. In this view, you can provide orders to those that follow you, manage resources, and check for supply chain issues that are currently plaguing your business if that's what you need it for. Either way, I'm sure you'll have fun with this one jumper.

6. For I Am (Costs: 400 Points):

Nothing can deny that you are, When you say you are, or what you are regardless of anyone's attempts towards the contrary. You can state that there is only one of you across the entire multiverse and that statement will be proven true. Just know that even with infinite willpower, these statements can be harmful if not used properly, however, they can be used to your faction's benefit albeit to a lesser degree. For instance, you can state your faction will reach mars in the next decade, it will take around 50 years or so, but they can get it done far faster and they will make it a priority to accomplish such. Be careful with your wording, there isn't a way to keep it from functioning like a monkey's paw if you're not careful.

7. A Hangar Free (Costs: 400 Points):

We've all wanted to fly at some point in our lives. The difference is that not everyone can stomach the height. With this not only will there be a hangar for you to perch your air-oriented vehicles, but they will also be fully stocked with replacement parts and other resources you will need to maintain your vehicle. On top of that you won't suffer vertigo or nausea induced from great heights. These benefits can be applied faction wide if desired.

8. And They Called it A Mine! (Costs: 400 Points):

At least that's what they wanted to call it. Regardless, a simple but large and healthy seam of 1 resource like limestone, iron ore, silicon, or even raw carbon will become available in the region of your choice with a mine in your name. That mine will hire its own workers and maintain itself without your intervention. This mine will provide this raw resource as desired, selling enough to pay its workers and maintain the mine and general safety standards. If you take direct control over the mine, you can redirect any resources to where you would need it, otherwise a small stockpile will appear in your available storage medium like a cosmic warehouse. Last note, the resource vein is considered natural for all intents and purposes which means unless another perk is taken to make this infinite, it will eventually run out, it should make enough for you to earn around 20k a year at minimum.

9. The Food Problem (Costs: 400 Points):

The food problem is where people will consume more than they need or really want to eat if there is enough available to sate that habit. The worst part of this problem is that the logistics of supplying so many hungry people who really don't need all that food are going to throw a fit without it. That's why this perk exists, to slow down people's need to overeat unless it would be healthy to do so, and providing all farms within your faction the means to produce more nutrient rich foods instead of the less healthy alternatives, without the extra cost commonly associated with healthy foods. Your faction will even go further to export the excess produced, and increase general revenue reducing taxes overall from the revenue produced. As for you, all crops you grow will produce 4x the sustenance and nutrients commonly associated with said plants, making them a new hybrid that will grow in your current environment without downsides like blight or frost.
<u>Note: that this benefit also applies to Non-Sapient Livestock.</u>

10. A Forgiving Year (Costs: 400 Points):

Seasons come and go, everyone knows this, but sometimes the years just grind you into fine paste as infrastructure and even natural terrain suffers from wear and use. With this perk the land will recover slowly, at around 15% every year, recovering resources like rain water, river banks, lakes, forests, and other natural resources (Yes even ore veins), but know that this recovery will interrupt local towns and cities reliant upon these resources as nature will attempt to recover from old devastation. Infrastructure however, won't suffer from this effect, and will even recover at 15% annually, restoring old wear and tear, and slowly replacing toxic and dangerous elements that were phased out over the years improving the health and quality of the local habitat and inhabitants lives.

500 Point Perks

1. The Treaty (Costs: 500 Points)

Years of trial and error often occur when two nations/factions were at war and now are attempting to make peace. Some go through hundreds of drafts attempting to make these treaties, but not you. A fact for you, simply, is that no matter the form of paperwork, nor the level of bureaucracy you face, whatever you produce will not only shock them in a good way, it will ease any problems getting that paperwork through. Additionally, all paperwork factionwide will become streamlined, reducing the time that said paperwork gets completed to a minimum of 1 day. As for you, the quality will increase by 8 degrees, and any paperwork completed will be without errors or odd writing and will be completed in only an eighth the time it normally would if you set your mind to it.

2. A Secured Border (Costs: 500 Points):

Many times factions have gone to war over insecure borders and plagues of rogue agents, stealthy insurrections, or other shady parties wanting to take what's rightfully yours. This perk changes that by making your faction's borders secure, and guarantees that anything that crosses them will either be friendly and without any means of harming those within your faction, or will be caught by security forces once they enter. This also affects allies whom share a border with you, or those within "Arms Reach" of your faction, which means embassies count as bordering you.

3. Universal Rights (Costs: 500 Points):

A common issue with people leaving their borders is the lack of universal rights across differing nations and parties. As long as this perk is active, however, your rights from your nation will apply there as well so long as you're not engaging in hostilities within their territory. This applies to all members of your faction, and frankly, even the other nations will be grateful as they know every law you're bound under while you or they are within the other faction's territory.

4. Let it Heal (Costs: 500 Points):

My greatest complaint about the workforce today is that they never give you time to properly heal, instead they give you an ETA for your next expected work day and tell you to figure it out. NO MORE I say, as now they will provide you and those within your faction the right to a full recovery period, something that everyone needs. Once recovered, they will allow you back into your job position if you're able to do so, and if medical science needs to catch up to allow you to work properly it will without adding to your expected recovery time, possibly even reducing it if desired.

5. Unity of Purpose (Costs: 500 Points):

Understandably, factions tend to have varying beliefs among themselves that often contradict or otherwise refuse to cooperate regardless of the efforts made from any governing or associated party. These groups however, will find that any associated with your faction will maintain and protect one another, and within their interests, prevent the loss of your interests. Whether a company fails to provide a product that you wanted, or a nation refuses to help those in need, if unity would keep them from attacking those you or your faction have interests in protecting, they will and will do so without fighting each other.

6. We the Greats (Costs: 500 Points):

Finding people who excel at their jobs, or even finding the occasional prodigy, genius, or otherwise very useful person is next to impossible. Not only are they few within a generation at large, but discovering them is harder than a single hair inside an industrial factory 200 acres large. With that in mind, this perk makes them far more common, about 3 times as common, and those same individuals will show their talents to your faction at large, practically advertising their existence. The best part for them, is that they will be hired for their intended use and they will maintain loyalty throughout their daily lives from then on. If paired with Unity of Purpose: Then they will even teach others how to excel at their given craft, producing a new and better student every year or so they work for

them, and those in power will refuse to harm them for their interests, keeping them on the hiring board for when they are needed.

7. Why so Corrupt? (Costs: 500 Points):

We've all had to deal with it in some way shape or form, someone decided along the chain of supply to sneak something for additional profits. Either that, or upper management is going to hire someone they can use as a pawn. Regardless of this, corruption won't plague your faction anymore. Those that would infringe upon you or your faction will find every roadblock and fortification placed to keep them from success, and even better for you this directly applies to you as well in a positive way for every person caught this way, providing you 1 point. Sure it's not a lot, but for places as shady as a grim dark reality, this happens so much you're going to literally cry seeing that number continue to scale.

8. What's Happening? (Costs: 500 Points):

You know this drill already, people are gagging those willing to speak and so many people are trying to tell you what the hell is happening but are too damn scared to say anything. Well faction wide this no longer is a problem, people will speak their minds openly but in a controlled manner. That event that led to 20 children's death due to a school shooter? Well the neighbors witnessed who did it and provided exact details as to who did it. That nation that's doing poorly but refused to ask for aid? Well now they are sending requests and providing services to help amend the required payments. As for you? Well you get this information live on a holographic window you can size, shape, and make appear or disappear at will with every update within your faction sent directly to you. Enjoy being a full time analyst jumper.

9. A Welcome Sight (Costs: 500 Points):

Faction after faction finds little in the way of allies, especially when confronted with war or other atrocities that plague their people and even their lands. Here you are, with your faction, making allies where they couldn't. Either from your efforts, or from your factions, there will be alliances practically waiting to come to you, and best part, they actually will come to help you as you or your faction need it. If it's aid, they provide it to the best of their abilities, if it's war they will be right beside you to weather it together, if it's a natural disaster, they are the first to respond to such a crisis. Your allies are something you can rely upon for the things you need, and the best part? They give surprisingly reasonable rates when it comes to trading with you or your faction, at around a 25% improvement up or down in your (or your faction's) favor.

10. What Must Be Done (Costs: 500 Points):

Hein's sight is 20/20 they say, and yes this can really sting when you aren't prepared for it, but now, regardless of the nightmares you've had to make people won't get upset for it being done. Sure there will be some fighting or shouting matches over the ordeal afterwards, but altogether, things will go surprisingly smoothly for you and your faction, allies won't judge, often they were already thinking in a similar manner, your enemies won't judge as they even had weapons like it pointing your way, and the neutrals? Well they're just glad you won't use it on them without a cause for reasonable concern. With that in mind, as long as you or your faction are certain of a task needing to be accomplished, there will never be a time they can't get it done… for good or for ill.

600 Point Perks

1. A Faithful Allegiance (Costs: 600 Points):

Faith in people is hard to come by, and even harder to make happen in a beneficial manner. Jumpers often struggle against this lack of faith, either from drawbacks, or from incompetence. Neither of the previous factors will bother you however, as your faction, allies, and even you yourself are faithful to your allegiances regardless of the circumstances at large. Sure there will be corruption within their ranks, but it's not the people at large, nor those leading them that will bring harm to you and they will work tirelessly to keep it that way.

2. Freedom Lasts (Costs: 600 Points):

Do you crave freedom? Does it bother you that there isn't anyone willing to keep the peace in that freedom and someone wants to take it away because they are all acting like children, even though that exact thought is childish? Well no more I say! This perk keeps your freedom, and the freedoms of your faction held and accountable until the both of you fade from existence, freedom shall last as it was always intended to. Your rights, as long as they are governed by old or new law, will be maintained and those freedoms provided regardless of outside factors, meaning if you want to carry a gun, as long as it's not loaded near a school area or medical center and its kept on safety until shit hits the fan no one is going to bother you. Water, Food, and even shelter will be provided as a base freedom for all and even medical needs will be taken care of as a base freedom, this perk can if desired even spread to your allies and their freedoms.

3. You See Me As A Monster… (Costs: 600 Points):

They say that you may feel like a monster, but only those who judge you directly will really see you as a monster. Regardless, your ALT forms and other various bodies you maintain can and will be merged into a single conglomerate of forms, with the traits you desire from each applied directly to your main body. This does convert those forms into a sort of body mod, allowing them to be maintained indefinitely as desired, with the added benefit of getting to change your various properties at a whim. If you choose to standardize your new form, you can even apply them to your whole faction allowing you to effectively race-swap them as desired. (Note: This can also be rejected by members of your faction if the form is undesirable).

4. Choke-Point (Costs: 600 Points):

Truthfully a very useful tactic and design choice for any base or infrastructure, it's the concept of funnelling resources, assets, personnel, and even threats down a controlled corridor that provides plenty of cover for defensive purposes. This perk makes a manageable alteration to any infrastructure you utilize, including your factions, defensive options will be installed, various alterations to layout to make them labyrinthine to intruders, and general layout optimization will be obtained. Additionally, it reduces construction costs by 25%.

5. A Greater Scale (Costs: 600 Points):

Truth can be a difficult thing to realize, and even more to believe, but a known fact is that eventually, regardless of the power of a technology, skill, perk, boon, or any other means to which we call power, the gatekeeper and often times limiter is the sheer scale it can be completed. Species come and go, with their assets failing them inevitably, but for you jumper… this perk allows anything to increase in scale. The range and power is based on your total population held by your faction, its territory, and the sheer size of the assets it uses. The larger these factors get, the stronger and more potent your power will grow. This perk is fluctuating from those conditions, however, once you achieve a point of power that same power will not wain nor weaken regardless of methods applied so long as those weaknesses are not from a conditional drawback.

6. Trying Times (Costs: 600 Points):

You may have heard these statements before; “The world is too cruel to survive in”, “I Can’t find strength to continue”, “I’m lost and the rage I feel overpowers my reason…” These statements will never come from you with this perk in mind. Even during the most extreme conditions, where willpower and sheer moxie are all you have left, your body failing, and blood seeping from every wound you will

still maintain yourself and push through. No Condition of rage, apathy, suffering, malice, nor any sin or cruelty applied to you or your faction at large will ever manifest within your hearts, minds, nor your very soul and will. Persevere Jumpers, That's all I ask during these trying times.

7. Clear Canvas (Costs: 600 Points):

A Smooth Canvas without any paint, plain, white, and without a drop of color… It's perfect for making your visions all that more apparent. Like a clear canvas, everything you design from the ground up, from a blueprint or even a mote of concept or idea will develop into a fully designed feature, construct, or whatever you really wish it to be designed. This perk applies clarity to your works, allowing anything you envision to take a more direct view and with that, it takes only 1/8th the time to design and test your creations. This can and honestly should be applied to your whole faction, and yes for clarity this does indeed remove writers block.

8. A Haven At Home (Costs: 600 Points):

My main stresser when dealing with nightmares, eldritch horrors, and even some strange aliens from a planet designated LV-426 is that they always take away the comforts of home and leave you anxious, depressed, and feeling like hell is around every damn corner of your own bloody apartment. Don't get me started on that feeling in the workplace, it ain't pretty. This perk is for those quiet moments where you just really need some space to clear your head and get yourself grounded to the hull plate under your feet. As long as you're within your faction's territory, nothing will bother you unless provoked. If something conquered your space during that time, this perk won't apply, but in between those moments you will have compressed a total of 10 weeks of time before being kicked out of that quiet space you really needed. Stay Strong Jumpers, the nightmare can be infinite at times but that doesn't mean a shotgun won't fix it. (Yes I rolled the time with 2D6, deal with it).

9. Rallied Perseverance (Costs: 600 Points):

Given time and effort any line can break, any fortress will crumble, and often the will of your people will falter. This perk keeps that in check by keeping your faction rallied and prepared for the worst to come. Their willpower will not shatter even from the most intense of fear and stress, their perseverance will rival even yours jumper, and the best part… Nothing and I do Mean NOTHING will stop them from holding their line until their bodies finally give way and fall. The same will apply to you, and frankly there is nothing like a fearless pilot bringing in your supplies and reinforcements, let alone a mad squad of drivers hauling

replacement materials and defences through enemy territory.

10. Thread through the Needle (Costs: 600 Points):
Sewing is a good practice to maintain jumpers, after all you need your equipment in top shape, to look great, and oftentimes there are just too many holes in your outfit to really feel comfortable wearing that in town. Just like sowing with a needle and thread you and your faction can push through even the strongest of barriers through the smallest gaps and seems. Consistency will be maintained with this perk, as there will literally be few if any means to stop you from breaching though a difficult barrier. Mountains could hold you back for an hour as you mine through it, fortress walls will crumble while you sing and dance outside in joy, and the best part of it all is that even fiat backed defenses will falter given time… You are the thread that slips into the eye of the needle jumpers.

700 Point Perks

1. A Fair Rivalry (Costs: 700 Points):
A burning hatred of mine is having a backstabbing rival that wastes your time and refuses to make fighting on any battlefield really, really tedious. They tend to feel bland and boring, and frankly I'm just downright sick of it. Now every single rival, enemy, or just downright cruel jackass will follow a strict set of guidelines that you can make them follow, like a code of honor or the like. This evens the playing field by allowing you to set what's allowed and not allowed within reason. Best of all, they will follow these guidelines without hesitation, and will bring up these perks if at any point you complain about a lack of fairness in your engagements.

2. A Legendary Foothold (Costs: 700 Points):
Places that hold against the enemy are hard to make, the ground can be unsteady or just straight up a horrible place to set a foundation, and sometimes the weather feels like the gods have abandoned you. This perk allows you to set up anywhere, making the ground stable, the terrain suitable, and the weather viable for construction. The world will favor you and the projects you construct, allowing them to be manufactured with the intent of them lasting the eons with them. This increases the longevity of all constructions on top of the previous stated benefits by 5 times. Effectively, you will possess the roman equivalent of concrete in comparison to modern variants.

3. The Streamlined Way (Costs: 700 Points):

I often tell my many henchmen that the best way to get something done is to have the process consistent and trailed along a smooth and constant path, parts flowing from one machine to another, and larger constructs shelved after being boxed and bagged. The same concept will now apply to your creations and those of your factions. All processes will move smoothly from one place to another, assets will maintain themselves until ready for application and use, the very factories you rely upon will push out another line for production to smooth their product lines, and most importantly, your roads will run smoothly through the terrain until they reach their destination without incident. Streamlining effectively halves each process time, and each process from there on is halved as well, making a microwave take less than 30 minutes to start from the foundry until it gets placed in a box ready to be shipped to the customer. Does this perk obey the laws of thermodynamics you may ask? Yes… but it's more lenient to you and your faction, bending to your benefit.

4. Golden Hour (Costs: 700 Points):

You ever get caught in a rush trying to get everything done within a short pace or two jumpers? It feels like I'm often expected to reach hundreds of miles of territory in a busted up lemon of a vehicle within the next 30 minutes or so… But for you and those taking this perk, for an hour a day of your choice it doesn't matter how much you need to get done, everything will get compressed into that one hour. Got to take care of your 15 children while fighting another major battle against your enemy and still need time to make dinner for your harem? You'll have an entire hour to compress that all in and it will be done without rush from anyone's side of things, simply playing out as intended but compressed to that one hour.

5. Three Tops (Costs: 700 Points):

Gambling Ain't my style personally, Skill and perseverance are my go to's, but im sure luck plays a part of that. Regardless, both simple mundane luck, and extreme cases of luck are now available to you. Fortune will favor you, keeping your toes from hurting, and your aches minimal, food from spilling out from your hands and mouth while trying to eat, and so on. As for the more extreme cases, I'm certain you will experience an occasional burst of luck while fighting for your life, covering your corners, and even getting extra assets while fighting in a grueling week-long battle. Just don't forget that skill always is a factor, but luck will pull some small threads to keep you happier than normal, even if it's just the mundane day to day portions of your life.

6. Why An Apocalypse Now? (Costs: 700 Points):

Sometimes, deadlines and occasional bursts of desperation from menial tasks can be overbearing, but to have the world end from that alone is ridiculous. This perk gives you time to prepare for the worst yet to come, providing a small 3 week window with dreams and visions of the coming apocalypse taking frame in your mind. This won't allow you to stop it, let alone be truly ready for it, but preparation will become plausible if you take heed. Not only that, but the worst of these events will not affect you immediately, instead having to face the slower and longer lived effects rather than the rapid short term ones. Hope you will last the end of the world jumpers, I just find you so amusing.

7. Radiant Dreams (Costs: 700 Points):

Having a dream to follow is great and a wonderful thing to possess. Ambitions take hold, and goals get set while you prepare for the most extreme your life can handle… Yet those dreams often are forgotten or left behind for the more obtainable. I say that you should still have them, and even more to be able to obtain the ones you really do need in your life. This perk allows those dreamers out there across your whole faction to have a set goal in mind from their own dreams, and through that a unifying ambition to see them through while benefiting the whole. This won't give you the blueprints to fulfill your depraved dreams, but those ambitions to make yourself rich will guide you the right way to obtaining them.

8. Great and Terrible Irony (Costs: 700 Points):

You understand Irony right? It's where something that should have been obvious and normally an isolated incident turns out to be more common than believed and frankly quite humorous. For your enemies this will occur far more often than for you, as their barrels will sing out and their magazines drop due to overheating, their now bald heads being maintained with chemically altered hygiene products that made them bald to begin with, and various other sad but humorous events will befall them, have a great laugh jumpers as even I need them on occasion.

9. Beach Episode!? (Costs: 700 Points):

"YOU KNOW WHAT… I'M SICK OF NOT HAVING ANY damn FUN! THATS IT!!! I'M HAVING A BREAK!" If this is your jumper… then I'm glad to say this perk will benefit you greatly. As a benefactor myself I understand that my little gremlins need a break, and as such for the next several months the world will take a near comedic mask for them and their factions, allowing them to have a moment's peace after many nightmare fueled episodes of terror and suffering. Their

enemies will come to play chess and talk philosophy, their rivals enjoying a burger with them at their favorite restaurant and even footing the bill by choice, their favorite harem keeping them warm and comfortable, and best of all… some damn time to yourself! (If you couldn't guess this one was really for me. Hope you enjoy me sharing this with you… that is if you're one of my jumpers, sorry… I don't make the rules… beyond my documents at least).

10. Full Metal Outfit (Costs: 700 Points):

Veterans are a tough batch of people to deal with. The best veterans I know have held the line against many enemy forces and maintained control of their territories with few casualties, and those that do come back are often hardened by the experience. Your faction will take after them, pushing inwards to your frontline until their destination is reached, holding firm against the strange horrors that they fight, and most importantly, look badass as hell while doing it. This perk reduces casualties your forces take by 25%, and with that, they gain 25% more experience from doing their various tasks and duties. If you're wondering, yes, like every other previous perk this applies to you too, you're the one taking this after all.

800 Point Perks

1. Hallowed Ground (Costs: 800 Points):

The very ground you walk on is often treated with little thought, but even the ground beneath you holds you firm to the gravity of your world. Even now while held in place, fixated by gravity you can notice the difference this perk provides, Your enemies slow down by 40%, Their movements sluggish and weary, their morale slowly cracking, and most importantly, yours instead gaining the same as a buff making all of you faster and heartier than before. The Territory you and your faction possess will maintain this effect, and best yet, all of your recovery rates from healing to refractory periods, it only takes you 1/3rd the time to recover.

2. Petrified in Place (Costs: 800 Points):

Inhibiting fear can be a tough thing, especially when dealing with the supernatural and other life that relies upon weakness and as mentioned… your fear. That won't affect you or your faction anymore… This isn't just a statement of willpower, you literally cannot be shaken, slowed, or just outright frozen in place. Time, Reality, and even altered physics or psionics… even magic can't hold you

down from doing what you desire. This makes movement penalties or turn delays fail against you entirely, as well as to members of your whole faction. This can even become a more permanent benefit, slowly gaining 5% of those debilitating effects as a body mod boost to your movement, attack speeds, or even to your general dexterity if the inhibitor fits the bill.

3. A Healthy Rain Check (Costs: 800 Points):

A Money Perk? No. A useful perk… yes. People check in on one another so rarely these days that this perk was designated a mandate. Who the heck wants to find out that their grandfather had a stroke and they were never around to notice? Horrible events like this won't happen to you or your faction from negligence alone anymore as people will willingly show up to check on you in a polite manner regularly. This also applies to people you have interest in and are available, even if they will take notice of you and check in on you. Besides that when helping someone who wouldn't have survived without this perk, or at least go unharmed, you earn 10 points for helping out, and yes this is a per instance event for everyone affected.

4. Clarktech When? (Costs: 800 Points):

Technology advances so fast, but it often feels like we're returning to old roots and keep trying to reinvent what's already been tried and tested for centuries. Instead, your faction will improve instead of attempting to replace, and with every improvement a genuine long term benefit will be applied to them. When something new comes along, your faction will protect itself and produce safety features before using it for the first time and do so with extreme quantities of redundancy. This perk makes your faction competent when dealing with technology, but most importantly, increases its reliability and survivability by 250%, keeping you from dealing with exploded barrels and hot loaded ammunition on the firing line.

5. Barred Crisis (Costs: 800 Points):

Delays getting you down again? Maybe some crisis in the warehouse caused most of your items to suddenly vanish and now you need to go running around looking for it again? Well this perk keeps such delays from happening on a faction wide scale. Your assets will be delivered on time and they will be in proper quality, on top of this, anything damaged from shipping will literally have time reversed to their previously undamaged state. This time dilation effect will occur over the course of 5-10 seconds as everything damaged by an incompetent employee or horrible stacking job (Though those are only a couple reasons…) will be reversed till they have all been restored to their original safe positions,

and often times, in a more organized fashion than before in a safer to unload manner; reducing further delays from any further disruptions or possible stacking errors.

6. Faster Delivery (Costs: 800 Points):

Yes this is a quib against fast food delivery. I wanted my damn burger to arrive faster darn it! Anyways, this makes any deliveries you have coming to you, to members of your faction occur in a blink of time from the door of their vehicle to outside your apartment parking lot within the span of a glance. Better yet, they will actually get paid for their faster service with hazard pay from their employers without getting fired or even penalized for it. We should have the power to get fast food FAST! OK? (Yes I'm very hungry right now).

7. A Bold Mistake (Costs: 800 Points):

For your enemies, that is, they tend to deliver lengthy one-liners, and shore up meager defensive formations when dealing with you or your faction… Why, you may ask? To show off how great their men in uniform look of course! Though that reason is a bit off guard so to speak, as there are plenty of other reasons too, and that was their bold mistake… believing you cared, jumper.

8. Mirrored Finish (Costs: 800 Points):

Ever heard of Salvage jumpers? I'm certain you have, and those bright and fancy parts that often get blown up with the assets your enemy scorched was probably something you desperately wanted. Well this perk covers you when it comes to unique and even prototype parts as they will always be recoverable from salvaged or wrecked assets. Even better, your salvage yields are not only based on luck but are 100% recyclable for you and your faction, costing less than a single credit to fully break down into usable components. Hope you enjoy scavenging the battlefield jumpers, cause this perk is going to make your day!

9. Perfected Act (Costs: 800 Points):

You like thematic content jumpers? How about a variety of themes that even your rivals and villains will enjoy participating in? Well this perk has you covered! Your enemies, rivals, allies, and even your own faction will now act in a perfected form of whatever trope or style of character you want. Got a need for big, gruff, and tough goons? How about a villain with an honorable act to them? Maybe some ol'time villainy with a sprinkle of chronic self-awareness you can't get anywhere else? Well go for it and theme them the way you want jumpers!

10. Seasonal Advantage (Costs: 800 Points):

Seasons can be dangerous depending on your location, and even then after years of experience the odds of faltering during common activities often can still lead to accidents. This perk makes the seasons regardless of location submit to you in a well meaning manner. Now the season's harsher climate will only affect your enemies as you and your faction will be imbued with the required adaptations to thrive in any location during that season. The germans during WW2 didn't get to use this perk in their time of need when pushing through stalingrad, but that event won't happen to you or your faction with this perk.

900 Point Perks

1. Compact Designs (Costs: 900 Points):

Tailoring your assets to be reliably bulky but pronounced is one thing, but putting all those doohickeys' and Gizmos can be a serious pain… Now they can compact to wafer thin sheets with ease! Not only does your faction have the capacity to compress countless parts into thin wafers, but they increase your assets durability by an exponential value of 3, meaning that phone of yours is going to put nokia to shame and last longer with even more modern features than any smartphone company could beg to have available. Your personal designs also benefit from this, and even get a reduction of material costs to make them at only 1/4th the total quantity.

2. Impactful Zeal (Costs: 900 Points):

Excited Jumpers? That's how I feel with all these perks available! Regardless now everyone will feel a frighteningly potent level of energy and enthusiasm while completing their tasks and daily routines. This leads to improved mentality for everyone, not just you, and even guarantees them the same potent energy as 40 redbulls could achieve for an afternoon, across their whole lifetime at the same potency. Beyond pure zeal, people will be more impactful at work, increasing their effectiveness, efficiency, and general safety by 3x and their moods will never sink again to an unhappy and unusable state. They will be far happier, passionate, and quite frankly a very bubbly population.

3. Gliding Pursuit (Costs: 900 Points):

Helicopters to various planes, jets, blimps, and haulers… There seems to be no end of freight in sight and yet all of them require way too many things to get them off the damn ground and move their cargo to their next destination. Well I say

screw that! Now they don't require maintenance, yes you heard that right, all variations of cargo hauler regardless of the type of cargo don't need maintenance faction wide. Even more than that they don't even need fuel, they don't even need to leave the ground as they practically fast travel to their next destination in moments. Hour long trips turn to seconds, and it doesn't matter if there was a distance limit before, there isn't one now.

4. Feel That Mugging Sensation? (Costs: 900 Points):

So… about those cannons that we were going to talk about jumpers… some bloke stole the damn things! Even worse is that we have no way of knowing where the heck they ended up. With this perk here *Slaps Perk Window* Any attempted theft across your whole faction will be noticed, the destination will be known, and the culprits will be identified before they even touch your border going in for their ill gotten gains. The best part? Your faction knows exactly where they are and will respond to them with lightning efficiency so there won't be further worries when you apply this to your personal belongings. This also extends to your allies if you have the "A Secured Border" perk.

5. Sweeping The Nation (Costs: 900 Points):

So, Sabotage, it's a great song, but a pain when dealing with it on a faction to faction basis. Let's be honest here and mention that this perk helps with that. Sure they will be found and caught just like thieves in "Feel that Mugging Sensation?" However, this also alerts your faction to whom and where these saboteurs hail from, their exact details, common language, etc. This blows past any divination or other means of avoiding your (or your faction's) awareness.

6. Gazing At The Sun (Costs: 900 Points):

Preparing for war like any other time really, and even more so when the cards are down and enemies dot the surface of your world. Now is the time jumper, and for you and your faction preparation and readiness are one and the same, and both are cut down to only 1/16th the total time needed to be achieved. Not only that, but all assets you and your faction need to mobilize will do so within 1-3 hours depending on its size, with millions being ready in 3 hours, while a few legions would be within an hour.

7. A Blazing Start (Costs: 900 Points):

Pace sets reason jumpers, and even more so when everything is reliant on a steady and constant income of resources and supplies. This perk keeps the pace and sets it well ahead of expectations by 12x your factions starting pace, and that

same pace becomes its minimum from everything production or movement derived.

8. Readied and Set (Costs: 900 Points):

Getting to places and staying there if need be. All of members of your faction are readied for any event or struggle that could plague them, on top of that, they even have a set armory for each household just to be certain with enough supplies to last them several months and self-maintained sewage, water, and power to keep them from ever needing to rely upon your central grid and keeping them safe in case of shutdown, sabotage, or emergencies.

9. Feast For the Eyes (Costs: 900 Points):

Preparation is lovely, it's why it was talked about so much before, but to maintain the quality of life, sometimes people cut corners. Now for you and your faction, corners will never need to be cut to maintain and further any programs, assets, or developments you may have and in fact, they will be 8x more effective, durable, and reliable than before leaving future designs a greater yield of improvement for every development within its cycle.

10. Quality Assurance (Costs: 900 Points):

The hardest thing to come by with corporations and extremely messed up designs tailored to failure, also called planned obsolescence, can be a serious problem when fighting for centuries let alone a few years. Instead of your faction producing garbage products that will fail by design, yours will now be near immortal if treated properly with time. On top of that the quality has seriously improved, making everything 6x its base quality, and with further refinement can get to around 15x its base quality. For you jumpers, this perk provides 10x base quality for everything you make, and with practice, will exceed 20x base quality, or further with unblocker/uncapper perks (AKA Limitless perks).

1000 Point Perks

1. A Free Land For You (Costs: 1000 Points):

So that there can never be a day without joy, love, and appreciation to you jumpers. This perk maintains the right of your territory, either at work, at home, or a space you call your own. These spaces marked as your land will never be attacked, put in danger of any kind, and best part? Brings in people who want to be around you just for you being you, cause that is what really matters. This perk also makes the territories you mark a permanent slice of life styled territory regardless of circumstances beyond it, and all who enter will have that logic applied to them as well stopping lethality in its tracks and making anything dangerous comically silly and tame in comparison. At least it makes capturing them easier than pie.

2. Free Land for All (Costs: 1000 Points):

Or at least for your faction and its allies, because it gets boring being the only one having a good time. Your faction and its allies can claim territory within or outside its borders and that territory can't be contested unless the attackers have 12 times the number of forces you do, in which case they can contest and push against your allies' land until they claim it for themselves. If said land does become contested, enemy forces will slow to only 1/3rd their total movement, will slowly lose health at 5% every hour, and their equipment will have a malfunction regularly even if the equipment had never had a chance of failing in the first place. I'm sure their knees are weak and their arms are heavy while fighting in your factions/allies territory.

3. Tailored Perfection (Costs: 1000 Points):

Armor, weapons… it doesn't really matter if they get used by you, your faction, the vehicles they're attached to or even defensive installations… they will eventually wear and tear until they can't function any more, (Like my typing abilities). Now they self maintain, with adaptive parts that will self clean, repair, and recover from any damage they sustain… This won't make you immortal, but it will increase its durability and damage threshold by 15x its base value, and even better if paired with "Feast For The Eyes" those bonuses will skyrocket in value as they get further developed. The Best part as far as im concerned is that any equipment, gear, installation, structure, vehicle, ect will always update to the latest release design without needing to replace or intervene by updating them yourself… A must have for any self-respecting military force or faction.

4. Carefully Orchestrated (Costs: 1000 Points):

Well thought out, and often with plenty of backups, Sometimes it pays to have things ready and settled before beginning your next campaign. That's why every engagement you set beforehand will now always be in your favor. The enemies forces will fail to settle anywhere near your frontline, and will have 1/4th your total diameter of your border as a defensive barrier to any encroaching minibases/outposts or resupply points and anything they bring in within this border will slowly degrade at 5% every hour they remain within.

5. Planned Within Plans (Costs: 1000 Points):

Alright you damn tzeentch cultist take a darn chill pill. Jokes aside, your plans set in motion will now always have a set of backup plans you didn't prepare already set up to benefit you in case the ones you did make fail. This can be a simple plan to get a date that failed and ended up with someone picking you up for the evening instead, and after getting to chill at a friend's place playing halo if you wanted. The number of these plans are based on the size of your faction and the scale of your plans in general, with extreme military campaigns being infused with enough backup plans to drown the entire planet, just saying this can resolve even the most extremely convoluted issues produced by some "Chaotic" god.

6. A World Made for Freedom (Costs: 1000 Points):

And that's what we're going to make, cause there is no darn reason your faction can't supply its freedoms to the world! Neutral factions will flock to your faction's borders promising peace and unity, all to obtain those freedoms. Enemies whom are capable of changing for your benefit will do so, even if it's slower than the neutrals and they will eventually join you or vassalize themselves under your banner prepared to fight the nightmares that be.

7. A Truly Endless Horizon (Costs: 1000 Points):

As true to the name as it can get, this perk makes things endless, not just your ammo stocks, your fuel supplies, not even just your water, crops, and even the very air you breathe… This makes any potential across your faction, from developments, technology, even to old previously limited concepts will now find there to be an endless quality to them, allowing everything to continue indefinitely towards that endless horizon you see before you. This is a guarantee that everyone in your faction will have their capstones uncapped, their limited potential made endless, and truly all limits your people could face a misnomer of the past, have a real blast to the future jumpers, this perk has it all!

8. Never Forgotten (Costs: 1000 Points):

Have you ever taken a drawback that took all your perks, the information they provided, and the various assets you busted your hiney trying to make all because of some small juicy allotment of points? Well this perk bypasses the lost information at least, because all information you have earned, obtained, learned, or generally maintained every day will remain with you regardless of anything attempting to take that away from you. Your memories will remain unclouded and your thoughts truly your own. Most Importantly though, your mind can't be affected by any negative methods trying to hinder thought, action, activity, general memory, or even the bionics you place in there and best yet, it functions like a black-box keeping everything permanently yours even upon death!

9. Seen At Face Value (Costs: 1000 Points):

Honestly jumper, maintaining an appearance or aura is just a huge pain in the a when you could look the part and that damn End Boss in your jump just ignores you and goes for your followers believing them to be the boss of your party… (In other words they blatantly ignore you). It's just not fair, so with this perk you can garner any type of attention you desire, from single stares from across the way while enjoying some time at the bar, to getting priority when dealing with villains mid dialogue. It's all a show based on what you want, where, why, and how. The best part? You can change this faction wide if wanted, allowing your whole faction to go unnoticed because they just blend in that well, or making them so unbearably unique that everyone just wants to come and stare.**

10. First Before The Line (Costs: 1000 Points):

And the last to fall behind, you and your faction will never falter when holding your enemies back from your innermost defensive lines. While fighting on your home territory, all forces allied to you gain 5x hp, durability, morale, and most importantly, they can regenerate at blasting speeds, regrowing arms and even their heads within moments. This doesn't fully recover short term memories within the last day or so, but they will have all their mid to long term memories. Most Importantly, while on the defensive, your fortifications, structures, and general defenses are now 15x stronger, more durable, and possess a slow regeneration ability, recovering damage within 168 hours.

2000 Point Perks

1. A Door Left Wide Open (Costs: 2000 Points):

How dare they leave my door ajar, anyways jumper this perk is mostly a waste… don't get it. (That's a lie obviously). When engaging your enemy within their territory, there will always be a massive and quite frankly painfully obvious way in the enemy forgot to set up defenses for, and worst part for them, these obvious blind spots aren't even noticed by them, even when your entire 500 billion sized army is literally funneling through it until their men are getting attacked directly from the intruders. This also guarantees that your defenses never have this issue, as everything will be covered to the point where nothing that you don't allow will be able to breach your defenses.

2. Foreseen Circumstances (Costs: 2000 Points):

Hate how every form of divination and detection can be blocked by your opponent because they know all your damn abilities and equipment the moment you arrive due to a drawback? Well this keeps them from having the real details as it jumbles their information to appear like the real deal but all of it is misleading and will provide you an advantage when facing them. If you thought that was all, you're dead wrong, because this perk also allows everything within 4x your faction's territory to provide information as though unseen observers were scanning everything coming in. This also details everything from assets, function, current crop yield, bad weather, ect, everything that would affect your information space.

3. Elementary Evolution (Costs: 2000 Points):

Evolution perks are great, they allow everything to gain new features or to even merge them with something more powerful to make a near godly ability yours, and even then it can still grow more powerful with time and experimentation. This perk guarantees that those benefits apply faction wide, and even better, amplifies their effects 20x. A simple fire spell will eventually become "grand meteor storm" within weeks, and could even shatter worlds given time, but even better than that, they can be gauged and controlled completely by the user and said user will never fail to meet expectations regardless of factors met using their evolved assets.

4. Golden Hour Super Maxxed (Costs: 2000 Points):

You remember that perk a while back that made a week stretch like into several weeks or something? Yeah? Well now make that 20 months at least, and on top of that, time within those 20 months is completely normal and without worry of

messing up time or other such shenanigans. Why would you take the other and not this? VERY FEW HAVE THE POINTS. Also because this perk is just flat out better in every way. Besides that, everything you do within your time allotment is perfected, every skill, every trait, every boon, though to everyone else, the time amended doesn't happen at all, as you move this fast, as well as those affected like an entire faction perhaps, but will know this time is used for their benefit and often you may catch people taking their rightfully earned vacation during this burst of time.

5. Bored? No Not Today! (Costs: 2000 Points):

Boredom is my archnemesis and it eats at me every damn day. I make these documents and even bust my hinds at work just to get these done but damn does it suck when that feeling hits and I just want to take a damn nap. Well now boredom will never plague you or your faction, hell not even your allies that maintain loyalties to you completely. Yes this is relatively basic, but that wasn't all, those that want to be productive will have their productivity bolstered by 20x, and even more, will be inspired the entire time they do so, bolstering their work speeds by a multiplicative effect based on their mood, so if their very happy (Round 85% happy), then they gain an 8.5 times multiplier to their speed and they won't fail while doing so.

3000 Point Perks

1. Dramatic Flare (Costs: 3000 Points):

Yes I know jumpers, drama isn't everything in life but it can keep you entertained even when the world is literally falling apart and there isn't a way to make it any better. That's why everyone now has a flair for the dramatics, and the more entertaining you and your faction are, the better the benefits for doing so. You could act dramatically in a church while attempting to resurrect someone, and if everyone in that room found it entertaining, the long dead within the last 50 years or so will resurrect within your church ready to work and live a long life, with them being around 25 years of age in human years. (The example would indeed also affect pets). So feel free to be as dramatic and entertaining as you can manage jumpers.

2. A Goal In Mind (Costs: 3000 Points):

A Goal that often gets thwarted by all kinds of divinations and other various ways to read and interpret actions before they can be completed. That's why this perk

exists, to keep your enemies from finding out what you're going to do. This makes anything you have, from your people, to your machines, and everything in your faction's territory unable to be interpreted by any outside force without your permission. No information can leak without your say, and most importantly, nothing can read you beyond your body's movements.

3. Endless Energy (Costs: 3000 Points):

I'm certain you've felt exhausted, at least once in your lifetime. To keep you from feeling that way this boon will keep all of you, your faction, and your allies from ever feeling fatigue, unrest, exhaustion, weariness, nor a lack of motivation ever again. Your need to sleep will never lower and will always be maximized, your need for rest no longer a problem, and most importantly, everyone will feel a burning passion to complete their duties to the best they can. Sloth and waylaid problems of their form will never touch your allies nor yourself ever again, and most importantly, everything feels brand new, as tolerances and general adaption to events around you will never fail to benefit you again.

4. May Your Veins Be Plenty (Costs: 3000 Points):

Those resources you wanted unlimited quantities of? Yeah they really should have been that way from the start. Everything your faction harvests will yield 10x the total that should have been collected, your harvests can be obtained even out of season, and most importantly, all resources harvested now blossom and bloom even more as there will never be an end to them, every plant blooming around them a dozen more to replace them if they wilt or die, and this even applies to animals you harvest, with new born calves being born in decatuplets and will be perfectly healthy. Your people will also benefit from this in a more direct manner as well, and producing the means to maintain them will never fail to be accomplished as there will always be enough to keep them well fed and protected.

5. Home In My Mind (Costs: 3000 Points):

A home that could remain forever and you designed, or at least that's what people tell me their dream homes are like. For you Jumpers, this perk will allow you to construct anything you have in mind with literally just your mind, and the best part is that nothing can halt the progress of whatever you make except you. Need that mountain hollowed out to make a new fortress? It may take you a month after decorations are considered, but a month well spent. Need to make an entire city? May take you a couple years but the drapes must match dang it!

4000 Point Perks

1. Your Goals Are Mine (Costs: 4000 Points):

There was a perk a little while ago that let your people, and anything within your factions boundaries hide all information let out. That perk would be the antithesis of this, if you didn't pay more for this one. Now nothing can hide information from you, regardless of means, and most importantly there is no limit to range for this perk other than the Palishian barrier (Something only Divines worry about). Genuinely this perk will provide everything to the smallest details for you and your faction, and most importantly, you can dictate what goes where, and what information gets "Lost" along the way letting you decide who and what knows what. Enjoy the mastermind complex this perk gives you as a small sub-benefit jumper.

2. Rotation Speed They Said (Costs: 4000 Points):

Infinite Rotation they said? What do you mean that's pointless if there's nothing to use it for? Don't you know that this rotation can apply to anything, even the skin off someone's body? No? Yeah I didn't want to know that could be done either but it did. Either way, this is effectively infinite motion, allowing you to make anything unable to move in any manner, and can shift that motion on command within your factions borders. Need to get from one point to another really fast on a railcar of some kind? Now you can make its wheels move at any speed you need! Yes this is complete control of motion within your territory. What of it? They froze how many in place? Uhh… Just don't overdo it ok jumpers? Those are still your people afterall.

3. There's A Limit? (Costs: 4000 Points):

You know why having forced limits placed on you sucks? Cause most of the time you aren't even aware those were limits to begin with, let alone forced upon you. Now any limit that would keep you or your faction mitigated in some form fails spectacularly. Nothing can keep you from developing that super technology on that magically protected inter-reality you were sent to break apart. Best Part? This, while applied to your faction, also uncaps any limitations placed on them to the point where they can combine their benefits from your perks together, making population a new form of scaling benefit for you and your faction as a whole.

4. Haunted Memories (Costs: 4000 Points):

At least for your enemies there will be haunting memories. When you deal damage to any enemy faction, or to a greater extent your own faction those enemies will be haunted by your actions to the point of absolute fear. Your

enemy's morale will break upon the sight of your forces after their first encounter, their media will blow up with terror and rage, and most importantly, will cause a subfaction to rise from them, actively sabotaging their own people to try and earn your favor. Of course this always applies after your first encounter regardless of distance for their faction, and if there is no way for your enemies to be sapient enough to feel fear and separate from their faction… They certainly do after experiencing you for their first time.

5. Balanced Nutrition (Costs: 4000 Points):

Something that would normally require a massive set of different vitamins, minerals, and a series of different types of food all to maintain one person. Well now for your whole faction any food you utilize will be filling, fully satisfies every nutrient requirement, and most importantly is filling to the most comfortable level it could get. This applies to all food items produced, and also makes them safe for consumption for everyone, regardless of allergens they would normally have. This also keeps your people from getting sick, experiencing allergies, or generally getting unwell from a poor diet or available food stuff.

6. Trial Ahead (Costs: 4000 Points):

Have you ever dealt with a boss fight before? Yeah? That stupid big ominous door that leads you straight to them feels obvious right? Well what if I told you now any time you or your faction would encounter a boss or something equivalent there will now be a weeks noticeboard that pops up with their location, capabilities, and general stats to accommodate your need to raid them. What if I told you that even more than that you get to know what drops they have, the parts they use, and even the current number of people ready to replace them should they die and that same set of information being provided from their existence as well? Well this is the perk for you!

7. Set It in Reverse (Costs: 4000 Points):

Back it up, Back it up, *Crash* Back it up, Perfect! Has that ever happened to you? Property damage got you down cause your enemies keep mortaring your position? Just wanted to see a city in ruins restored to its prime? Well this is the best deal for you cause this perk modifies the local area within 250 feet of your factions borders or people, and allows that area to be restored to its undamaged/Maintained State, keeping your people from experiencing time based damage over time, or any other damage over time effects that would normally plague you. There is no Time Limit, Just Time Acceptance at this point.

8. Or Put Them In a Hearse (Costs: 4000 Points):

Did I get this line rehearsed? No? Dang it. Well either way when you kill someone while possessing this perk they will be guaranteed to die. No infinite immortal nonsense, no infinite clone replacements… The only thing that can even counter this are the lives I provide to you in my Gauntlet. More Importantly, This spreads to your whole faction, so Even if the most tough and stubborn ahole appears you can still clear them out of house and home and they won't know what happened or why they died in a permanent fashion.**

9. Paraded Into Town (Costs: 4000 Points):

Have you ever done so damn well that people just want to throw a party when you get back? Yeah me too. This perk guarantees that as long as victory or a worthy effort was made your faction will cheer for you and even willingly host a party or parade in your honor! Sure it may cost some resources here and there but it's worth having people happy and with high morals. This perk applies this to your allies as well, providing a permanent boost to their opinion of you for every achievement and victory you complete, but most importantly, this perk sways your enemies towards your side, wanting to vassalize under you the more outstanding you become.

10. Cause Hell Was a Home… (Costs: 4000 Points):

At least for your enemies this perk's name is literal. Everywhere your enemy roosts or sets foot, they will experience a serious fault of bad luck, including ruined crop harvests, failing terrain features, unnatural disasters, and most importantly, they will weaken the longer they stay as your enemy. Every day they remain your enemy the odds of their population spreading plague and sickness increase, the more likely they become listless and unwilling to motivate themselves, and most importantly, the more likely they will give up and join you.

5000 Point Perks

1. Garbage Day (Costs: 5000 Points):

Time to collect your garbage jumpers? Well it's time to make a dang change to that. Any leftover resources you have, waste product, or other unusable material can now be recycled for 5x the base resource they would have been worth originally, and on top of that their quality gets a boost based on the quantity of resources recycled at a time. The Larger the Pile the greater the gains by a margin of 8x per half a ton of garbage recycled. Why is this so expensive?

Besides it benefiting your whole faction this happens automatically with any waste receptacle and if there is a designated recycling center and waste pit for instance, those assets become a large pile of collected assets that will reach their total available space and then have all their contents recycled instantly, providing plenty of valuable resources, and the occasional rare find of some relatively alien technology that gets separated from the rest into neat piles of each resource to be used by your faction.

2. Universal Exchange (Costs: 5000 Points):

The philosophers stone is a great concept, but it lacks variety, or even the chance to make the damn thing. This perk has your back as it allows anything to be translated into the same quantity of mass as any substance, form, material, or even concept, any form or manner at a choice of whim can be made. Your faction can even alter materials into simplistic concepts like supply in order to reduce the varied material costs it would normally have.

3. Science Not Magic (Costs: 5000 Points):

Archeotech my dear jumper, it's what keeps the lights on when everything else is powered down. That's not magic by any means, just very powerful technology that's currently not understood well by you and your peers. That doesn't stop you from finding out of course, but this perk makes sure that's the case, not the exception. For you and your faction, all research categories are not only unlocked, but valid options for utilization, and most importantly, any type of "Foreign" technology can be processed with science and standard techniques of your people to make them into more… suitable alternatives for you and your faction's personal use. This applies to everything from Utopian Matter Constructs, to Aether, and even Uru. All opportunities for study are available to you now, and nothing can keep them locked away from you anyhow.

4. Ludicrous Speed GO! (Costs: 5000 Points):

Do you ever need to reach maximum vilocipy? What? No I don't know what it means either but there was this rotating banana. Anyway, this perk allows you to go vroom, and not just a oh this only affects you and people within your faction kinda way, no this makes everything faster, production, vehicles, reproduction for animals and the like. That means everything can move up to 50 times faster and there aren't any penalties for it, you can see normally at the pace just like anyone else could within your faction, and as for the reproductive part? Feels the same length either way cause your perception is distorted, same as your lovers. Enjoy feeling like Thee flash without the nightmares that it brings.

5. So Much Talent (Costs: 5000 Points):

That it just swallows you whole, or so they say, either way this perk is a doozy. Everyone faction wide becomes talented at any field they desire to pick up automatically, what's more that talent is literally on par with the greatest geniuses of older generations merged into a single person for each of your people, and for you in particular im certain there wasn't a limit on the things you desired to pick up from the beginning. To be honest this perk wouldn't be worth it though if that's all it did, so let's consider the fact that there is this level of talent… Now lets consider that it can be scaled by the number of people alive in your faction by 10x for each of those people, Now you understand why this perk is good, lets say you have a million people, that's 10 million times the talent people would normally have, let alone at the scale mentioned before, and that's per person on that persons basis, improving learning capability, general pseudo-knowledge bordering real knowledge, and the fact that they love and can easily pick up anything related to their desired topics off the drop of a hat, and you get this perk and its capabilities in whole.

6. Safety First (Costs: 5000 Points):

Sometimes being safe can make or break your day, afterall, when you can't get sleep and the damn nightmares your jump has had you fight for the last several weeks with minimal sleep won't stop coming it gets uncomfortably jarring and unworthy of one's time. This perk gives you spaces you can designate, a total of 50 of them that can be up to 350 meters in radius anywhere, those designated safe places can never have hostile forces find, nor navigate anywhere near their existing region, with the exception one can say, of your own allowance.

7. Cause It's Gonna Get Worse (Costs: 5000 Points):

That's why having a game plan is very important! Either way with a game plan or no, misfortune is going to befall anyone in your immediate area attacking or otherwise adding to your current situation negatively, and it's always something worse than what you're dealing with. Fighting a zombie apocalypse? Well the thugs attempting to mug you just taunted a damn Boney Behemoth and they just got splattered through several sections of an old apartment building. Regardless, you will suffer far less often, as anything wishing to induce suffering or misfortune upon you will have their own escalation accordingly.

8. Archeotech from Archeology? (Costs: 5000 Points):

You know, there aint no funny hat guy here right? One with a whip at least? No? Good… Now lets talk about our lord and savior Archeotechnology, as its often arcane, mystical, and so damn overpowered that many of the major factions in

every damn world I've been to have tried to claim it at one point. That's why you will more than likely purchase this perk, because it makes all those fanciful gizmos from every setting that would break their general powerscale now a obtained blueprint for you and your faction. Enjoy never having tech limitations again!

9. Simple Design (Costs: 5000 Points):

Ever need something simple? So simple in fact that it practically makes no sense to anyone and it literally would just be a damn box if you wanted? Well this perk makes that feasible, adding the functionality of primitive technology, backwards compatible hardware, and most importantly, self-built-in black box technology allowing everything you and your faction produce to be impossible to break down nor comprehend to anyone that isn't you. An Example, “Holstering your sidearm, the local mechanic of some backwards dirtball decided to break apart your rifle for repairs, the primitive looks at the two components currently making up your rifle, and looks at it astounded." “What the Hell is this?” they retort to you, “My Rifle, what of it?” “It's nothing, how the hell does this thing even run, let alone power itself? You said this thing is a… Laser rifle was it?” he questions, “Yep, that's all I need to keep it going, so can you fix it or not?” “Nothing I can do but stare at this damn thing, I don’t even know where to begin.” He finishes off his sentence with a confused look.

10. The Pleasurable Way (Costs: 5000 Points):

Sometimes jumpers, it's ok to take pleasure in the things you do, from making the big bad guy that's been hunting you die an excruciating death, to making pizza at home… Now everything from the simplest tasks to the most deranged and unsavory will bring a true smile to your face. That's not all though, cause this extends to all of your faction, but most importantly, while feeling the comfortable pleasure of your deeds you gain 10x the experience from it, those tasks and duties get completed 10x faster, and most importantly, you will never suffer mental breaks or general psychological harm or suffering while under this perk, as everything from the very laws of the universe out will maintain the pleasures you experience making your existence one of value to you. (This acts as a form of Co*k Blocker for those sadistic asoles that seem to rely upon your suffering for everything this perk provides. Screw those people, you're better in every way.)**

Items Section



Alright Jumpers, you know the deal, here in this section are items that could literally ruin or make a jump that much better, and worse yet… I have a fun exchange for you. For Those Looking For a Challenge, Provide your enemies with these assets, for each you get its value in points, and they don’r count towards your drawback limit. Remember that these are unlimited once provided to them, and they can reverse engineer them.

Other than that, these are all fiat backed like normal, can’t be taken away from you via drawbacks, if it needs power now it doesn't, and most importantly, the blueprints to these are provided upon purchase and are given to you and your faction as desired.

100 Point Items

1. Starting Gear (Costs: 100 Points):

Ah the humble starting gear, a light set of armor made from durasteel, a single deep deployment bag with 1 month of food, water, ammunition, and bedding, and

most importantly, your rifle and sidearm of your choice as well as a mess kit, a single digging tool, and most importantly, a research pad for exploration and discovery.

2. Something to Eat (Costs: 100 Points):

Bananas anyone? Well anyways this is an automated heated MRE pack generator that provides a single MRE with an extra entree every day. You can choose what it provides but most of the time it's just alright in terms of flavor and options.

3. Pleasure Seekers (Costs: 100 Points):

Recreation drugs and other paraphernalia anyone? Anyways this item is a single box that self-replenishes with *AHEM* any desired pleasurable substance or objects you may require, they can be swapped out once a day, and refilled at dawn every morning, everything inside also self-cleans by the way. (This is limited for sanity's sake, also because I know you degenerate to damn well.)

4. Mandatory Seasonings (Costs: 100 Points):

Salt and black pepper are just such an important staple to me, that's why this exists for such a cheap cost as this provides a single pouch 1lb in total capacity that fills with any leaf, herb, seasoning, or compound that you could need for “Cooking” your essentials. This pouch refills on command with any substance desired at the time.

5. The Endless Water Requirement (Costs: 100 Points):

Here's your mandate. I need an endless water container here, it does nothing else except provide endless water. The type of container can be decided upon purchase, ranging from a decanter, mug, water pouch, waterskin, canteen, barrel, and my personal favorite, an ocean. All jokes aside, anything larger than a 50L barrel isn’t going to happen. OH! Forgot, this also can change from clean safe drinking water, so salt water on command.

6. Friendship Bracelet (Costs: 100 Points):

The standard to make new friends, jumper! Anyone you give this little bracelet to will become a follower if they feel above neutral with you! Isn’t that great? Now don’t get too excited, this can cause the opposite effect if they are below neutral with you and will engage you in combat if they desire to. That's just for fun though right?

7. Identification Documents (Costs: 100 Points):

A standard set of documents to prove you're not a dimensional hopping weirdo doing lord knows what wherever you go and are really just some local. Either way, here are your standard commoner papers jumpers, they will update to your upstanding position if you have one in that setting.

8. Ammo Bucket (Costs: 100 Points):

Standard Ammo Container containing any universal ammunition you need, and no it doesn’t provide special ammo variants, just standard full metal jackets. This container can be any size below a 4ft crate and will autofill with any ammunition you require once per day, refilling at dawn.

9. Sunny Attire (Costs: 100 Points):

Need to go incognito, jumper? Well this is a standard set of civilian clothes for any setting you go to, and yes it readjusts to the local customs and all. The best part is that while wearing these, even with explosive fireballs coming from your hands everyone around you will find what you're doing absolutely mundane and uninteresting, (Except your target of course).

10. Recreation Requirements (Costs: 100 Points):

Gameboy? PS5? Maybe just a gameboard filled with Warhammer 40k Minis? Well now you have the choice of any one hobby you need to fill, and every item from that available stock you can summon on command to fulfill your recreation needs. The best part is that it comes with tools and paints if required, and are self powered with an unlimited supply as standard.

200 Point Items

1. A Cannon? (Costs: 200 Points):

Well Kinda, anyways this is any heavy weapon to any two-handed weapon you could want or need, as well as ammunition for 4 mags. The weapon doesn't need maintenance or repair, and most importantly, can recover its magazines once every hour per magazine.

2. Weapon Swapper (Costs: 200 Points):

A simple Tool to merge two weapons into each other, allowing a gatling gun to merge with a heavy rifle for instance, or a scythe with a sniper rifle. The two weapons become inseparable, and can be swapped in between with little to no effort or time.

3. Fair Balancer (Costs: 200 Points):

A simple Anti-grav plate that balances the weight distribution of your attached item, allowing it to be even on either side, while only weighing half its total weight.

4. Cargo Hauler (Costs: 200 Points):

A large vehicle, roughly a two person truck with a flatbed, that can haul up to 1,500lb of material from one place to another with ease. It's got enough room to comfortably seat an emplacement turret and 6 other people.

5. Freight Container (Costs: 200 Points):

A large container the size of a single cargo unit, able to carry anything within its 65ftx25ftx25ft interior and only weigh its original weight at any time.

6. Bug Finder (Costs: 200 Points):

Hate bugs like me? Want them gone from cyberspace as much as IRL? Just need to find that damn spider that's been stalking you all day? Well this handy detector has a small screen that shows you its exact location and can see through even your home's walls if needed. It's also self powered and requires a simple toggle of its power switch.

7. Portable Super Computer (Costs: 200 Points):

A Laptop with the power of every computer on modern earth combined into a simple, 5lb laptop for all your computing needs. Want to play games? It has every library on current 2025 earth, as well as any you upload yourself in a permanent

blackboxed container drive that never corrupts or slows down from use, it's also always clean and will even clean your finger tips for you. Its self powered and self repairing to, keeping it simple and compact for your every day use.

8. Auto-Picker (Costs: 200 Points):

Need something like an item magnet? Well this is close enough, it's an automated grapple turret you can place anywhere on your person, but preferably a shoulder, as this will pick up any items nearby you desire up to 35 meters, and will collect and drop it into your nearest container, like a backpack.

9. Enemy Radar (Costs: 200 Points):

Halo had the best idea ever, and I'm certain it was around before then too, but this enemy detection radar has a range of 150 meters, and will identify friends and foe alike uploading this information into any available interface, helmet, optic, ect. And if that can't be obtained, well, it will still have its infinitely powered display to help you.

10. Combat Rated Medical Kit (Costs: 200 Points):

A standard near infinitely durable medical kit that contains a diagnostic device, several doses of adrenaline equivalent, several doses of pain killer equivalent, and many bandages. This kit resupplies every 5 minutes, and contains enough to bring back a whole squad from death if need be. Also contains a single dose of revive for 15 people, and a defibrillator equivalent.

300 Point Items

1. Nano-Printer (Costs: 300 Points):

A standard Machine tailored for mass printing any resource, good, or equipment item you could need. Has infinite material and power, but it takes 3 hours per print job with tasks being able to queue up to 30 at a time. Best of luck making use of this outside personal niche, as this only produces 1 item at a time. It's only the size of a small flashlight though so who cares right?

2. Perpetual Generator (Costs: 300 Points):

Ever needed a generator on hand? This is a simple handheld device no larger than a 1.5L water bottle, and can generate up to 500MWH every minute of cranking it, it's completely metal as well and built for durability in mind. Last but not least, it also contains a Compass, built-in flashlight, and a set of chargers with universal adapters for any phone or other similar object, each of the 6 cables can reach out to 10ft each.

3. Repair Node (Costs: 300 Points):

A simple "Sticky" Attachable that can be used to repair structures and vehicles on the fly, outfitted with a self-repair module itself, as long as its not destroyed anything from a wreck to even the barest minimum of salvage can be repaired into working items and utilities, with a minimum of 1 hour needed per repair cycle. Has a handy light to let you know when it's done. It's also double the size of a softball, so it's easier to carry, but a bit bulky.

4. Growing Kit (Costs: 300 Points):

Need hydroponics anywhere? This simple Flashlight sized item can be rigged to expand anywhere from the open fields of a prairie to the rugged mountain caves, to even the inside of a bunker complex, it can grow anything within any environment, and most importantly, it's always either edible, or designed for utilities like cloth, medicine, spices, or timber.

5. Omni-Tool (Costs: 300 Points):

A simple tool with changing tool heads that can extend and retract to any length needed, up to 50ft, and can do any standard task needed for it. The best part? You can program it to do tasks while you're away or on lunch break. No larger than a Dewalt Hand Drill in size as an added bonus.

6. Automatic Upgrader (Costs: 300 Points):

A small button no larger than a human thumb, able to be pressed into any object, once applied, the object will upgrade a tier of its current state, and once done, will be dramatically improved by 25% in all functions it is capable of. This upgrader is limited to thrice per structure, object, or item and once the thing is fully upgraded, cannot be reverted to an non-upgraded state.

7. Restocker (Costs: 300 Points):

Need something to restock your shelves, supposedly infinite item generators, and maintain your base's standard duties for the day? Well that's what this does, and it's the size of a thick double stacked pen when compact. Once installed the small structure can be designated to collect from various regions, and will collect and store anything requested where you tell it to. This only has 90% efficiency with any tasks you give it, but it's automated and doesn't need maintenance like people do.

8. Genetic Alterations (Costs: 300 Points Each):

Need something cute like cat ears? Want a built in rifle in your arm but don't want it to jut out or replace your current one? Well thats what this does, provides a fiat backed organic augmentation or genetic alteration to provide you the comforts you deserve. Yes this can make you an elf with a long life, but its several separate payments for the ears, magic affinity, and most importantly, physical alterations.

9. Cybernetic Augmentations (Costs: 300 Points Each):

Want an OP Sandevistan? Want to make it function like a kerenzikov as well? That's two separate purchases but sure we can make that happen. This just like "Genetic Alterations" allows you to modify yourself into the super cybered body of your dreams. Each augmentation is sold separately.

10. Prefabricator (Costs: 300 Points):

Simple, an easy to use tool that produces prefabricated structures the size of a briefcase, that can be deployed anywhere you need them. Its upper limit is a 150ftx150ftx150ft structure, but anything below that is possible if designed properly. Most importantly, this allows the production of various facilities for a proper base, but the printing times leave something to be desired, at 15 hours per print, with a queue of 35 possible productions at a time. It's the size of a small laundry hamper.

400 Point Items

1. Terraformer (Costs: 400 Points):

A naturally Unnatural tool that cultivates and alters the local terrain within 50 miles of it to whatever terrain, biome, or superflat you desire. This thing is heavy though at 500lb and is the size of a small industrial grill, but it's worth placing down where you need it.

2. The Cooler Omni-Tool (Costs: 400 Points):

Ahh… The matter manipulator… My favorite tool in all of fiction. Contains enough inventory for 800 slots of different items, a stack limit for any item of 800, and most importantly, a 5mx5mx5m digging surface with auto reinforcing sub struts that get placed down after mining out the terrain, keeping it stable, safe, and most importantly, easy for surface return. It's the size of a 1911 pistol.

3. “Instant Builder”™ (Costs: 400 Points):

A Slow building asset that takes 10 Flippin hours for an instant fa builder. Anyways, it can construct anything, is the size of a hand towel in your hand, and can be placed anywhere (Which will be needed due to the freaking wait time!), but most importantly, it self sources its own materials keeping you from needing to supply them.**

4. Insta-Shelter (Costs: 400 Points):

A sleeping bag sized shelter that can pop-out when requested. Very useful as its built-in hammock/sleeping bag, indoor light, full 300/-300*f shielding, and airtight sealing door makes it safer than a small bunker, with the ability to take a full nuke from 5 miles away and still keeping you alive, but possibly concussed and more than likely a little burned. That bear that would have attacked you though? Couldn’t even budge it.

5. Fortifier (Costs: 400 Points):

Structures suffer from a common issue of being too damn weak to use. This fortifier, the size of a small door console (An Ipad in size) can reinforce any structure or door and continues to make it stronger the longer it's on there. “Self-supplies its own materials on demand, and can make a door the strength and durability of a 15-inch steel vault door within an hour, it's no wonder people rely on the fortifier!”- A lame Advertisement.

6. Reliability Sticker (Costs: 400 Points):

Need something to become extra reliable? Maybe a more secure method of guaranteeing that reliability hmm? Well this sticker can be slapped on anything and it will work without materials nor wear and tear anymore! Sadly, this sticker is just that… a sticker, and if someone picks the damn thing off it won't work anymore. Keep that in mind ok? Comes in a pack of 30 each.

7. Stealth Generator (Costs: 400 Points):

Feeling sneaky breeki? This generator produces a field 15ft in diameter from top out in a half sphere to to surface. This field generator is the size of a portable light stand and can generate this invisible cloak for 30 minutes before needing to recharge for 3 hours. Why is this bad? Because it can be seen via thermals or harmonics easily.

8. Shield Generator (Costs: 400 Points):

Ahh… Wart Wart to you as well?… Why are you looking at me like that? Anyway, this is a 15ft field generator for a shield barrier that can stop any projectiles that would enter. Sadly it has the same issue as halos where melee can still penetrate easily.

9. Deposit Terraformer (Costs: 400 Points):

Similar to the All purpose terraformer option from earlier, this one is instead specialized to make matter deposits in the form of various ore veins, deposits of valuable commodities and the like. This produces 100 tons of ore within the top soils of your designated area every day, so feel free to begin excavation.

10. General Labor Amplifier (Costs: 400 Points):

A tower the size of a human man (5ft), with the ability to double the work speed of anyone nearby within a 150 meter surface area, and yes this works through walls fml. Seriously, this thing is like 25lb and really can't be carried forever, but it's helpful at base, what do you want from me?

500 Point Items

1. Reeler (Costs: 500 Points):

Also referred to as the "Auto Looter Tool" this device is a small tower that stretches to 15ft up, and pulls loot from the dead, dying, or otherwise unusable masses from within 500 meters of it, and collects the possessions normally available, cleaning them in the process. This includes butchery and processing them into sealed containers for future use. *FYI CANABALISM AIN'T MY STYLE* The Reeler can then be compacted into a water bottle sized container for rapid deployment.

2. Auto-Fisher/Breeder (Costs: 500 Points):

Can't tell you the value of having and raising fish, but most importantly, raising them anywhere there's a large enough water source to do so. That's what this does, and even produces a large body of water, nearly 8 tons of it in fact, just to maintain a fishing population, but those little feeders ain't going to feed you now are they? So when they eat our patented pellets™ they will grow to be the size of a full adult male human, and can easily feed the family… just don't let the autofeeder run too long ok? Our company isn't responsible for any Kaiju that appears due to your negligence.

3. A Tank (Costs: 500 Points):

Or really any vehicle below 50 tons in size, cause you are worth it, jumper. This does include air vehicles, sea vessels, and any land based vehicle you can think of or design, with a patented designer holographic interface to allow you to test and redesign on the fly… we hope you enjoy your purchase. *Note*: this only provides one vehicle at a time, but the blueprint for whatever you make is provided faction wide and to you as well.

4. Healing Tower (Costs: 500 Points):

We Need a MEDIC! NOW! All jokes aside this healing tower is a small 0.5L water bottle with a moving top that screens and produces a healing beam that repairs any damaged people allied to you, this can be modified with other purchases to give it construction capability as well if desired. It heals roughly 5% of any damage taken per second, but runs out after 5 minutes of usage, and requires an hour recharge afterwards, or with a charger, only 5 minutes. (Keep a generator on you).

5. Terrain Surveyor (Costs: 500 Points):

Need to know what's under your feet? Me too, that's why i bought this handy dandy surveyor for my ore craving needs! Gives a full scan of everything within 500 miles, down 500 miles for any available deposits and other various resources you may desire, and best part is, it's the size of a 15L Jerry can. What? That's a lot of power to have in a man portable don't you think?

6. Auto-Chef (Costs: 500 Points):

A self-contained fridge with arms, this thing contains enough food to feed an army! With enough storage capacity and food generation capabilities to boot! This Auto-Chef makes any food you crave, and will with adequate quality, produce and provide them to you within a few minutes of request. Do Note that its a heavy 225lb container rig with no mobility, and requires several people using its handlebars located towards its base just to move it.

7. Power Armor (Costs: 500 Points):

POWAH ARMA!!!! Anyway… its my favorite thing in the world, a set of armor that can flippin carry itself and my fat as*... It makes me so proud. This produces a single suit of any powered armor variant you can design or think of, with various options and a similar interface to the "A Tank" Item, allowing you to model them on the fly, do note this only provides one though.

8. Augmentation Utility Modules (Costs: 500 Points each):

Need a grapple hook? Maybe several? Well this AUM is designed to produce any such attachments for your armor and equipment, allowing rapid changing capabilities while actively in combat. No, these won't change on their own, they need to be programmed first, and yes that does mean these need to be bought one at a time, but it's worth it don't you think?

9. Auto-Prefabricator (Costs: 500 Points):

That last very useful prefabricator was kinda dope, but you know what's even more awesome than that? A hands off version. That's why this prefabricator can produce anything from a 450ftx450ftx450ft structure or smaller, and can do so within an hour, best part, you can que as many as you want. Sad part time… It's the size of a damn water tank, at around 8ft tall, and 5ft wide the damn thing only has a single terminal and even though it's fast, it takes forever to move it. It's also 650lb I'm pretty sure… so be careful when moving it ok?

10. Utility Channel Tool (Costs: 500 Points):

With every single factory building game available right now, this damn thing is a very handy tootsie. More importantly it can produce any utility and pump, plumb, and funnel anything you need wherever you need with infinite production, it's even the size of a handgun and produces near instantly… The catch though is that it can only do transport, liquids, solids, waste, and gas. Everything else needs a more specialized tool to manage it.

600 Points Items

1. The Ever Trusty Lever (Costs: 600 Points):

Ever need a lever that can lift anything without stretching or increasing in size? Well thats what this is, it allows anything placed between it and another surface to move with extreme precision, and more importantly, accurately and safely.

2. Ordinance (Costs: 600 Points):

I Don't Come to Play around jumpers, I Need my damn cannons NOW! All jokes aside, this is just the average limitless ammunition, heavy cannon that can fire anything from 60mm up, and can be designed and tailored for your needs. The largest this caps at is a 600mm Barrel, but everything else around it can be designed as you like, for instance, a mech, a vehicle, or a barely moving artillery platform with 6 separate barrels firing 425mm shells, up to you.

3. Complete Body Reformation (Costs: 600 Points):

Good morning, uhh… What the hell did you call this species again? Doesn't really matter, but anyways if you can't tell this is a form of surgery to allow direct manipulation of your body to tailor it to your needs and ends. Need to grow to 15ft tall with massive muscles that can lift buildings while hauling 500 tons of material? Got your back with this one!

4. Equipment Updater (Costs: 600 Points):

Sometimes I just really need to update all my old hardware, there turns out to be a new reliable alternative to your equipment currently on market, and it's far more powerful in comparison… Well that's at least what they tell you, cause this updater allows you to improve any assets you possess into their newer updated model without replacing the good reliable parts you possess, and also improving its overall capabilities, framing, and general comfort as an added bonus.

5. Present Time Watch (Costs: 600 Points):

Need to compress your personal time while keeping in line with standard time dynamics to keep you from damaging your current time stream? Well yeah… That was the guess. Regardless, this allows you to compress 20 hours in 1 second, so it's really useful if you just need more time in general. Sadly it can only be used once every month, as time needs to recuperate after its use. You also only get 5 seconds, or 100 hours per use.

6. The Rocket Socker (Costs: 600 Points):

Need a really mean hammer, and I do mean a really mean one? No? Then don't get this cause this damn mace, maybe even a sledge hammer, can hit anyone in the groin at any time. This does displace the head of the weapon when swinging so even if you target their head it will hit them in the family jewels. Just so you know, it also hits women in the same place, no judgements here.

7. "Standard Packager" (Costs: 600 Points):

This is an automated packager that can make any object of any size shrink down to the size of a small 5in^3 or for those not math oriented, a 5 inch cube, it weighs less than 1lb if it weights more, or 25% of its total weight if lower, and can compact anything that's larger than 5in in size that's not a lifeform dead or alive.

8. Obedience Collar (Costs: 600 Points):

I… Why?!! No this… ~~This can't be allowed. Why do you keep trying to…~~ so… I hear you need something a little… Scuffed. Well I can help you with that… for a price. Same point costs apply, just send them to me when you're ready for this thing ok? Anyways, this is an important device for enslaving anyone or anything to your whims, allowing complete control over them and guarantees complete obedience to your whim and fancy, just sign here… and here in blood. Thank you for your purchase.

9. Life Capsule (Costs: 600 Points):

Let me guess… Is my gauntlet too hard for you jumper? Well this Item doesn't get a blueprint, it's a chance after you get the one, every year, or for every 10,000 threats you kill, you get 1 replacement life out of your 5 you start with. They can be stored for others to use if you don't need it.

10. Escape Tool (Costs: 600 Points):

Need a get out of jail free card, but all the jails are overrun by zombies? Well this handy little tool will provide a means of escape, with one use per tool. These tools are cheap to make though so it shouldn't matter. Either way, weather it be slipping through the floor, jumping out a window onto the sidewalk unharmed, or just jumping out a burning vehicle to be placed 500 meters away from the crash site on your feet, this tool has any means you need to escape.

700 Point Items

1. Blacklight (Costs: 700 Points):

Not like this type of device gets used anyways right? Yeah, yeah, just put it over there in the unused pile… OH jumper… I didn't see you there. These? Ahh… Oh these are a handy dandy flashlight. What do you mean that's not a good purchase? This thing has *Looks at the back of its box* the ability to produce an unseeable light to anyone not the wielder or their allies and causes blindness within a range of 150 meters, or 15 meters around the area it is pointed towards. Why wouldn't you need this?

2. Handy Randy Dandy (Costs: 700 Points):

This is an inflatable man, Yes the stipulations here are stupendous, however, They are a perfect taunting tool to keep anything not you attacking not you. To better explain this is an immortal and near invulnerable inflatable that draws the attention of any would-be attacker, and has them focus on it instead of those around you in a 15ft range.

3. Sweet Tooth (Costs: 700 Points):

This is a single large (Comically oversized even) molar, that when utilized produces candy at an outrageous pace, you could literally overstock any shop or candy shop for the next 10 years with this much candy. Anyway, the tooth has 10 uses, each use gives it a cavity that steadily grows worse the more it's used, until it rots into an unusable mesh on the ground. For near unlimited candy though, its worth. Also please note this is an item, not your teeth.

4. Crate of Everything (Costs: 700 Points):

Ok, This one is weird, oftentimes this crate is considered a form of lootbox with one caveat, press the big red button, and the loot inside randomizes into anything from the current dimension you're in. Playing Yu-gi-oh? Well this may have a chance of generating any of those wonderful god cards, or a lot of fodder cards, either way. Also no, because this item feels lazy to me there is no limit to your button presses, go hog wild! You darn gambler you.

5. Tactical Scientific Medical Kit (Costs: 700 Points):

Ahhh… I NEED a medic BAG! All jokes aside this is a very powerful medical kit tailored for repairing some of the most grievous wounds one could ever deal with to strange and unknowable wounds that only appear skin deep. Ruptured limbs, lost body parts, and even near death can be cured with the medical components

inside, with 8 separate needleless dispensers, 18 self sealing bandages that restock every few minutes, and a series of larger scanners and deboning tools for breaking into more serious separations of tissue like a bullet to the head or a severed heart.

6. Mission Board (Costs: 700 Points):

I know that most of you want this to be cheaper, after all its a simple display that provides simple missions to complete like radiant quests, and allows you to accumulate points in a slow but steady manner in comparison to the normal. However, this board provides more extreme missions as well, which provide large quantities of points as well as different rewards as a sweetener, so enjoy going on those quests to slay the hulking juggernaut, just bring the kit needed to do so ok?

7. Retrieval Bank (Costs: 700 Points):

Forgot your keys again? It's ok, this handy box will collect any missing items that belong to you and teleport them to you. If they are borrowed by a source you trust, their name and appearance will pop-up to state where they are and their intentions with it. Otherwise, if stolen the materials will be returned, and the police will be notified of the theft automatically.

8. Silence Gel (Costs: 700 Points):

Man, if only silence was a liquid, I could wet my clothes in it and never make a noise again! Well that's the idea behind this gel, it's tailored for absolute silence, and guarantees that anything it's smeared on will remain that way, even if it's blown apart, its material hitting around you like shrapnel won’t even make a sound. Comes in a 12-ounce container.

9. Compactable Atomic Kitchen (Costs: 700 Points):

Ever needed to utilize a series of common household appliances like a coffee maker, a heated pot and stove, or even just a good light for those dark nights? Well here at ATOM INC. We have the solution for you! This kit comes with a self-powered light, self-heating pot, self-powered and supplied coffee maker, and last but not least, a recharger powered by our glowing atomic technology! Never worry about power, heat, or light ever again! (These don’t use materials composed of radioactive substances, it's just the branding). Please note that the container for these assets are in fact, the size of a small brief case, and uncompact into a proper work station for cooking within 2-3 seconds after pressing its activation button with the standard near full circle with a single line atop it.

10. Clear Mutagenic Serum (Costs: 700 Points):

I’m certain that you want to know what this is jumper, after all, it's a clear vial with a cork, that contains a solution that sloshes with a strange cling to it, and I'm going to be honest with you, you shouldn’t drink this outside a clean area with nothing touching the top of the vial but your lips once opened. This Vial Contains a mutagenic compound that's so complex in its simplicity that it would terrify anyone currently doing research on similar substances. Anything that takes this substance gets over the course of a single week double their natural stats, their physical structure adapts to their environment rapidly, and so far as my own testing has confirmed, anyone who has taken this will stay in a state of evolution and adaptation until their meatsuit expires. The capabilities your body can accomplish can be pushed well above expectations with training, so push it to the limit, cause there isn’t one anymore.

800 Point Items

1. Archeotech Augmentics (Costs: 800 Points):

Need something with some serious kick, jumper? Sure, just sign here and here, oh can't forget there, and that's 800 points… What? Oh! You already paid upfront? Wonderful. This set of augmentations are series of self-administering and self-installing oddities that range from psionic nullifiers or amplifiers, to limbs that triple the capabilities a normal one would have, to even producing infinite resources or just straight up becoming an immortal lifeform that can only die from being beheaded or having their head destroyed outright. Either way, feel free to go hogwild with these, just know that you buy a single augment with each purchase. Yes… they are indeed that damn powerful.

2. Nano-Forge (Costs: 800 Points):

A Self-Installed augmentation that allows the user to process any materials within their area and convert it into energy and mass at a whim. It's a slower process, similar to digestion, but provides the ability to reinforce or alter the form you have to suit your needs. This nanoforge also has the ability to merge and replace limbs with better substitutes, provides immunity from most forms of nanoplague, and most importantly, allows you to manufacture or design anything within an hour in comparison to days, depending on scale and available resources. A special note is that your nano-forge has your brain tied to it, allowing complete brain destruction without killing you, and repairing it after 24 hours outside of combat for recuperation.

3. Star-Forged Materials (Costs: 800 Points):

A series of advanced super materials that can be shaped and formed by sculpting them with your hands, thoughts, or with tools of your preference. These materials are more than 500 times more durable than tungsten carbide, while maintaining half the weight of titanium with titanium's tensile strength intact. More than that, these materials can be shaped to work as anything from limbs to tools, really anything can be made with them easily, and once done, can be made to maintain their shapes unless told otherwise by their forger. You get 50lb of this material every year, but you should have the recipe to make more on your own.

4. Deployable Vehicle Printer (Costs: 800 Points):

This pouch sized object can produce any vehicle you have blueprints for with its own locally sourced materials, and stated materials won't detract from the vehicles base capabilities, general durability, toughness, ect, from its standard

material requirements. This deployable can be undeployed easily by pulling its top and twisting it to the left, or by doing the opposite during activation.

5. Centuries Regrowth Sapling (Costs: 800 Points):

A very powerful plant here, this thing when planted in any soil regardless of terrain or general planetary conditions will provide a near primordial ooze that seeps into the local soil, with each passing day the sapling will grow in size and with it plants will begin to grow from that soil. Tested on venus, neptune, mars, a barren rock in the middle of nowhere, and funnily enough next to a burnt out nuclear reactor. All of which provided sustainable but mutated flora that eventually reseeded the area in plant growth. Once the sapling becomes a full tree on its own, it will begin to form strange pods of organic material that house something squirming inside, these are mutated fauna that are designed to live within the local habitat and results with this can vary. Regardless of other factors, this plant is a godsend for those looking to terraform a planet without waiting for their terraformers to output enough to get the job done, and this sapling won't even need to spread to complete its objective.

6. Runic Augmentum Permanence (Costs: 800 Points):

Don't care for the fact that I've forbidden the use of archeotech in the forms of magical or psionically adept means? Well this is kinda what you're looking for. A variation of archaeo-technology, this applies permanent enchantments common to magical items directly to your selected item when purchased. These can vary from any form of the aforementioned types of "forbidden" technologies, but this option of course cannot be applied to your person by any means, nor should you, it's often a serious liability when something wanting to eat its powersource sees you instead of the object.

7. A Real Starship (Costs: 800 Points):

From only 500 meters, to over 180km in size, you can make your own starship with this handy dandy designer today! Just note that you will be expected to maintain it on your own, design it with some recommendations, hopefully keeping it functional, and of course, applying any technologies you've unlocked along the way to improve its design, feel, and general capabilities/statistics.

8. Data Compression Block (Costs: 800 Points):

Got a mountain of data but no means to store nor transport it? Well this handy dandy block can store 480 Truvia, or roughly 4.9x10^5^8^25 times the total data of the known universe and is small enough to pack in your backpack or even, funnily enough, your pocket, only being a 2in cube. Your data is also safe as well,

as this device cannot be damaged, nor corrupted by any known means. Comes in various colors from black to white, and can be styled upon purchase!

9. Reinforcement Gems (Costs: 800 Points):

You ever need something that can slot into any item, equipment, vehicle, ect, but can only get some paltry enchantments or even some basic upgrade spheres from final fantasy? Well I've got good news! These reinforcement gems self-slot into the item where you place it, and most importantly, come in an arrangement of preprogrammed options that make them tailored for your build! Need a sword to emit black flames that can cut void beings with ease while maintaining your gothic look? Say no more! Because these gems can have any archeotech effect applied and installed with ease! Better yet, these gems can be uninstalled without damaging them as long as you're the owner!

10. Centuria Ambrosia Computer Triplex (Costs: 800 Points):

This wonderful supercomputer is abnormal to most lifeforms as it is a massive superstructure the size of entire galaxies compressed into a single triangular laptop, its computing power can produce perfect instances of our reality in real time, and even compress countless decades of time into mere seconds. Its total operational capacity is 480 times that of our known universe, and I'm told by some of my peers you can even run a full omi-glot (A complex of alternate histories, muti-verses, and interconnected realities with subdimensions) without breaking a sweat.

900 Point Items

1. The Dreadnought (Costs: 900 Points):

Need a massive ship ranging from 180km long to 340km long? Well we got you covered as this behemoth

2. Resource Seeds (Costs: 900 Points):

Do you ever need a form of seed that can grow any resource you designate it to produce anywhere you place it in? Well that's the reason these seeds were designed. Effectively a form of infinite growth that continues to produce materials from time alone, these seeds will make sure that your resource needs are met in an affordable, sustainable, and profitable manner.

3. Trans-Dimensional Holsters (Costs: 900 Points):

You ever wonder why it is that characters from various sci-fi franchises and even some magical ones can just hide their weapons in thin air? Me too, until I found out about these odd holsters. They produce a pocket reality to hold the item stored in them, from a sword, a spear, some sidearm, rifle, it could even hold a damn mech if it wanted to. These holsters maintain this without energy so they don’t show up when walking around with them, and best yet, nothing else other than their user can even hope to access the items stored inside!

4. Rejuvenant (Costs: 900 Points):

A wonderful substance that can be stored in any container, and dispensed by simply applying it to the skin, it removes blemishes, damaged tissue like scars without harming you or opening up a wound, removes damaged teeth without pain, recovers lost limbs in seconds, and can even cure cancer! Who would have thought that the answer was in such a simple protein arrangement? Comes in a 6oz bottle. Note: These effects are immediate and only a drop, even if diluted in water, is enough to resolve these issues.

5. Polyplex (Costs: 900 Points):

It's plastic, it's a resin, it's a useful moldable resource! Who would have thought that something that handy ever existed from simple silicon chains? Well either way this immortal material that's outlasted even the stars will be available to you today! It's a material as reliable as plastic in terms of production and flexibility, while maintaining the strength and durability of 5x that of steel! All you need to do is shock the instructions into the material using its programming rod that comes in its package and you too can make anything without lifting a finger! My

Minis are even made out of it and it pisses off everyone at my local game shop! Woo!

6. Ditrex (Costs: 900 Points):

A Ditrex is a strange and really difficult to understand omni-tool, it has the potential to break down all objects, substances, and correlate its base data, its composition, and of course, its history and provide that information within seconds of breakdown. This device is also known to be able to produce a series of sequenced substructures that form into a near crystal like structure, these structures are then used to form advanced reinforcement layers in the objects it constructs. Anything else it produces for tool heads and the like are used for a specific fitting or niche which was adapted for its current requested work type. Otherwise, it's just a better faster working matter manipulator with unlimited storage capacity.

7. Omnific Learning Core (Costs: 900 Points):

Skill trainers are a technology that has long evaded mankind, but desired like gold. This learning core is capable of developing the skills of an individual to expertise within moments of reading, but unlike a skill trainer which focuses on one type of skill, this instead applies to all skills at the same time, allowing near instant processing and improvement of the users capabilities.

8. Self-Repairing Resin Sprayer (Costs: 900 Points):

I'm certain you also produce minis jumpers, but this thing is like necrodermis's second more plastic cousin with an upgrade! This sprayer produces a series of binding polymer chains that hold to any substance, binding its material composition in a fractal formation and forcing the material to fuse with it. This sprayer comes with 5 bottles 12oz in size, and can easily be refilled by attaching them from the bottom holster.

9. POWAH ZIP! (Costs: 900 Points):

Have you ever heard of xeno zip jumpers? Well it's a drug from the "Alien" franchise made from the royal jelly of xenomorph hives. This Xeno Zip was capable of making a human stronger than 18 men, psychotically aggressive, produced a kill thirst in a normally sane person, and also made them generally around 8 times better than a base human taking nearly 3 clips of ammunition from an assault rifle before finally dropping. This is 5 times stronger, without the negative side effects of killing thirst, and hyper aggression. One dose is enough to make this permanent, but with several doses you can even increase its overall capabilities by a margin of 2x for each dose taken. This only provides a single

dose due to its overall strength, but you should be able to make more with the blueprint provided.

10. Self-Improving Magazine Box (Costs: 900 Points):

I understand that you don’t really feel that ammunition is a problem. Ammo however, can be less viable depending on the enemies you face, and the dangers they produce when fighting you. However, this is no normal ammunition box, as it produces increasingly better ammunition that evolves depending on usage and general threat of the local region. Facing a nightmare from warhammer 40k? Well this will produce anti-matter ammo that literally rips your target into oblivion without leaving bio-matter for the tyrannids to break down for later! The same concept applies if you're fighting larger targets like mechs, starships, and even living planets! Just know that this box is roughly a 5ft cube, so anything bigger can’t be made in it without modifications on your end. Happy tinkering and warring jumpers!

1000 Point Items

1. Anti Material Weaponry/Ammo (Costs: 1000 Points):

You know why you're picking this, but you don't know the severity of your request. These weapons, ammunition, and the means to make them, are capable of deleting material objects with ease. This isn't where materials just get obliterated and leave remains, or are too damaged to function by normal means, nor is it a form of deep penetrator. These types of weapons instantly remove all matter upon contact, leaving a void where a single man would stand. You get a single rifle of your choice with 3 magazines holding 30 rounds each. Enjoy the carnage jumpers.

2. Recycling Processor (Costs: 1000 Points):

You wouldn't think a universal processor that can recycle any material or substance would be valuable, but they are too powerful to have for cheaper costs. These allow anything, from dirt, waste, metals, scraps, or even slimes and gasses to be broken down and reused in any form of compressed material. These processors are also fast, after being loaded with the materials provided, they produce a set of cubes worth 1lb of material each, that are instantly produced and dropped down a slide directly to you. (This is based off the "Material Recycler" from Prey) These have a storage capacity of 30 tons before needing to process the materials.

3. Exotic Materials (Costs: 1000 Points):

Need something really odd and near unfathomable to those who've never seen these before? Well now you too can have exotic materials utilized in your productions with this handy dandy material swapper. It's set to make the materials indistinguishable from their more common counterparts, but adds a level of difficult to manufacture ability to them for anyone attempting to replicate that stated technology. Even more so, this material swapper can apply this effect to anything you have, and even can be built into any processing line to make the items crafted, or materials manufactured truly only knowable to you.

4. Prediction Augmentum (Costs: 1000 Points):

Have you wanted spidermans danger sense capabilities but wanted to know what it was that was attacking you, why, and where they were coming from before they even realized they had seen you and needed to engage you in combat? Me too, that's why this handy 5 second prediction chip was made. It can tell anything that could happen within 5 seconds with 93.8% accuracy, allowing near unpredictable changes to time without needing to alter it at all.

5. Cherry Red Matrix Co-Processor (Costs: 1000 Points):

An advanced co-processing augment, that can produce any alteration or change needed to complete an action and set a pre-planner for any actions you want to take before needing to take them. If life were a DND tabletop game, this would be the equivalent of planning your actions while fighting or crafting, and allows V.A.T. Freeze-Time for you while you plan your next moves. This starts with a total of 8 actions you can pre-plan and engage before a 6-second period of time is completed, allowing rapid and near unpredictable interactions nothing an unaugmented person could catch.

6. Digital Matrix (Costs: 1000 Points):

Most think of this strange augmentation as a form of digital storage and access point that could produce a series of programs and activities without needing to communicate with any electronics. These statements would be correct, if it weren't for the fact that these digital matrices are far more advanced than even quantum computers. A single Digital Matrix allows the user to connect to any device or electronics without needing to make a connection directly, or through any available access links, meaning it bypasses its security by default. These augments also can produce any needed real time data like calculating a blueprint that would work to fulfill a need like climbing a strange material wall that's impossibly slick, or needing a weapon that can shoot through wormholes to hit something too far away to see.

7. Blight Engine (Costs: 1000 Points):

Need to remove some type of damage to your plants like a form of plague? Well that's not quite what this does. These blight engines are actually an advanced generative device that alters terrain and local lifeforms into a more compatible form to you or your set preferences through the engine. Want to harvest Tiberium in a world without it? This will cultivate lifeforms and plants that grow the mineral through them and when they die, plant them deep in the soil to terraform it.

8. Corruptor Seed (Costs: 1000 Points):

This is an odd item, it allows the process of changing the genetic sequences of another life form, like say a cow, and turns them into the programmed lifeform like a human. These seeds are only provided 1 at a time, but once swallowed will change the lifeform to the preset organism currently loaded into it.

9. Universal Growth Chamber (Costs: 1000 Points):

In need of a means of cultivating life without needing some form of advanced genetics laboratory? Well this is a single mobile chamber that can have a pre-seeded ovum or egg placed inside where nutrient solution is provided within its storage tank, there the embryo of the egg placed inside will germinate to childhood where it can either jettison, or continue to grow to adulthood depending on settings applied during its gestation.

10. Anti-Life Cure (Costs: 1000 Points):

This is a cure-all to any form of instant deletion weapons or similar destructive nightmares, as well as the Anti-Life equation that is known throughout DC. This Cure guarantees that nothing can instantly kill you or control you without your direct permission, what more do you want?

2000 Point Items

1. Mirror Life Solution (Costs: 2000 Points):

The concept of mirror-life is a relatively new one, where the alterations of material compositions would dramatically change due to a flipping of essential building blocks in your DNA. The type of life that could form from mirror life is considered to have either no rivals that could compete with it, or to be so volatile that it would die before development. Either way, this solution keeps you from dying or experiencing some strange illness from mirror-life, and makes it so your body can attack and process anything made in this manner.

2. Transdimensional Computation Tech (Costs: 2000 Points):

Powerful electronics utilizing quantum entanglement couldn't even hope to get this advanced, as this computation technology can process alternate realities worth of data in real time, within a chip small enough to be inserted directly into your blood cells. Course your will be a small implant that can be placed anywhere, but this would allow the processing of at least 32 universes of data every second of your life as long as they're installed, and that alone would escalate your own potential beyond human recognition.

3. Omniform Computronics (Costs: 2000 Points):

Need some form of electronic device but can't get it in the style you want? Tired of making flat boards with many circuits and just want a funny patch you can slap on with a polymer band? How about a small sculpture that also functions like a gaming console? Well these omniform computronics can take any shape, form, or function required of them, and require no specialized productions or processing to make them, as they can be molded and printed similar to resin structures through a 3-D printer.

4. Terraforming Mega Complex (Costs: 2000 Points):

Need that barren planet terraformed yesterday, but the big-wigs at home keep telling you that you should have been there years ago and you just arrived after a long voyage, with your time being several weeks ahead of schedule? Well that's because they had these little babies on board! They are a small station around 3ft tall with the capabilities of turning a dead world into a fully living ecosystem across its whole body within hours, never again will you have to fight for dominance over a world, nor entertain local rocks for years just to get the same effect!

5. Instant Black Market (And Gray Market) (Costs: 2000 Points):

Everyone who's anyone goes to the gray market when they need something with a little oomf. The black market… for things currently not approved on the open market at this time. These both are now obtainable in the form of a small pinky-tip sized object that can be flicked at any wall and will pop out with a small fancy flag with a store's logo on it. When you touch the flag, it will allow the user and those authorized to enter an internal pocket space that contains everything available across the current universe's various black and grey markets, allowing anything to be bought with your locally available funds with ease.

3000 Point Items

1. Deep Void Engines (Costs: 3000 Points):

You know what sucks about traveling? Having a lack of anything but pure vacuum around you while having propulsion engines that require a pseudo vacuum to function. These red-void emitting engines allow full propulsion across pure vacuum and even manage in normal space, allowing you to travel between galaxies without the normal difficulties associated with them.

2. Fractaltronics (Costs: 3000 Points):

Need something primitive but functional even in pure vacuum? Well these Fractaltronics are so sturdy they can handle being blasted by neutron stars directly without suffering any damage! Not only that, but they have enough processing power to make swarm logic plausible without needing advanced calculation processors or any advanced but unprotected electronic sensors and equipment. Lastly, Fractaltronics are capable of being massprinted by growing them in a solution vat, making them easily renewable and self-cultivating under the right conditions!

3. Super-plex AI Core (Costs: 3000 Points):

A superplex, a concept I'm certain has another definition but should be explained anyway, is a massive 22 dimensional sub-space that allows pathways between those dimensions to function as a rapid calculation drive and form/perform beyond currently available rational thought. Such calculation ability becomes prone to developing self-awareness and some have even theorized it to produce consciousness in anything capable of reading it. Such a creation was made, in the form of Artificial Intelligence, and they are now completely loyal to you! Use them for anything from administrating a colony of people, to performing advanced research and industrial productions, they can literally think about and DO anything.

4. Real World Simulator (Costs: 3000 Points):

Real space, and real time are hard to navigate, let alone understand each and every variable that can form or could form while under its conditions. Such a performance check would take mankind at its current rate around 280.3 million years to accomplish if its technology never stagnated nor slowed in development. Yet this simulator has become available, a machine advanced enough not only to make those calculations, but to make them at 100% accuracy, while simulating them in real time directly to and for you. Enjoy the impossibly real simulation games that produce jumpers. I'm jealous already.

5. The Hypercomplex (Costs: 3000 Points):

So, I recently described what a Super-plex was, but what if we took the concept of limiting dimensions for a moment and threw that out the window? Well that's what a hypercomplex is, and it's now in the form of an observable orb for you to study. This orb, is capable of revealing every dimension, its rules and oddities, and allows complete viewing to any simpler lifeforms like yourself, allowing impossible to current time research to be made, albeit at the same pace you would normally just with a perceivable means to do so.

4000 Point Items

1. Ascender (Costs: 4000 Points):

Ascension is something I hear humans talk about a lot, from various religions to many many transhumanist factions, they always want to surpass the limitations placed upon their forms. This is similar, as it allows the person placed inside to adapt into 3 types of body, all of which are archeotech equivalents. Organic, which is the same base as the human form which will be improved upon by 75 times its current efficiency, and allows it to sustain itself through constant adaptation and change. Bio-Mechanical which is 100 times more efficient and adapts their physiology to any form of electronic or organic device at will, but maintaining themselves by replacement is their only real way to eternal youth. Lastly, Mechanical, which replaces all organic material and becomes self-sustaining, are 125 times more efficient and they can't die from aging, but their bodies need to recoup by replenishing their forms with materials compatible to them.

2. Immortal Chamber (Costs: 4000 Points):

This structure is designed to modify any lifeform placed inside to guarantee that even upon severance or removal or several parts, their existing consciousness cannot be removed from their body. The means of which this machine accomplishes this is left to its archeotech nature, however, even with 99.9% of all mass being removed from our test subjects, they return after a few days in a regrown body, where they stated their conscious state was at the time.

3. Omni Co-Assistant Droid (Costs: 4000 Points):

Need an assistant bot that can complete any task you provide it, maintains itself with little power intake, and can outperform any human or modified superhuman within moments? Well this co-assistant droid is even better than expected, as its performance can, with time, be taught to anyone learning alongside it. So far several test subjects have been notably improved by the process, by around 34x human capable accomplishments.

4. Zero-Point Energy Generation (Costs: 4000 Points):

This technology is still somewhat unknown, as it uses emptiness to generate limitless power. Within this generator's core is an advanced cell that leaves a single completely empty cavity, this cavity generates a form of current that pulls gas and even matter into it. Utilizing this process, it can generate untold amounts of power while being the size of a single thumb, and with it, could power an entire interstellar empire.

5. Chippers (Costs: 4000 Points):

Chippers are a strange and difficult to understand weapon. They utilize a series of small blocks that get chipped apart while loading its ammo well, this process allowing the shredded parts to be launched at rapid speeds to function like pellets without using much material. Chippers are so effective at their job, that breaking through 15 inches of tungsten-carbide reinforced titanium doors failed to hold against a single clip of ammunition, with 3 holes the size of a human head left behind from its tearing capabilities. You get a single handgun with a block of steel the size of a 3in x 1in x 1in rectangular block.

6. Wave-Motion Emitters (Costs: 4000 Points):

Have you ever watched the "Space Battleship Yamato" series? They have a form of laser weapon that not only homes in on targets, but can devastate entire cruiser battleships within seconds of hitting their mark. Now you have an emitter upon purchasing this, the size of your thumb that's able to be slotted into any laser based weapon, providing this effect to all volleys fired from it.

7. Pro-Axis Coordinator (Costs: 4000 Points):

Need a GPS System but there are no satellites available on your current planet to help guide you? Well this is like an auto-mapper, with the ability to deepscan terrain towards the core of the planet you're on. It's guaranteed to be accurate as well, and most importantly, as long as the area has gravity it can produce detailed maps anywhere on the planet to be 100% accurate to your current perception of said local terrain. You get a single wrist mounted device that has this installed, enjoy exploring jumpers.

8. Terra-Drive (Costs: 4000 Points):

Terraforming is an exciting process that's been worked on and talked over for centuries at this point, but it doesn't mean that the scale is quite the same as expectation could allow. This Terra-Drive, is a small hammer like tool that allows an individual to "Hand-Sculpt" the terrain to their choosing within 500 meters of their position, up to a range of 25 meters. The edits can be anything from making rock or mud into water, producing lava from sand, and even creating breathable atmosphere in a contained resin shell at will. It weighs around 3lb, so try not to over do it ok?

9. Self-Styling Station (Costs: 4000 Points):

You ever wanted to style yourself like another life-form but your current body can't mold the organs needed to get the job done? Well this Self-Styling Station

can change anything from the appearance you have to the internal workings of your body without leaving its chamber even once! It doesn't even cause pain while it works as the archeotech inside creates changes instantly upon request! Now you can be an elf-dwarf hybrid with a troll's regeneration and an ork's tusks if you want to.

10. Plinkers (Costs: 4000 Points):

Plinkers are bizarre to say anything really, they have the ability to "Plink" a shot or round across real space through what's theorized as a wormhole of some kind. This action is near instant, its transfer window near instant, and the round is guaranteed to hit its target without them having any idea where the damn thing was shot out from. You get a single rifle or sidearm with 4 magazines of 60 rounds so feel free to test them at the shooting range jumpers.

5000 Point Items

1. Reinforcement Engine (Costs: 5000 Points):

This reinforcer is a very powerful work station, capable of allowing with funneled resources the ability to “Reinforce” a weapon, item, equipment, vehicle, you could probably even put a person in there and it would work. The effects are tailored during the process of alteration, but through funneling duplicates, extra materials, or more advanced materials, you can improve the stats of the item in an escalative fashion. This is effectively a better version of a +1 enchantment applied to a weapon or armor and affects far more with far less time involved, taking a moment or so before the task is complete.

2. Compu-Class Generator (Costs: 5000 Points):

You ever need energy but are sick and tired of it always being limited in production? Well this is effectively an uncapped generator that takes in a variation of sub-dimensional fluid like cells held within its chassis and generates power from it indefinitely. The process which this power generation is accomplished is near impossible to study without causing a mild fault within the generator, but is still nonetheless, an invaluable alternative for power generation and consumption.

3. Cashew Pills (Costs: 5000 Points):

I know what you're thinking… Why the hell are they called that and why are they shaped like a darn cashew? Well the answer is marketing! These pills are effectively a universal panacea that works on anything from organics, machines, mineral based lifeforms, energy-based lifeforms… so far everything really. The cashew pill removes illness, produces immunity to all ailments your body suffers, and guarantees the improvement is permanent, going so far as to apply it to your future offspring as well.

4. Multi-Wave Emitter (Costs: 5000 Points):

So many people have asked me if this is just a wave spectrum emitter, and truth be told I have no freaking clue. It's a device that picks up and emits what appears to be a series of lights and waves not currently a part of real space, and funnels them into a hyper focused beam through the emitter. The emitter itself, also having the ability to divert that energy and the waves it produces to target multiple objects simultaneously and hitting them without travel time. Effectively, it's a laser hit-scan tool/weapon that doesn’t even need power to do it. Personally, I use it for 3-D printing metal constructs as it's literally faster than any printer type on the market today, but who am I to judge you and your general uses jumper?

5. **Tracer Drive (Costs: 5000 Points):**

An advanced drive container, at least… I think it's a container? It's like a hypercube that's designed to use its rotation sub-axis as a form of momentum catcher… I think? Well either way it's able to make infinite momentum instantly and is the size of your thumb's tip, allowing instant and simultaneous movement of anything it's installed into.

6. **Multi-Pattern Staged Organs (Costs: 5000 Points):**

These organs are weird, and fascinating at the same time. They have the ability to use several functionally different capabilities like working as a radio transmitter, acting as a hacking station, functioning like a fuel refinery, and even producing metals in a form of growth bed, all while being inside and functioning as your brain or lung or whatever you put it into. These organs aren't even limited to organic functions and capabilities as I've seen bio-mechanical and even mechanical lifeforms utilizing these from time to time, but they allow for instant and most importantly, efficient and safe function of multiple factory-complex sized processes to be done by a single individual in a single organ of your choice.

7. **Stagger Weapons (Costs: 5000 Points):**

Ok, Concussion is great and all, but if something can't be suppressed then something like this wouldn't really do anything right? RIGHT? Well this isn't concussion, it's more like the force before concussion, and like its after effect both simultaneously, and weirder, it stops time, space, and even phase upon contact within the effective detonation area. This means that anything shot by a weapon using this capability, cannot move and will not move for several seconds at least, and most importantly, can't do anything, even jumping into a phase-skip or teleportation to escape. You get a rifle or side-arm with a single universal magazine that refills itself every hour.

8. **Consciousness Depriver (Costs: 5000 Points):**

Need a form of sleep inducing weapon or trap but you keep fighting things without the concept of sleep or really even unconsciousness? Well this thing gets the job done and it scares me. Anything within its effective 25 meter radius will simultaneously become unconscious after stepping into the area, this effect can't be resisted so far as testing has accomplished, and it guarantees they will stay that way for 15 minutes after the depriver is turned off.

9. Catatonic Engine (Costs: 5000 Points):

This device is capable of sending anyone within a range of 50 meters into a catatonic state, making them unable to move, act, think, feel, or even really want to stay conscious as this engine sustains its function. This also applies oddly to mentally stable and or non-sentient objects, machines, and people of course. Tested so far with smart phones, several animals, rocks, yes rocks also suffer this, and even some people, which all went into a catatonic state.

10. Transference Station (Costs: 5000 Points):

Need to replace that old body of yours jumper? Don't want to be reincarnated for the eighth time in this chain? Well use this handy dandy transference station to move from one body to another at the drop of a hat! How does this machine work? No Idea its Archeotech and dalm near impossible to understand with current modern science! Either way, as long as a body is available and placed in the receptacle chamber, you can transfer your soul and consciousness directly into the new body.

Notes

Update 1.0: Released with 100 perks, all perks were of categories 100, 200, 300, 400, 500, 600, 700, 800, 900, and 1000 point perks.

Update 1.1: Released 30 new perks of 2000, 3000, 4000, and 5000 point perks, as well as 50 items of 100, 200, 300, 400, and 500 point items.

Update 1.2c: Released 80 new items of the following categories: 600, 700, 800, 900, 1000, 2000, 3000, 4000, 5000. Also cleared Slang and replaced it with more universal language at request of the REDDIT community.