Superpowers Supplement

Benefactors may choose to completely or partially handle selecting the purchases from this document on behalf of their Jumper, and may even remove certain perks, items, and drawbacks from consideration before making this Supplement Document available to them. Benefactors may also decide how many times and how frequently this Supplement may be activated during your Chain. Activating this Supplement for the first time comes with **1000 CP** to spend on its contents, any further activations of this Supplement will only provide **600 CP**.

While this is primarily intended to be used as a Supplement for a normal Jump Document, if your Benefactor agrees, you may choose to Jump to your choice of fictional setting that does not have a Jump Document of its own.

Origins

These origins are used to determine how the perks and items available in this Supplement manifest themselves in the world. For example; the *Academic Memory* perk, which can be found below, is labeled with two origins — *Technology* and *Magic*. If you have taken the *Technology* origin, that perk might manifest through the enhancement of the memory centers of your brain via the use of specialized nanites. If you have taken the *Magic* origin, that perk might manifest through a permanent enchantment or spell placed on your brain that produces the same effects.

Unless they are labeled as *Fiat*, even perks or items not labeled with your origin — as long as it makes any sense at all for them to do so — can be “reskinned” to fit your chosen origin, should your Benefactor desire. For example, if you have taken the *Technology* origin and then purchase the *Mana Pool* perk, that perk might manifest through some form of cybernetic implant or keyhole nanites that connect you to a pocket dimension containing mana.

This suggests that almost all perks and items other than those labeled as *Fiat* and perks/items costing more than six hundred CP can potentially be studied, reverse engineered, and/or taught to others. Although your mileage when doing so may vary a great deal, as these are still perks and items created through the power of Jump Fiat and will require a profound mastery in certain fields of study to even begin to be able to make heads or tails of, and will invariably lead to lackluster results compared to the originals.

Metaphysics: Random mutation, alien physiology, exposure to exotic chemicals or radiation, and even symbiotic connections to multidimensional entities, the sources of these powers are manifold and diverse. But they generally have one thing in common; they leverage exotic biology in order to defy the laws of physics. Someone with this origin can be expected to display powers commonly found within the pages of comics.

Technology: This is the path of creation and artifice, of learning and mastery of the unknown. Artificially induced superpowers through the technological transmutation of body and mind, deciphering the lost secrets of ancient civilizations, and even the creation of artificial life, no mystery will be beyond your grasp.

Psionic: Mind over matter. Either through accessing some form of psionic energy, unbridled intelligence, or sheer force of will, you can bend the universe with the power of your mind. More than merely crude telekinesis, this path leads to the greater arts of telepathy, transmutation, and even ascension beyond the physical world.

Magic: This is a path to power forged through the might and mystery of the arcane. Weave otherworldly energies into spells of untold complexity to unlock the secrets of the occult, or refine and cultivate your body and soul with the myriad energies of creation.

Fiat: These are special powers that have been made available to you by your Benefactor. How they work is a complete mystery and the only explanation you or any entity you might encounter on your Chain is capable of comprehending is; “because Jump-Chan said so”.

Perks

All perks labeled with an origin can be purchased with the standard Jump Chain discounts if you have said origin (100CP perks for your origin are free and all other origin perks are half off).

Undiscounted free perks are automatically granted to all Companions and Followers who join you on your Chain, no matter when they join.

If you are using perk slots on your Chain, any perks you purchase at a discount from this Supplement can be placed into slots that fit perks that cost 50 CP less (i.e. a perk purchased for 150 CP from this Supplement can be placed into a 100 CP perk slot).

All Speak (Free): You can speak with total fluency and have complete literacy in all languages. This perk will not automatically allow you to break any encryption that requires a key or other external information to decode, it will not make you some kind of super programmer or hacker, and it won't magically grant you the ability to speak in languages that require non-vocal communication organs (telepathy, pheromones, light, etc), a specific set of vocal organs, or some other inherent attribute that you lack.

Control (Free): You can now toggle on and off, or control the output on a sliding scale between zero and one hundred percent, any perk, power, ability, or attribute you can name. The things controlled by this perk need not be perks or even super powers, as this can be used to effectively control any inherent property of your body, mind, and soul. From your physical strength, to the efficiency of your digestive system, to the sensitivity of your senses, and even the strength of your immune system, everything can be controlled at will.

This can also be used to exclude certain individuals as well as categories and/or groups of people from the effects of any of your powers and perks, such as excluding only your allies from the effects of a perk that gives you a fear aura, for example. You can even “program” this perk to activate under certain conditions so that it can be used as a contingency and/or emergency fail-safe for perks and powers that might force you into self destructive situations or mental states. You cannot accidentally kill yourself or permanently harm your mental health with this perk. When under the effects of any kind of perk sealing, disabling, or controlling drawbacks, even ones that might take away your Body Mod, so long as you have *any* perks or powers active or otherwise available, this perk will remain available to you, no matter what.

Keepsakes (Free): Items you have a sentimental attachment to cannot be stolen, lost, or damaged, unless such damage somehow *increases* such an item’s sentimental value. These protections will become inactive while you are deliberately using any item protected by the effects of this perk in combat.

Post-Jump Upgrades (Free): You may purchase further levels of perks that come with multiple price points — such as the Teleportation and Portals perks found in this Supplement — at any time you are able to spend CP or other Jump Chain related Points. While these purchases can no longer be made with any discounts from things like origins, you only need to pay the point difference between the undiscounted cost of the level of the perk you currently own and the desired level of the perk you wish to purchase. For example, a perk you have purchased the

first level of, in a previous Jump, that has two levels, the first costing 200 CP and the second costing 400 CP, can be upgraded to the 400 CP version by spending 200 CP, even if you had purchased the first level for only 100 CP by using an origin discount.

Protection (Free): Many of the powers found in this Supplement are extremely dangerous and can lead to catastrophic consequences if anyone were to meddle with them recklessly, which is why you will be given this perk for free. Your perks and powers are now completely protected by Jump Fiat and cannot be modified, disabled, replicated, stolen, or destroyed. Hard counters to your powers such as an ice power neutralizing a fire based power will still work as one would expect them to, this perk just protects you from anything that would prevent you from launching an attack with said fire based power in the first place.

While this perk will not prevent perk and power loss due to taking drawbacks, it will prevent any instances of your powers being used in ways you find reprehensible in cases where a drawback would grant any of your perks, powers, abilities, items, facilities, or anything else you acquired from other Jumps or purchased with Points to others. Note that this drawback protection will in no way prevent these stolen perks and powers from being used against you, your Companions, or your Followers.

Basic Starter Package (Free): This is an amalgamation of common must have and/or guilty pleasure perks. By taking this perk you will receive the following benefits:

Your physical appearance will be improved as much as possible while still being *your* physical appearance. This is not referring to the appearance of your pre-Jump body, but rather the concept of *you* condensed into the physical form of whatever species, lifeform, or other entity you happen to be. Unless it is for the purposes of something like a disguise, you and anything you wear will no longer become dirty, and will always smell pleasant. This affects all Alt-Forms and other transformations.

You are cured of any injuries, diseases, and any other physical ailments, and your general health is always set to the absolute peak of whatever Alt-Form you are inhabiting. This also comes with a blanket immunity to all mundane and non-setting specific diseases and ailments. So you need not worry about things like cancer, infections, food poisoning, or even the common cold.

You have perfect **executive function** and can maintain whatever amount of motivation is necessary to complete any amount of boring or difficult tasks in pursuit of the goals you set for yourself. When required, you can even set yourself on “autopilot” and step back from yourself while completing more mindless tasks, like chores, exercise, and other repetitive or extremely practiced activities. While you are on “autopilot” you will not notice the passing of time. This “autopilot” state will never put you in any kind of danger that might otherwise result from this level of inattentiveness.

Over the next ten subjective years after taking this perk, any mental illnesses and personality flaws you are comfortable not having anymore will be slowly and seamlessly purged from your psyche. You need not worry about this process causing things like the death or unmaking of your personality, as this feature of this perk works to artificially induce these changes in a way identical to how mundane therapy and life experience cause changes in personality.

No matter how high your highs, you will always be able to enjoy the small things in life, especially those pastimes you find nostalgic. Playing a game, watching a movie, or reading a book will always feel as though you are a child discovering these things for the first time. No matter how much time passes or how many amazing things you experience, you will never lose your ability to be content or even find abundant joy in the mundane pleasures of a normal life.

No matter how low your lows, you will never succumb to depression or nihilism, and you will never become jaded or indifferent towards the lives of “mortals”. If you wanted to, it wouldn't be that hard to just take a break for a while and “retire” to live the life of a regular powerless person.

You would be perfectly content, and no one would ever be able to get more than a small inkling that you are *much* more than you appear.

The Benefits of Research (Free): All the skills and powers you learn on your own and even the technology — including things like magitech and psitech — you have learned or will learn how to create, either through normal education, your own invention, or reverse engineering, are now Fiat backed to work no matter what universe you are in. You will still be able to use magic in a universe without mana and Star Trek warp drives will still work in a universe without subspace, for example.

Narrative Safety (Free): You and all of the people you are individually aware of are no longer in danger of suddenly dying or being permanently harmed by random accidents or the sudden onset of previously undetected medical conditions. The exceptions to this protection are when such incidents are already "scheduled" for that person in the canon timeline of a Jump, and when someone is under the effects of a perk or drawback that might cause such things to happen.

100CP

Brute (100CP - Metaphysics): The physical attributes of all your Alt-Forms and base Body Mod — after other perks and powers are considered — are increased by ten times. Whether it is your strength, stamina, durability, reflexes, top speed, physical recovery rate, healing factor, how long you can stay awake and hold your breath, or even more subtle things like your immune system, nutritional requirements (yes you need to eat *more* not less), or physical appearance, everything is increased by a factor of ten.

Tune Up (100CP - Metaphysics): You can give anyone you touch a physical tune up. This safely purges or repairs all **senescent cells**, restores **telomeres**, heals all malignant scar tissue, clears all toxins, balances all biochemistry and hormones, clears plaque from blood vessels, capillaries are optimally redistributed and repaired, and removes any poorly healed injuries. This is not exactly a healing power, as it will not heal any active wounds or cure any active infectious diseases. You can use this power on yourself.

Mastery (100CP - 1st purchase is free and additional purchases are half price for Technology): Pick one academic or technical skill or field of study available to someone from the upcoming Jump (i.e. music, martial arts, painting, engineering etc) to become a master of. If someone with your chosen skill or someone who has graduated with a degree in your chosen field of study can do something, so can you, if that person knows something, then so do you. This can be purchased multiple times for different skills and fields of study.

In future Jumps this perk will update to keep you up to date with the standards of your chosen skill or field of study each Jump. So if you chose mechanical engineering for this perk and end up Jumping somewhere like Star Trek, it would increase your knowledge and mastery in that field to the highest levels available to the people in that setting.

Unstoppable Task (100CP - Technology): All of your physical and recuperative needs are suspended when you are crafting, researching, designing, or carrying out medical procedures. You will never become tired, fatigued, hungry, sleepy, bored, distracted, uncomfortable, strained, or stressed while working, no matter how long you work, unless such a state is somehow imperative for the completion of your current undertaking. While working you will always be in the ideal mental, physical, and spiritual condition for the task at hand.

Psionic Potential (100CP - Psionic): You now have a strong talent for using and learning new psionic powers, along with a deep and growing reserve of psionic energy to draw on to fuel

those powers. Your psionic potential will improve with time and training, improving your endurance, range, maximum output, fine control, and sensitivity. Assuming you are diligent in your training, over the next ten years you can expect your abilities in those areas to roughly double, with further improvements being limited to around a quarter of that rate of improvement afterwards.

It should be noted that this power can, at least theoretically, allow you to develop any type of psionic ability, even the psionic powers from this Supplement and other Jumps. The only real limitations to this are that the more you independently develop your psionic powers in certain directions, the harder it becomes to branch out into new areas. That, and the development of completely novel applications of psionic power from first principles require a great deal of time and research — so much so, that you would have to be extremely lucky and/or talented to make such a breakthrough even once every ten years.

Mind Shield (100CP - Psionic): You are now equipped with a mental barrier that can perfectly block all psionic attacks and/or unwanted influences that use less psionic energy than you have available. This mental barrier will not drain any of your psionic energy while it is in place or when it is defending you from attacks.

Mana Pool (100CP - Magic): You now have an internal reserve of mana and an inherent ability to control magical energy through the application of willpower. Your reserves and ability to control magical energy will grow at a rate that will see them roughly doubled after ten years of diligent training, with that rate of improvement being reduced by around seventy five percent after you have reached that point.

The mana provided by this perk is special in that it is extremely versatile and capable of adapting to and merging with novel forms of supernatural energy, allowing you to use this mana to utilize any system of magic you might ever encounter, while simultaneously allowing you to consolidate any new supernatural energies you acquire into a single “pool”. You may forgo this magical consolidation if you feel it would be beneficial to keep certain reserves separate. You may even attempt to use different energies to power spells from different magical systems, which may produce interesting results, like using Narutoverse Chakra to power a Potterverse spell, for example.

Mystic Sight (100CP - Magic): You can see the flows of magic and other supernatural energies. Colors indicate the intent and/or elemental composition of what you are seeing, while brightness indicates the amount of energy present. This ability will never impair your normal vision or negatively impact your situational awareness.

Ethical Loyalty (100CP - Fiat): You, your Companions, and your Followers will no longer have relationship ending fights or hurtful arguments that would create lasting grudges and resentments that would prevent them from working well with each other. You and your Companions will never betray one another and will never unilaterally take actions against each other that you know, or even just suspect, they would not consent to, even with the belief that those actions are for their own good. Additionally everyone affected by this perk will become extremely receptive to things like interventions and sincere advice when it comes from one another.

Each time you attempt to recruit a new Companion (and this will happen retroactively for any preexisting Companions when you take this perk), the subconscious mind of both you and said potential Companion are questioned and a sort of negotiation is performed whereby the specific social, loyalty, and leadership perks, if any, you are both willing to agree can effect them are decided. Should this negotiation fail (i.e. the potential Companion is unwilling to be under the influence of any such perks, and you are unwilling to take them as a Companion without them), they will not become your Companion, and you both will instinctively know the reason why.

Should the negotiation succeed any perks that you both agreed should be disabled will be permanently unable to affect that specific Companion. This perk exemption for these Companions is permanently enforced by the highest levels of Jump Fiat.

A new subconscious negotiation occurs any time you take a new social, loyalty, or leadership perk, as well as whenever any existing social, loyalty, or leadership perks start to become a primary source of stress for one of your Companions or such perks begin to undermine their personhood. Should any secondary negotiations fail with a Companion (which should only happen if you cannot trust that Companion at all without such perks affecting them), they will be returned to their native setting. Having the loyalty effects of this perk prevented from affecting a Companion will not contradict or otherwise interfere with the rest of this perk's effects. This perk will never reveal the existence of any of your perks during these negotiations. If this perk would prevent someone you spent Points to make into a Companion from becoming one, the Points you spent on them is refunded for use in the next Jump.

Helping Hand (100CP - Fiat): No matter how paranoid or distrustful someone is, they will not doubt or otherwise distrust any offers of assistance or aid coming from you, provided such offers come from a place of at least partial sincerity. These individuals may still question your offers of aid and do their due diligence, but they *will* still accept and cooperate with them. This perk will not affect your offers to help people with issues or problems that they are *completely* equipped to solve on their own, especially if said problems are intensely personal, private, or embarrassing — this perk won't let you become an unstoppable busybody.

200CP

Absolute Footing (200CP - Metaphysics): You will never lose your footing and can walk on anything that can be described as a surface, no matter how delicate or even non-physical it is. You can walk, run, jump, and fight, on suspended sheets of wet paper, frictionless surfaces, fluids like water, things like clouds or mist, and even intangible holograms. These surfaces need not be below you as you can also walk on walls, ceilings, and even in zero gravity environments as though you are on solid ground. All efforts to trip you, force you to misstep, or otherwise cause you to fall, no matter how indirectly, will inevitably fail.

Equilibrium (200CP - Metaphysics): You can maintain a calm state of mind. When active this power will balance your brain chemistry while also removing any foreign influences on your state of mind, no matter the source. You can turn this power on or off at will, tune its intensity, and even program it to be enabled under specific circumstances, such as when you are about to have a panic attack.

Feel the Burn (200CP - Metaphysics): Pick either fire or lightning. When you apply your chosen element directly to a wound, instead of causing damage, said wound will rapidly begin to heal. Instead of causing pain, this process will feel as though you are soaking in a hot bath after a long day’s work. Naturally your chosen element will not be able to harm you so long as the total energy levels involved are not high enough to directly atomize your flesh. This healing will not regenerate lost body parts, treat diseases, or help you recover from blood loss.

While “bathing” in your chosen element can help you recover from muscle fatigue in such a way as to improve the effects of exercise, you should take care not to suffocate when “bathing” in fire. This can be purchased once for each element. If you purchase all of the elements you can use the first element you selected for this perk to use flames or lightning produced by yourself using other powers to heal others in the same way that element heals yourself.

Flight (200CP - Metaphysics): This power allows you to fly unassisted at accelerations up to twenty meters per second squared — that is to say, your speed increases by twenty meters per

second each second you are accelerating, so if you accelerate for ten seconds from a stand still you will be moving at two hundred meters per second relative to your original location. Interactions between you and the atmosphere, gravity, your own inertia, and/or general relativity while in flight only happen in ways that are desired or useful, which allows for things like supersonic flight without creating shockwaves. With practice you can activate this power in overcharged bursts which will allow you to accelerate and decelerate to and from Mach-2 instantaneously. There is no top speed for moving while under the effects of this power — at least not beyond what is sensible for your durability and reflexes. This power does nothing to improve your ability to breathe or stay warm in space or at high altitudes.

No Peeking! (200CP - Metaphysics): You and your actions can only be detected by inorganic technology and entities that are directly observing you from within the same dimension, plane, or reality as you. That is to say that beings using magical or otherwise supernatural senses or inherent information gathering abilities, or beings observing your “reality” from anything that could be described as “outside” cannot see you or the causal effects of your actions, unless they are entirely physically present somewhere a normal human could see you from. This also prevents tricks like the creation of avatars, clones, sense sharing, telepathy, memory reading, omniscience, or extruding eldritch sensory organs into your reality from outside from working. If something wants to get a look at you, it will have to be completely “inside” the same reality as you are.

Multichanneling (200CP - Metaphysics): You can now simultaneously use as many active perks and powers at the same time as you can handle with your multitasking abilities. While that might certainly sound like something you are *already* capable of, you must remember that there are some active perks and powers that are inherently restricted or otherwise incompatible with being used simultaneously with other powers. This perk lets you get around all such restrictions, full stop. Now you can cast multiple channeled spells while teleporting, or simultaneously use two powers that would normally be mutually exclusive like phasing and super strength.

Speedster (200CP - Metaphysics): You are now capable of instantaneously accelerating your body to one twenty times your top speed without this perk. Your reflexes and ability to perceive your environment scale with your speed relative to your surroundings, ensuring that you will never be overwhelmed no matter how fast you are going. This power also comes with intelligent inertial dampening that allows you to instantly decelerate at will and even instantly turn or completely reverse direction at will.

You can carry other people with you at any speed without harming them. Air and fluid resistance does not affect you and you will not cause any atmospheric disturbances such as sound, wind, shockwaves, or sonic booms, unless you want to.

This power also scales the durability of your body, equipment, and passengers as your speed increases, so that they are as durable as one would expect were you moving at normal speeds. For example, hitting something with a baseball bat at Mach two would only damage that bat to the same degree that hitting something with it would at normal human speeds. Note that this speed multiplier stacks and is applied after all other physical enhancements and speed boosts.

Super Vision (200CP - Metaphysics): You can see the entire electromagnetic spectrum, or any specific part or combination of parts thereof. Not only that, but you are also capable of adjusting your vision to see through solid materials that have specific densities. So you can reconfigure your vision so that you can see through anything denser than wood in order to see through walls, or do the opposite to see through flesh like an X-Ray, for example. You can also adjust the ranges at which any of the above vision configurations kick in, so you could set it up so that you can only see through walls that are ten meters away, or only see radio waves emitted from sources that are inside the same room as you are.

Thermal Lock (200CP - Metaphysics): You can permanently lock the temperature of objects you touch. No matter how high or how low the temperature of a locked object is, it will not degrade or become otherwise harmed. No matter how much energy escapes into the environment, is deliberately extracted, or how much heat is pumped into them, the objects locked by this power will never change temperature.

Augmentation, Guaranteed! (200CP - Metaphysics, Technology): Any procedure to heal or augment you in any way, no matter its source, will always perfectly succeed provided there is even the smallest chance for it not to kill you under normal circumstances. Before undergoing any such procedure, you will instinctively know whether or not there is any chance of said procedure succeeding. If you have taken the Technology origin, the effects of this perk are also extended to people that you personally perform augmentation procedures for.

Black Box (200CP - Technology): Only people and organizations authorized by you can operate, repair, reverse engineer, or reproduce any equipment you produce or otherwise introduce to a Jump. Unauthorized individuals may not even recycle your stuff for raw materials, as attempting to do so will cause the object in question to disappear. This will *not* allow you to make mundane equipment or functionally identical copies of already existing equipment in order to render them unusable by unauthorized individuals or organizations.

Eternal Artifice (200CP - Technology): Anything you create will never break down or otherwise degrade over time or from regular use. Metals will not corrode or experience fatigue, mechanical parts will not wear each other down as rub against one another, and none of your designs or creations will ever require maintenance to remain in perfect working order unless they have been used incompetently or deliberately damaged in combat.

Infinite Ammo (200CP - Technology): Ranged weapons you use will never run out of ammunition/energy or be otherwise rendered less than fully and perfectly operational due to some lack of resource or strain from sustained use. While the ranged weapons you use will never be damaged by normal use, physically beating people or blocking attacks with them — even if they include melee attachments or transformation states — will still affect them as much as one would expect such actions to under normal circumstances.

Network Bridge (200CP - Technology): You can remotely access any air-gapped, shielded, or otherwise un-networked computer systems, even those that are damaged or unpowered, so long as you have access to a networked device in the same building, facility, or structure. This perk will not provide you with any means to hack into such systems, such as methods of bypassing passwords or biometric locks, on its own, it only grants you the means to remotely connect to air-gapped, shielded, or otherwise un-networked devices and systems.

Perfect Execution (200CP - Technology): You can perfectly execute any crafting, artistic, culinary, medical, academic, or laboratory task that you know how to perform. When performing these tasks while this perk is active you will waste absolutely no raw materials, energy, or time. While crafting you will never be distracted by your own thoughts or surroundings in such a way that they would negatively impact your performance while this perk is active. This will never impede your situational awareness enough to prevent you from responding to questions or participating in conversations, let alone prevent you from reacting to danger or emergencies.

Stealth Hacking (200CP - Technology): Whenever you hack into a network or computer system, you will remain perfectly undetected. This protection from detection will only last until such time as you do anything other than extract information, such as alter or loop security footage, delete or modify files, upload data, programs, or viruses, activate or otherwise control

existing programs, systems, or networked devices, or interact with other users. Essentially, so long as you are acting as a passive observer while infiltrating a system, you are protected by Jump Fiat from being detected by said system's security measures, users, and security personnel. This perk does not provide you with any skill or ability in hacking on its own, it only protects you from detection when doing so.

True Reading (200CP - Technology): You can perfectly acquire the knowledge contained within written educational materials. This acquisition of knowledge is so complete that you will understand the subject matter of a text to the same degree as its author after reading it once and can even improve that understanding to greater levels with additional readings of the same material. This effect will occur even when an author leaves things out of their work or deliberately author their work in such a way as to limit what a reader can learn about its subject.

With practice you can also use this power to understand an author's thoughts and personal circumstances at the time of writing, as a sort of post cognitive ability limited to written text. As an added bonus, when you are re-reading non-academic material you will be able to enjoy it just as much as the first time you read it.

Academic Memory (200CP - Technology, Magic): You have perfect memory when it comes to knowledge, data, and science. You will never forget anything you learn in an academic, research, or educational setting and will perfectly retain any information you acquire while reading or watching visual media. Unless it is something you have learned while studying history, this perk offers no special advantages in remembering people's names, faces, or personal details like food preferences, birthdays, or anniversaries.

It should be noted that this is not just limited to *long* term memory, but applies to *short* term memory as well, most notably in that your short term memory no longer has a limited capacity when performing academic tasks. Something which provides a great many benefits for any number of intellectual tasks, such as doing math in one's head.

Bleedthrough (200CP - Psionic): People you interact with using psionic powers, over a long period of time, may begin to develop psionic potential of their own. One or two years of daily psionic contact with you may cause someone to develop weak empathic senses or the ability to detect the presence of nearby minds. After a decade those abilities might expand to include limited thought sending, surface thought reading, and maybe a weak danger sense ability based on detecting the hostile intent of others. Five or six decades of daily psionic contact with you is where this perk will start reaching its limits, as the people you have been interacting with finally start developing minor psychokinesis abilities such as telekinesis or pyrokinesis.

The upper limits of this perk and how it will influence the psionic abilities of others is directly related to the strength and nature of your own psionic powers. If you have developed along a more combat oriented route, those who are influenced by this perk will find themselves developing more combat oriented powers. Whereas if you have focused more on developing your mental abilities, those who are influenced by this perk will find themselves developing psionic powers of a similar nature.

Danger Sense (200CP - Psionic): You now have a precognitive danger sense that is specialized for use in combat. Even if an enemy knows about this power it will resist attempts at leveraging it in order to lead you into traps or cornering you. For example, if an enemy attacks you in a certain way hoping to force you to dodge in a certain direction, this power will circumvent this by guiding you to block the attack, or dodge in a different direction instead. The only way to defeat this ability is to overwhelm your ability to react to danger through speed, overwhelming numbers, or attacks with large areas of effect. For danger that is more than a few minutes in the future you will only receive a vague sense of unease that imparts little in the way of clues or specific details of the impending danger.

Killing Intent (200CP - Psionic): You can project your anger and desire to kill onto people you can perceive. This can cause targets that are vulnerable to this ability to feel fear and experience hallucinations of you killing them in the manner you are picturing in your mind when using this ability. Large amounts of killing intent, especially when used against targets lacking experience or willpower, can even induce cardiac arrest, effectively scaring people to death.

The strength of this power and your ability to control it increases the more people you have deliberately killed. Conversely, this power will be completely unusable if you have never deliberately killed anyone before. Thankfully you will absorb the accumulated "kills" of others when you kill them, allowing you to strengthen this power without becoming a *complete* monster.

At *extremely* high levels (i.e. after killing trillions of people) you can directly weaponize your killing intent, using it to create psionic constructs like blades that can actually damage physical objects with conceptual attacks. Such constructs require absolutely no psionic energy to create, only a stupendous amount of killing intent and an absolute conviction to kill whatever you use them on.

Masquerade (200CP - Psionic): Spies, informants, and traitors in organizations you lead, are a member of, or are allied with appear to be wearing masks that only you can see. The expression of these masks indicate what type of subterfuge is at play. A smug expression on a mask means that someone is a spy or infiltrator that has joined their organization under false pretenses. A scared and/or guilty expression indicates that someone is being threatened or blackmailed into working against their organization's interests. A mask with more than one expression or more than one face indicates that someone is a sleeper agent, has multiple personalities, or is somehow possessed or sharing their senses with another entity.

There are more expressions and types of masks than just those listed above, but you will have to figure out what they mean on your own. While these masks are always visible, they do not interfere with your ability to perceive the faces and expressions of the people wearing them.

Macro Sense (200CP - Psionic): You gain limited omniscience of the state and location of all matter that is within the maximum range of your telekinesis. That upper limit of *"the maximum range of your telekinesis"* is just the theoretical limit of this power. In reality the maximum range of this power is much more likely to be limited by your ability to handle the mental input of the information this power feeds you, forcing you to reign it in to levels you can handle without becoming overwhelmed. This soft cap on the maximum range of this power can be removed with the help of intelligence and multitasking perks and powers. Note that this power cannot be used without some form of telekinesis to channel it through and that this power cannot detect anything microscopic.

Micro Sense (200CP - Psionic): You can sense the individual atoms and molecules inside objects that are being influenced by your telekinesis. The total volume of material you can use this power on is greatly limited by how robust your mental and multitasking abilities are, and your ability to understand what this power is telling you is completely dependent on your education in areas like biology, chemistry, and physics. Note that this power cannot be used without some form of telekinesis to channel it through.

Social Intuition (200CP - Psionic): When focusing on an interlocutor with this power you will gain an understanding of how to befriend them and how to psychologically attack them. As an example, when interacting with an authority figure, this power might inform you that they will like you more if you oppose them on something before conceding to their authority. This intuition will not feed you any specific details or do much on its own to inform you as to *why* certain behaviors or topics of conversation are likely to anger or please someone. This power will give you much more accurate feedback the better you understand and the more you know about

your interlocutors and their circumstances. As something of a bonus this power also grants you an instinctual awareness of attempts to manipulate you as well as a rough sense for the motivations and reasoning behind said manipulations.

Super Instructor (200CP - Psionic): You are able to condense up to a year of full-time personal instruction down to one week. This does not mean this perk messes with the flow of time, that example is just a concise abstraction explaining this perk's effects on your teaching ability. As long as your student can understand you, they will completely and comprehensively understand everything you teach them, and the knowledge you pass on will be permanently and perfectly retained. This cannot be used to teach people incorrect things, or somehow brainwash or subtly influence others through education, as things like your opinions on the material you are covering with your students are not passed on by the effects of this perk. This perk can be used to pass on both knowledge and skills. Only one person can benefit from your ability to teach things fifty two times faster than normal at a time.

Threat Detection (200CP - Psionic): You are always aware of the single greatest source of danger inside the area you can directly perceive. While this is a precognitive power it is not reading the absolute future, it is merely scanning a huge number of the timelines that are most likely to occur for people, objects, locations, and scenarios that are both capable of and likely to become a threat to you. This power will do nothing on its own to inform you why the things it detects are a threat to you.

What's Brain Damage? (200CP - Psionic): Whether your mind is being housed inside a meat brain, a cyberbrain, or something even weirder, like your soul, no amount of damage to that housing will ever result in damage to your mind, memories, or any of your other mental capacities.

Clairvoyance (200CP - Psionic, Magic): You now have the power to see and hear, in real time, events in places you have been before, around people you have met before, and/or people and locations you can visually recognize or know the name of. The use of this power will not be detected or blocked by automatic anti-scrying wards and other similar protections, and detection by sentient and/or sapient beings is only possible if they know to look for it and are actively trying to detect it.

You may also attune any item with a crystalline structure over the course of a minimum of ten minutes of meditation in order to turn said item into a beacon that will allow you to use this power on the area around it. Ten minutes of meditation will attune a crystal for roughly one hour, with the attunement becoming permanent after two hours of meditation.

The name you know a person you wish to target with this power does not be their "True Name", it need only be a name they would respond to. That said, knowing a target's True Name would allow this power to break through most non-conceptual anti-scrying protections around a target, while also making the use of this power undetectable by the Named target.

Conceptual Condensation (200CP - Magic): You can convert immaterial and conceptual things into liquid form. This will allow you to bottle things like energy, moonlight, sunlight, emotions, ideas, concepts, colors, sensations, elements, spirits, souls, life, death, fate, time, victory, defeat, creation, destruction, and even things like mana and other supernatural energies. This perk will teach you how to make the special bottles that are capable of safely containing these special liquids, and each unique liquid will require its own unique bottle. In general these liquids will not be inherently useful for anything on their own, and almost all of them are inherently toxic or poisonous in some way, but they have a lot of potential uses for things like alchemy, potions, enchanting, rituals, spell components, magical research, and some types of magitech.

Create Item (200CP - Magic): This power allows you to create any mundane item, including machines and electronics. The items created by this power cannot be enchanted or otherwise empowered by supernatural effects. This power can be used with any supernatural energy you can directly control. If a created item is damaged or fundamentally altered it will dissolve back into whatever energy it was created from, this prevents using this power to create things like fuels.

In order to create an item you must be able to picture it in your mind's eye in its entirety. The greater an item's mass the more energy it will take to create it with this power. You may configure the lifetime of the items created by this power to have any duration you desire, even making them fully permanent, and you can choose to dismiss them at will. You are constantly aware of the relative location and physical state of all items created with this power. This awareness will never interfere with your normal activities.

Magic Circles (200CP - Magic): This is a knowledge perk that will instruct and guide you in the creation of magic circles. Despite their name, these circles are in no way limited to the manipulation of magic as they can work on all forms of natural and supernatural energies. These circles cannot be used for casting spells or enchanting objects, instead they are intended to manipulate energy with nothing more than creative applications of geometry. To actually use the energy manipulated by these magic circles you will need to leverage the use of technology, magitech, or perks like *Reality Runes* from this Supplement. These circles follow a number of fairly simple rules to start with, but you will be able to discover more through independent study.

Curved lines draw energy from the convex side of the lines, channeling it along themselves in the direction they are drawn until a line ends, the energy capacity of a line is exceeded, or for one complete lap if a line forms a loop, at which point the energy is emptied into the convex side of the line.

Straight lines channel energy along themselves, as always in the direction they are drawn, from either their starting point or from where they intersect with another line, transporting it along until a line's capacity is exceeded or a line ends, reaches a sharp turn, or intersects with another line, at which point the energy is either emptied from to the convex side, if that point is either a turn or an intersection, or in the direction of travel otherwise.

So if you draw a circle with this power, it will draw energy from the environment, gathering it inside the circle itself. If you were to draw a square it would draw energy from inside the circle, leaving it empty. Were you to draw a square *inside* a circle, the energy would be trapped between the outside of the square and the inside of the circle. You could then draw straight lines from the square that lead to runes or other circles containing devices in need of energy in order to power them, throttling the volume and type of energy by manipulating the width and material of the line.

Which leads us to the lines themselves. The width of a line relative to that of a line it is attached to will limit what percentage of energy it will draw from that line. So if a line is half as wide as the line it is drawing from, it will only ever draw fifty percent of the energy flowing through that line at any given time. Lines can either be drawn with physical materials like inks or metal inlays, allowing the magic circle to work with positive energies, or they can be carved out of a solid material, allowing the magic circle to work with negative energies. The material the line is formed from or carved out of determines the overall conductivity and energy capacity of the magic circle, with shaped energy being better than metal, which is better than stone, which is better than wood, which is better than paper. It is possible, if somewhat complicated, to combine both positive and negative lines in the same magic circle. These materials also determine the type of energy lines will draw from sources other than other lines — a copper circle will gather electricity, for example — as well as their capacity and conductivity for the energies channeled into them from other lines or sources.

The energy capacity of the empty volumes inside circles and outside squares is determined by both the capacities of the materials they are made from and/or carved out of as well as the diameter/width of the circles and squares in question. It is possible to create magic circles in more than two dimensions.

Shadow Form (200CP - Magic): You are now able to become a shadow that can travel through interconnected shadows at the speed of thought and hide in the shadows of moving people and/or objects to follow them while remaining completely unseen. While in shadow form you perceive people, places, and things that are covered by shadows as though they are brightly lit, and things that are cast in light as though they were in shadow.

With practice you can drag objects and other people into the shadows with you, to either transport them or protect them from harm. While in shadow form you cannot normally interact with the physical world — an effect that works both ways, as the physical world is also prevented from interacting with or harming you as well — but if you were to acquire a power that would allow you to damage or otherwise interact with intangible entities, that power's effects will become inverted while you are in shadow form and can be used to interact with the physical world.

Shadow Lock (200CP - Magic): You can physically restrain someone by standing on their shadow with this power activated. If you move while using this power, even if you are still standing on your target's shadow, their restraints will be broken. Any application of physical force to break the restraints created by this power will be completely ineffective.

Shroud (200CP - Magic): No one will ever attempt — or influence others to attempt — to perceive you or your actions with extrasensory abilities like clairvoyance or precognition. While this will not prevent you from being detected by such abilities that are autonomous or wide enough in scope, it will prevent anyone using them from attempting to focus on you and your actions.

Trace (200CP - Magic): Whenever someone says your name — in this case it will be the first name you use to introduce yourself to someone native to a Jump — or looks at a reproduction of your appearance, you will get a general sense of their location and an impression of their intentions towards you. This sense lasts for around one hour. You can choose to exclude the effects of this perk for either people you don't know the names of, or people with certain types of intentions towards you (e.g. people who don't have any specific intentions or people with positive intentions). This exclusion ability can be enabled, disabled, or reconfigured at will.

Beatdown (200CP - Fiat): Whenever you one-sidedly defeat someone in personal combat and spare their life, they will no longer desire to pursue the course of action that lead to your conflict with them or to work against your interests of their own free will. This perk will not affect people like masterminds whose subordinates you defeat unless you *also* defeat said mastermind in actual combat, and will only affect people *you personally* defeat, not those defeated by your Companions or Followers. This perk won't force people to choose death of themselves or their loved ones over opposing you, so you may still face them as enemies should someone end up threatening them or the lives of those they care about.

Environmental Protection (200CP - Fiat): As long as it is not so hazardous as to kill you instantly, you are immune to active harm from local environmental conditions. However, if you still need to drink or eat food, this perk will not protect you from passive or tangential harm from the local environment, such as being trapped somewhere with no food or water, like a desert. Nor will this perk protect you from environment conditions that have been specifically created with you in mind, such as landslides or avalanches triggered by an enemy in an attack against

you. What this perk *will* protect you from is things like radiation, temperature, gravity, toxins, as well as many types of localized magical or otherwise supernatural hazards.

Ethics Injection (200CP - Fiat): You can now inject people with an instinctive sense of ethics. Affected targets will have negative emotional reactions to unethical behavior, and this reaction will be especially strong in response to their *own* unethical behavior. This also works retroactively, creating a negative emotional response (usually guilt) to past unethical behavior. Essentially this power will allow you to functionally “cure” things like sociopathy and psychopathy. This won't force any behavioral changes in those affected by this power on its own beyond the inherent power of negative reinforcement typically has on sapient behavior, it will just make them feel like an appropriate amount of shit every time they kick a puppy. Be warned, that this power can cause unexpected results when used on the unnaturally insane. Using this power on someone like the Joker *may* improve that situation, but if it doesn't? Things are almost certainly going to get much, *much* worse.

Identity Protection (200CP - Fiat): You can configure a set of civilian and other identities and this power will make sure you always behave as though your active identity is the only identity you have. While active this perk will control your body language, facial expression, physiological indicators (heart rate, blood pressure, etc), suppress subconscious use of detectable powers and abilities, automatically censor any information that would out you from all of your communication (spoken, text, etc), among other things. You may also allow this perk to administrate power toggle perks and powers like the *Control* perk from this Supplement, in which case it can be used to assign and automatically enable/disable specific perks and powers while you are assuming specific identities. This perk will never put you or those your care about in danger when controlling your other perks and powers.

I Speak the *Truth* (200CP - Fiat): People will always believe the things you tell them, provided that what you are saying is objectively True. People affected by this perk, as well as those interacting with said individuals, will never find this unnatural credulity of your words to be in any way suspicious in such a way that might lead them to somehow begin doubting or disbelieving you or suspecting you of using something like mind control.

Non-Lethal (200CP - Fiat): This is a toggleable power that, when active, will make it so you cannot physically harm anyone with your attacks. Instead, people who are successfully attacked by you will have their stamina decreased by an amount commensurate with the amount of damage they would have received if you were not using this power. This loss of stamina can be built up until your target loses consciousness or is otherwise rendered unable to act, and will take ten times longer to recover from than normal. When used against targets that don't have stamina, something else is drained instead, such as mana when attacking an undead, or energy when attacking an android.

Revealed Charasma (200CP - Fiat): Unlike other charisma boosting perks that just make other people magically like you more, or artificially add to or modify your personality, behavior, or social skills to become more charismatic and influential, this perk works by making the likable parts of your existing personality, behavior, and appearance extremely obvious to others, causing people to see your proverbial “true self” in the best light possible.

People will still be just as aware of your flaws and imperfections as they would normally be, but now they will also have an innate understanding of their sources and origins (but not necessarily their specific details), and will easily overlook any of your issues that are not under your control — like undesirable behavior born from past trauma, mental illness, physical appearance, species, race, etc — while they will be better able to help you fix or otherwise reduce the negative impacts of those that are, without becoming controlling or overbearing.

The things that this perk reveals to people about you are tailored to each individual who is affected by it, as most people like different things about different people. People will easily find those personality traits, physical features, and behaviors you have that they *personally* like and approve of, no matter how subtle or well hidden they are.

This perk has another feature in that you will have an increased appreciation for people who treat you with honesty and sincerity, as though they themselves had this perk, just that it only affects you.

Safety Features (200CP - Fiat): Your offensive or otherwise destructive perks and powers can no longer unintentionally cause you harm, no matter how tangentially. Your attacks that are reflected back at you either achieve nothing or pass right through you, whichever you prefer. Heat created by some energy projection power will not burn you, even if you were to roll around in the melted slag of a robot you just destroyed with it. This will even go as far as protecting you from being harmed by perks and powers that have been stolen from you or have otherwise been subverted by an enemy so that they might be used against you.

Thinking Is A Free Action (200CP - Fiat): So long as you are not taking any physical action, including any kind of movement, or using any active powers (other than this one) you may indefinitely freeze time. Since time is frozen, light and sound won't be able to reach you, so activating this power will cause you to enter a state of perfect sensory deprivation. Which has been shown to have the potential for rather deleterious effects on the human psyche if endured for extended periods of time, so, barring the acquisition of sanity protecting perks, you would be wise to use this power sparingly.

Useful Suffering (200CP - Fiat): You are completely immune to any and all suffering that is not useful. How can suffering possibly be useful, you ask? Beyond the fact that the capacity for suffering is arguably a requirement for sapience and it is the entire basis of negative reinforcement (pain from a broken leg motivating you *to stop walking on it*), there is also the fact that a blanket immunity to suffering would probably make you into a sociopath, as you would not “suffer” from things like guilt and the empathic echoes of other people’s negative emotions.

No, what this perk does is make you immune to useless, unnecessary, and otherwise unhelpful suffering. If you were suffering the pain of a chronic injury, disease, or even torture, this perk would handle that, erasing and general suffering and converting any pain into simple information about the physical state of your body. After all, it's not like suffering from the pain of those things will suddenly make you able to do anything about it, or you probably would have done something already. Even when suffering from certain things is helpful and/or healthy, this perk will only allow you to experience that suffering exactly as intensely and for exactly as long as it would be useful or helpful for you to do so. If there is nothing you can do about the cause of your suffering, you are usually immune to it.

Dynamo (200-400CP - Metaphysics): You can absorb energy that would transfer into or otherwise pass through your body, store that energy for up to one hour, and release that energy with a ten percent boost in output. While you will remain perfectly unharmed from the energy absorbed by this power, the maximum limit you can absorb from a single blow or ongoing attack is ten times the energy it would take to break the most durable bone in your body. This power will never adversely affect your bodily functions, the use of cybernetics, or your senses. It should be noted that this power has unreliable effectiveness in handling things like acids, toxins, diseases, and poisons.

For an additional **200 CP** this power can be used to convert the energy it has absorbed into any other type of energy it has ever absorbed in the past before releasing it. You will also be able to telekinetically control energy after it has been released by this power out to any distance

you can see, without that energy dissipating at all before it has made contact with your intended target or a solid object.

Regeneration (200/600/800CP - Metaphysics): You now have a very robust and largely flawless healing factor. The healing caused by this perk does not require any raw material like nutrients or biomass in order to work, although actually having some available can speed things along. This healing factor will not do stupid things like heal around weapons or dirt, trapping them in your body, or healing unset bones badly, and forcing you to re-break them, nor will it interfere with the installation of cybernetic implants. Additionally, healed brain injuries will never result in things like memory loss or personality changes.

- **200 CP:** You can eventually completely recover from any injury that does not kill you after one week. Injuries that don't kill you in sixty seconds won't cause you to die.
- **600 CP:** Your healing factor is now fast enough that it now has combat applications. While regenerating whole limbs, organs, and large chunks of flesh might still take a minute or two, if you grab said severed portions of your august person and shove them into the appropriate wound, they will be reattached in mere moments.
- **800 CP:** Your healing factor is so fast that no blood would leave your body if you were decapitated, as the wound would heal immediately following behind the offending blade as it passes through your body. If a blade cutting into you is sharp enough, it will appear as though you are intangible, and not healing. As long as a single cell of your body remains alive, you can regenerate your whole body in under five minutes, a process that can be delayed at will, so that you can use this power to play dead — although you might want some kind of ability to perceive your surroundings as a soul or something so you know when it is safe to regenerate. This regeneration ability will never result in issues like ending up with two copies of yourself if you get cut in half.

Teleportation (200/300/400/600/800CP - Metaphysics, Psionic): You can now teleport with your equipment and with people and/or objects you are in direct physical contact with. You may teleport anywhere you can see clearly, but your ability to teleport to locations you cannot see are limited by which version of this perk you choose to purchase. While you will retain your momentum relative to the closest celestial body when you teleport, you will be able to modify your exit vector (i.e. the direction you are moving). This will allow you to chain teleports in order to fling yourself by using gravity, although it should be noted that this power on its own does not come with any safe method to slow down should you choose to do such a thing. You may configure any sound or special effects you wish to add to your teleportation power at Jump Start or while between Jumps.

- **200 CP:** City wide teleportation range to anywhere you have spent at least one entire day. You can teleport once every ten minutes.
- **300 CP:** Continent wide teleportation range to anywhere you have spent at least one entire hour. You can teleport once per minute.
- **400 CP:** **Cislunar** wide teleportation range to anywhere you have been before. You can teleport once every ten seconds. You can also mark people, places, and things you touch, allowing you to teleport to them at will, even if they are hidden, warded or otherwise protected by anything weaker than you. These marks can be made visible or invisible to specific individuals whenever you please. You can freely choose the appearance of each mark when you place it. These marks cannot be removed and only complete destruction of whatever they are placed on will destroy them (e.g. a person would need to be cremated, a building would need to be uninhabitable, etc). You can freely control your distance and position relative to the targeted mark when using them as teleportation destinations. Mark based teleportations will automatically fail if the targeted mark has been moved to a hazardous location.

- **600 CP:** Galaxy wide teleportation range to anywhere you can clearly picture in your mind. You can also teleport to other planes, dimensions, timelines, and so on in the same Jump following the same previous location limitation as the 400 CP version of this perk. You can even teleport to and from your Warehouse. You can teleport once every second.
- **800 CP:** You can teleport without limits within your current Jump. Not only that but you are now capable of entering a state of bullet time for one second after teleporting, where you will experience ten subjective minutes of time passing during that second, which you may end at will. While experiencing bullet time your eyes or other analogous sensory organs may move inside their sockets as though they have been accelerated to the same speed as your thoughts. This acceleration will not physically harm you in any way. Anything and everything you choose to bring along on a teleport will be teleported safely. Some powerful entities may be capable of restricting teleportation to and from certain protected areas.

Portals (200/300/400/600/800CP - Technology, Magic): You can now open and close free standing portals that can be used to transport people and objects great distances. These portals cannot be weaponized and will never harm anyone or anything (e.g. touching the edges, closing while half way through, opening portals to space, etc). Environmental hazards like radiation cannot pass through these portals, and any atmosphere, or lack thereof, on either side of these portals will never influence or mix with the other side. While the upper size of these portals is limited by what version of this perk you purchase you may make portals of any size below that limit. Both ends of a portal will always be the same size. When forming a portal you may choose how each end is anchored in space, such as fixing one end so that it stays stationary relative to the planet, yourself, a vehicle, an object, a person, or a surface. You may configure any sound or visual effects you wish to add to your portals at Jump Start or while between Jumps.

These portals are surrounded with a perfect perception filter that prevents any mind and/or device from detecting them if they are not within two meters of said portals. This perception filter will also remove all memories of these portals from anyone who moves more than two meters away from them. By default this perception filter will not affect you, your Companions, or your Followers, and it can be configured to include or exclude any number of specific individuals or groups. Those affected by this perception filter cannot gain knowledge of these portals by reading the minds of those who are not, and they cannot learn about them through abilities like pre or post cognition either.

- **200 CP:** City wide portal range, with portals that remain open for up to two minutes and are large enough for one person to pass through at a time. You can create portals to any location you have spent at least one entire day. Limited to one portal at a time.
- **300 CP:** Continent wide portal range, with portals that remain open for up to ten minutes and are large enough for one standard cargo container to pass through at a time. You can create portals to any location you have spent at least one entire hour. Limited to five portals at a time.
- **400 CP:** Cislunar wide portal range, with portals that remain open for up to thirty minutes and are wide enough for one cargo ship from 21st century Earth to pass through at a time.You can create portals to any location you have been before. You can also mark people, places, and things you touch, allowing you to open portals to them at will, even if they are hidden, warded or otherwise protected by anything weaker than you. These marks can be made visible or invisible to specific individuals whenever you please. You can freely choose the appearance of each mark when you place it. These marks cannot be removed and only complete destruction of whatever they are placed on will destroy them (e.g. a person would need to be cremated, a building would need to be uninhabitable, etc). You can freely control the distance and position of portals relative to the targeted mark when using them as portal destinations. Limited to ten portals at a time.

- **600 CP:** Galaxy wide portal range, with portals that remain open for up to one hour and are wide enough for one **Imperial II** class Star Destroyer to pass through at a time. You can create portals to anywhere you can picture in your mind. You can create portals to other planes, dimensions, timelines, and so on in the same Jump following the same previous location limitation as the 400 CP version of this perk. You can open portals leading to your Warehouse. You can move open portals around through space at will. Limited to fifty portals at a time.
- **800 CP:** You can open any number of portals with no limits within your current Jump. Portals you create with the intent to be permanent cannot be closed by anyone other than yourself once they are established. Some powerful entities may be capable of restricting the creation of new portals within certain protected areas. While there is no hard cap on portal size, the wider the portal the longer it will take to open and both ends of a portal must be the same size. Anything and everything can pass safely through these portals You may now weaponize portals at will so long as they are opened following the size and range limitations of the 200 CP version of this perk.

Inventory (200/400/600/800CP - Fiat): You have an inviolate dimensional Inventory that can store and permanently preserve objects and/or sub-sapient lifeforms. You have a form of **Intellectus** that covers the contents of your Inventory and may extract any item from within it at will.

- **200 CP:** Your Inventory has ten cubic meters of space and can only collect items in physical contact with you that you can lift, without help, for ten minutes without dropping them.
- **400 CP:** Your Inventory has one hundred cubic meters of space and can collect or deposit items anywhere within one meter of your person. There are no limits on the maximum weight of collected objects provided that the target object is not a permanent structure or deliberately attached (i.e. bolted) to the ground or something you cannot collect.
- **600 CP:** Your Inventory has one cubic kilometer of space and can collect or deposit items anywhere within ten meters of your person. There are no limits on the maximum weight of collected objects provided that the target object is not a permanent structure or deliberately attached (i.e. bolted) to the ground or something you cannot collect.
- **800 CP:** Your Inventory has infinite storage space and can collect or deposit items anywhere you can perceive. You may also freely collect liquids, gasses, and even natural and supernatural energies. There are no longer any restrictions on the collection of intelligent beings or other lifeforms, although they will be in a state of perfect suspended animation while inside your Inventory. You may also freely transfer items between your Inventory and your Warehouse or Personal Reality. Your Inventory Intellectus now extends to the contents of your Warehouse or Personal Reality. Not only that but you may choose to have specific items that you collect into your Inventory can maintain their momentum relative to your person at the time of collection, and you may decide on their vector when said items are extracted. This will allow you to launch objects and even redirect incoming projectiles by using your Inventory, although redirecting projectiles will require excellent reflexes.

300CP

Absolute Physical Control (300CP - Metaphysics): You now have the ability to perfectly control your entire body at any speed and scale you can perceive. If you have a sensory ability to perceive things as small or even smaller than molecules, you will be able to easily control tools to manipulate those molecules with your bare hands. Thanks to having absolute control over things like muscle memory and other types of trained reflexes, you can also easily master things like martial arts through the casual observation of others or just a few days of self-directed training.

With some practice you can learn to control things like your own blood flow, individual muscle fibers, the operation of various organs, and numerous attributes of your nervous system (increasing sensitivity, muting or disabling pain, etc). If you have yet to reach physical maturity (and with a *lot* more experience and practice) you can control your body's development as you age, adjusting things like your final height, proportions, body type, facial structure, skin tone, hair and eye color, and many other things. Doing so requires quite a bit of focused effort on a daily basis to have more noticeable effects, a process that can be helped or hindered depending on the type and amount of nutrients available to your body. This ability, once you have mastered it, comes with an exceptional increase in your awareness of your own body and its current condition, allowing for feats like detecting drugs and poisons before any noticeable symptoms could possibly appear.

Filter Barrier (300CP - Metaphysics): You can freely create free standing barriers that can be configured to allow or prevent anything you can conceptualize from passing through them. From obvious things like bullets or poisonous gasses, to more subtle things like enemy perception or luck, you can freely configure these barriers to block any number of things or even block everything *but* certain things. The configured filter for existing barriers can be changed at any time.

You may freely configure the barrier's appearance at the time of creation, and even create a number of "favorite" appearances that can be set on short notice. While these barriers are nominally indestructible, they are kinetically anchored to your body, so unless you are stronger than the Hulk, blocking one of his attacks with this power probably won't end well for you. Note that this anchoring effect does not prevent you from leaving barriers in place as you move around, it only becomes relevant when outside forces attempt to move them or break them with kinetic forces, and does not come into play for barriers placed on or inside vehicles in motion either.

Frangible Monstrosity (300CP - Metaphysics): Whenever you are separated from one of your body parts for more than a day, it will begin to mutate into an undead monstrosity capable of increasingly independent action as time goes on. The primary goal of all such monstrosities is to return to you — whether they want to rejoin your body, or they just really *really* like you can vary from monster to monster.

These monstrosities will take great umbrage at being "captured" by enemy forces, and will make any and all efforts to make their escape as disruptive and annoying as they possibly can. No, they don't *just* want to prank and/or scare the ever living piss out of people! It is an obligation for all soldiers captured by the enemy to disrupt their operations and consume as much of their resources as possible! No matter how much fun it is!

These monstrosities will continue to grow in stature, strength, and intelligence the longer they are out of contact with you, and if a monstrosity cannot regain contact for more than a month, they will begin to reproduce. You may configure this power to restrict how violent these monstrosities are permitted to become, letting you decide whether or not they can kill, and if so, who and under what circumstances is someone considered a valid target for lethal action.

This power cannot be used to create monstrosities from things like prosthetics and other kinds of modular or non-biological body parts.

Gestalt Multipotent Cells (300CP - Metaphysics): After purchasing this perk, all of your body's cells are transformed into multipotent cells which are capable of performing the functions of every type of cell in your body at any time. These cells are then networked into a sort of distributed intelligence that is specialized in monitoring the condition of your body and maintaining homeostasis. This gestalt is not an AI, it is more of an egoless addon to your autonomic nervous system in the form of a specialized expert system that is designed to

interface with your mind in order to keep you informed about your body's condition and to receive mental commands.

You can command this network to adjust and even disable certain sensory functions such as pain or touch, reprioritize healing and other biological functions and states like digestion or sleep, and even make cosmetic and structural changes to your body over the course of a few hours. Additionally due to the nature of multipotent cells and the network that controls them, healing becomes many times faster than before and it becomes possible to regenerate, replace, and even create additional limbs and organs.

There are also some peripheral benefits to this perk, such as the ability to order your cells to self-destruct when separated from your body — or at any other time or under any other circumstances you want. The ability to isolate toxins from fatigue and poisons so they can be expelled later — granting an immunity to many poisons while also increasing your stamina. The ability to adjust your hormones and brain chemistry at will, the ability to optimize and tune your cardiovascular and nervous systems in real time. As well as some other things that you will have to discover on your own.

Beyond granting you a somewhat limited, if very user friendly, form of auto-biokinesis, you can leverage your connection to your cell network to take full and direct control of your cells, operating them like microscopic drones as you control their every function and action. Of course using this ability on any kind of practical scale will require insane levels of multitasking.

Mimic (300CP - Metaphysics): You take on the abilities and traits inherent to the species of those you come into physical contact with. This does not change your appearance beyond some occasional changes in muscle mass and/or tone. Contact with a cat might grant you improved low light vision, an elf might give you an increased lifespan and dexterity, and a xenomorph could give you acidic blood.

This is always an additive process — although there will be some diminishing returns when repeatedly gaining the same abilities and traits — so, other than in cases where traits are mutually exclusive, there won't be any instances of replacing one set of abilities and traits for another. You can control which of the traits and abilities granted by this perk are active, inactive, or even *how* active with the *Control* perk from this Supplement.

Phasing (300CP - Metaphysics): You can now become completely intangible at will. While you have next to no mass while you are phased, you will retain your momentum. This power will allow you to accelerate at great speed, glide long distances, pass through physical objects, and ignore all physical and most non-conceptual attacks. Although you will gain an awareness of all matter intersecting your body while phased, your other biological/cybernetic senses will be greatly diminished, though this reduction is mostly in terms of range.

You can remain phased for roughly four times as long as you can hold your breath. With practice, you can learn how to phase specific portions of your body, as well as other people and larger objects you are in physical contact with. Although phasing with objects and people will decrease how long you can remain phased. If you de-phase while intersecting an object, depending on which of you has the greater mass, either you or the object will be propelled away from the other's center of mass unharmed. This behavior is exclusive to your body and clothes, not any weapons you are using this power on, as those will fuse with anything they are intersecting when de-phased. You may choose how phasing alters your appearance to anything you like, so long as you do not become completely invisible or change the total effective volume your body takes up.

Super Skeleton (300CP - Metaphysics): Your skeleton is now made of an indestructible metal. This indestructibility is backed by Jump Fiat and is completely absolute. The metal that makes up your skeleton is in no way magnetic, is not vulnerable to things like thermal induction, and is

no more thermally or electrically conductive than your normal bones would be. Your new metal skull will not interfere with or otherwise offer extra protection against psionic abilities or attacks. The only exceptions to your new skeleton's physical immutability is when you use any shapeshifting, phasing, changing of Alt-Forms, or any other power or Fiat backed technology that might interact badly with your super bones, and they will also change with you as you age. And your metal bones certainly won't be doing anything silly like slowly poisoning you to death. You may freely configure the appearance of these bones, provided they are obviously metallic or mineral in nature.

Sever Causality (300CP - Metaphysics): Twice per objective year you can sever yourself and the contents of your Warehouse or Personal Reality from the chains of cause and effect. What does that mean? Well, firstly doing this makes you immune to any changes to the timeline caused by time travelers or similar effects changing the past. Secondly it blinds any and all pre/peri/post cognitives to you and your actions.

Both of these effects only work from the point in time that you severed your causality. So, if a time traveler jumps to a time a few months after you have severed your causality you can still be affected by any changes they make in the timeline, and precognition will work on you again after that point as well. Or at least it would if you don't plan on (and actually follow through with) severing your causality immediately before the end of a Jump or after you have dealt with said precognitive adversary.

This power has strange interactions with the abilities of achronal entities, such as the **Q Continuum**, the **Prophets**, and the **Simurgh**, that will typically leave them in a confused state that will prevent them from determining who or what is causing problems until their current "focus" in time has moved past the last instance this power was used, or they somehow move outside the reach of what you could have potentially affected, however indirectly, in the universe of that Jump.

Battery (300CP - Technology): The energy storage systems (batteries, capacitors, fuel tanks, flywheels, etc) in the devices you create will never run out of energy once they have been charged. You may choose to have any of the devices affected by this perk return to normal and back again at any time. The devices affected by this perk are by no means limited to those that store electrical energy.

Creator's Fortune (300CP - Technology): The lifeforms and intelligences you create, biological or otherwise, will always remain loyal to you, provided you do not abuse them or severely neglect their needs and/or wellbeing. In which case any such rebellion that occurs will generally be in the form of abandoning you, as any direct opposition to you or your interests will only take place if you have made leaving you impossible without violence.

Additionally, all dangerous technologies you acquire, use, or develop — such as self replicating nanomachines, antimatter reactors/weapons, teleportation devices, and so on — will never go rogue, develop grey goo problems, explode in your face, or open unintentional gateways to the Special Hell. In fact — barring deliberate sabotage or other enemy action — after purchasing this perk, you will never experience a dangerous or otherwise life threatening crafting or research accident ever again.

Hardened Systems (300CP - Technology): Software and computer systems you have designed and/or own are now completely impossible to hack or otherwise subvert, and no one will ever be able to access anything they do not have the appropriate authorization for, even in cases of human error — such as someone leaving a terminal logged in while taking a break or writing their password on a post-it note stuck to their monitor.

Material Efficiency (300CP - Technology): Every time you craft an item without making any mistakes or errors during the crafting process, you will find that a copy of all the raw materials — physical and otherwise — that were consumed in the crafting process will appear wherever you usually store such things. This perk will not affect truly unique crafting materials or ingredients such as **Infinity Stones**. This perk can only trigger once per day and cannot trigger from the creation of intermediate products like ingots, circuit boards, or any other sub-components of a final product. The final product must also have an actual function, so you cannot just make something like a giant block of unobtanium in order to create more raw materials with this perk.

Self Repair (300CP - Technology): Once you have purchased this perk, everything you create, or have created in the past becomes self repairing. Affected creations will consume nearby materials in order to affect repairs when they are available. When no materials are available any missing material will be created ex nihilo, but this will increase repair times by anywhere between one and ten orders of magnitude, depending on the total amount and rarity of the missing material.

This perk will detect and thwart all attempts to leverage its ability to generate missing material from thin air in order to harvest more resources or duplicate items by deliberately breaking things affected by it. If, for example, you cut a shield in half and separate the pieces, one half of this newly broken shield will disappear as the other half is repaired, you will not end up with two shields.

Personal equipment will be able to repair itself in one day. Small vehicles like cars will take five days to repair themselves. Structures and larger vehicles roughly the size of a detached house will take up to ten days to repair. Anything larger than that will take between a minimum of ten days and a maximum of sixty days to self repair.

Armory (300CP - Technology, Magic): You can summon disposable copies of any personal equipment that exists inside your Warehouse or Personal Reality, so long as you know how to use it and so long as the equipment you summon is not sapient. These projections are always summoned in ideal working condition, even if the equipment they are based on is damaged or destroyed, and they are always summoned fully charged, full of ammunition, and other such things. You may summon and unsummon equipment at any time. Any time someone you haven't authorized attempts to use your summoned equipment it will either become inoperable or it will unsummon itself, whichever you would have preferred in hindsight.

Shaper (300CP - Technology, Psionic, Magic): This power allows you to manipulate matter in order to craft intermediate and finished products, or break down items and unprocessed materials into usable raw materials. This transformation process can usually be completed in less than one minute, although crafting things at this speed will consume large amounts of energy. The scale and complexity of what you can create with this power is only limited by your ability to hold complete designs in your mind, though it is possible to work around this limitation by breaking down said designs into smaller and more manageable parts that can be assembled later. This power cannot transmute raw materials into other raw materials, it can only mix raw materials into compounds, composites, and/or alloys, arrange atoms into molecules, and shape the processed materials into their final shapes.

Mental Garden (300CP - Psionic): Through meditation you can visit a mindscape garden that represents your psyche. Through the cultivation of this Mental Garden you can change your inherent mental capacities and talents, lakes of memory, zen gardens of peace of mind, hedge mazes of mathematical ability, statuary of artistic talent, flower beds of emotional intelligence, and forests of knowledge where each tree represents your understanding of a specific subject.

Through the complete understanding of a specific species of plant you can add it to your Mental Garden to enhance your mind in specific symbolic ways. Adding flowers will enhance

your mind using the language of flowers as a guide, while plants with medicinal properties will improve your ability to recover from mental illnesses and damage from psychic attacks, and plants with thorns and poisons can be arranged around your Mental Garden's perimeter to enhance your psychic defences. If you can manage it, adding magical and other super-mundane plants to your Mental Garden can have much more profound effects, although the specific benefits of doing so are nearly impossible to predict.

Any psychic damage or mental illness can be addressed by maintaining your Mental Garden just as a regular gardener would maintain a normal garden, cutting overgrown grass, trimming the hedges, weeding the flower beds, replacing diseased plants, and so on. Damage from psychic attacks will usually present itself as damage from weather, such as severe winds breaking limbs from trees and/or removing their leaves, or even lightning strikes setting trees on fire or felling them outright. More severe cases of damage from psychic attacks will be presented like the damage of a tornado passing through, or even a sudden cold front burying your garden in multiple feet of snow, killing many of your more delicate plants. But no matter how severe the damage, so long as a single plant survives in your Mental Garden you will always be able to maintain it through meditation, allowing you to repair it to its previous state, given enough time and effort.

The special meditation method you learn when you purchase this perk can be taught to others, with varying levels of success depending on your student's inherent talents for such things. Most beings with any form of psionic ability (e.g. telepathy, telekinesis, etc) will easily be able to reach the same level of ability as yourself. Whereas more mundane beings may be forced to specialize in one or two things (e.g. just a lake of memory and some flower beds) due to being unable to support a larger Mental Garden.

This ability has a lot of potential synergy with the cultivation methods found in many Xianxia settings, particularly if you can manage to add any spiritual plants from those settings to your Menta Garden.

Pathfinder (300CP - Psionic): This perk grants you the ability to find any person, place, object, or situation you desire. Your target can be vague or specific. When used, this power will create a glowing path that will never hinder your situational awareness and is only visible to you. This power won't work if it is fundamentally impossible for you to physically reach your target, your target does not exist, or if it will take longer than your remaining time in the current Jump for you to get to your target. While this power is active you can see through any kind of invisibility, illusion, perception filter, or any other kind of cognitive and/or visual interference that would prevent you from following the path.

If there are certain requirements that you need in order to reach your target (e.g. vehicles, information, new skills/abilities, a certain person's help, etc), the path created by this power will lead you to them, although it won't explicitly explain what that requirement is, so you will need to figure things out from context. If you have the *Teleportation* and/or *Portal* perks from this Supplement you can use this power to teleport/portal directly to your target, so long as it is in range of your teleportation/portal power. This synergy may be extended to other teleportation and portal powers, depending on how they work.

Psychic Decoy (300CP - Psionic): Your mind is wrapped in a psionic construct that will disguise and protect it from intrusion and manipulation by acting as a scapegoat. A telepath attempting to read your mind will only be able to read the "thoughts" of the decoy, and things like implanted memories and mental commands will have no effect on you as this decoy mind isn't *your* mind. This decoy has also been designed to analyze all external psionic and mental influence it encounters, allowing it to help you to decipher who and, perhaps more importantly, *how* someone is attempting to manipulate your mind. This decoy can be reset and reconfigured at any time.

You may configure the decoy to operate in one of several modes, or even configure specific modes for specific people or types/methods of influence. The first is a disguise mode that will emulate the mind of a person native to that Jump or world who fits your current physical appearance. This emulated mind will be very average and uninteresting. The second is a firewall mode that will present the decoy as a mind protected by any configuration of mental protection perks and powers you have access to. This mode is special in that it can be used at the same time as the others. The third is a redacted mode, which emulates a copy of your mind that has certain memories and thoughts seamlessly removed from it. This mode is intended to deceive mind readers into thinking you don't know certain things, such as the canon events of a Jump.

As a bonus, you may temporarily link your facial expressions, body language, and other subconscious behavioral tells to this decoy in order to prevent any discrepancies between how you present yourself and the apparent nature of the decoy mind from giving the game away... Or to just win at poker. You may also let the decoy temporarily take control of your body if you want to play possum when someone attempts to mind control you.

Unless they are strong enough to completely brute force their way through your other mental defence perks and powers in under a second, no one will ever be able to work around this decoy to influence your actual mind, no matter how skilled or subtle they are, even if they know the decoy is there. The decoy can also act as something like a quarantine for things like memetic and/or info hazards, locking itself down when they are encountered.

Toy Army (300CP - Psionic): You can telekinetically control any object with limbs, wheels, flight, or any other means of animation, provided those objects are no larger than thirty centimeters in their longest dimension (i.e. length, width, height). You can control all objects inside your range — which is determined by your psionic strength, but you will have at least twenty meters to start with — with no limitations on the total numbers or complexity of the objects under your control. No matter how many you are controlling you can control each individual object as though you are devoting the entirety of your attention to just that single object.

You aren't making these objects float with your mind or anything like that, instead this power allows you to control their limbs, wheels, thrusters, or whatever else they have to move around. This limits the strength and speed of objects under your control to what the materials they are constructed from can bear without damage.

You can share the “senses” (including touch) of the objects you control with this power not only if they have components like cameras and microphones, but even when they just have facsimiles of sensory organs, like the buttons used for eyes on a stuffed animal. Unfortunately this does not extend to an ability to talk through the objects controlled with this power that only have facsimiles for things like mouths, in order to do that the objects in question must actually have speakers or some other means of generating sound.

You have a complete awareness of the location of all objects under the control of this power, relative to yourself and each other. You also have a perfect sense of proprioception for the objects controlled by this power, that is to say you have a constant and perfect understanding of the location, status, configuration, and physical capabilities and limits of their limbs and other physical components.

Conceptual Synesthesia (300CP - Psionic, Magic): You can now perceive a number of extra colors beyond the standard hues of the rainbow. But rather than representing different wavelengths of the electromagnetic spectrum, they represent different concepts and elements, such as truth, lies, manipulation, sincerity, emotions, doom, safety, danger, threat, coming storms, past bloodshed, misfortune, memory, forgetfulness, sentiment, nostalgia, fun, boredom, achievement, failure, speed, fire, wood, metal, water, wind, lightening, earth, blood, stars,

space, life, death, victory, defeat, wealth, poverty, souls, spirits, good, evil, and just about anything you can come up with a word for.

You will perceive these colors as auras around people and objects, as well as trails throughout the environment, should you focus enough while searching for someone or something. The brightness of the auras you perceive is typically correlated to how recent the event that caused the aura to appear was, the intensity of the concept or element, how closely related to the cause of the aura you are, and how much the cause of the aura will affect you. While each concept and element has their own completely unique color, you will need to figure out what each one represents on your own through experience and experimentation.

While this perk does nothing to help you with this, and it most certainly cannot be achieved through purely mundane or technological means, if you can somehow learn to recreate these special colors in the physical world, that would have many profound, useful and potentially very dangerous effects. For example, a piece of life-colored clothing or jewelry might have healing properties and a speed-colored vehicle might go faster. Just looking at these colors will also have a profound effect on the minds of those who lack the ability granted by this perk, both good and bad. And who knows what could be achieved by mixing these colors together!

The auras you perceive with this power will never negatively impact your situational awareness. When you are using this ability your irises will take on the special colors you are most focused on, which can be perceived even by those who lack this power.

Arena Barrier (300CP - Magic): This power grants you the ability to create a copy of the nearby area inside a pocket dimension. While you can force any number of people into these barriers against their will, those with teleportation powers or control over space may be able to escape should they realize what you have done. No matter how violent the combat inside these barriers becomes, it will never affect the outside world.

No material created alongside these barriers can be brought outside of them. These barriers will initially last for a maximum of three hours, with that duration increasing by an additional three hours each Jump or every ten years, whichever is shorter. The size of these barriers is equal to the surrounding environment you can directly perceive when they are created. You may configure the borders of these barriers to become closed loops or have them form indestructible “walls” when you create them.

Delve (300CP - Magic): When you are personally mining or exploring underground areas you will find that the depths you are delving into are truly endless. No matter how deep you go, you will never find yourself reaching the planet’s mantle, although you may discover a fair bit of magma. Not only that but you will find that the depths keep many secrets that you are now being invited to discover. Depending on the setting of your current Jump you will find things like; sealed government black sites, abandoned laboratories, ancient magical ruins, hidden civilizations, undiscovered subterranean ecosystems, and even portals to other... less than wholesome realms.

As an added bonus this perk will also provide you with a supernatural skill for delving beneath the earth, from mining and excavation techniques to subterranean navigation, and no matter how deep you go you will never find yourself in an environment where you cannot thrive beneath the surface.

Magical Analysis (300CP - Magic): You can gain a complete understanding of any magical process that affects you and of any magical object you come into physical contact with. This understanding is more than enough to learn how to cast any spell that affects you, or to recreate any magical item you touch. This will not allow you to circumvent any inherent requirements to cast certain spells, or the required ingredients in the creation of a certain magical item.

Techbane (300CP - Magic): You now know a single target anti-technology spell, that takes initially the form of a bolt of light in the color of your choice that travels at twice the speed of sound. When hit by this spell, technology will either self-destruct or be deactivated, depending on your desire at the time of casting. This spell can only be stopped by avoiding the bolt of light, blocking it with physical objects that are not in physical contact with or otherwise interacting with the targeted device, or by manipulating space so that the bolt of light does not hit its target.

With study you can modify how this spell works, turning it into an area of effect spell centered around the caster or even translating it into an enchantment or ward. You can also modify this spell to limit the specific technologies that this spell can affect, from broad categories like electronics, to specific devices like cell phones, and even devices designed or created by certain organizations or individuals. This spell will have mixed results when used on magitech, but this issue can usually be solved by using more power when casting. This spell and any of the spells you derive from it can be taught to other magic users.

Totems (300CP - Magic): You can create multiple stationary objects in a design of your choice that can use your active ranged abilities and powers. These totems cannot be invisible as a part of their design (although you may make them so through the use of other powers or technologies) and must take up a volume of at least twenty cubic centimeters. Moving totems from where you have originally placed them will disable them for two minutes.

You can create simple programs for these totems to handle things like friend or foe identification, power selection, and rules of engagement. These totems will use these powers with all the same skill and discernment you can. Your first totem will use your powers at one hundred percent capacity, using two totems will reduce the capacity of each totem to fifty percent, and so on. Totems can be destroyed by any attack capable of bruising you or knocking you back against your will.

Totems will cost more energy and take longer to form the more powers you grant them. A totem with a single power will take around as much energy as it would cost to use that power one time and take one second to form, with that energy cost and time doubling with each additional power. Unless they are supplied with an additional source of energy, these totems will fade away into nothing should they ever lack enough energy to activate any of the powers they have access to, so you must provide said energy through an unblockable magical link you have with them from your own reserves if you want them to remain active for any length of time.

Administrative Powers (300CP - Fiat): This perk will grant your followers who take on certain roles some minor powers. This perk will only empower followers who know they are working for you, although the specific identity you use to employ or lead them need not be your true identity, it just cannot be someone else's identity.

- Followers who work in academic, medical, or administrative fields will receive a memory power that allows them to perfectly memorize anything related to their work.
- Followers who take on roles that are expected to see combat will receive a power that makes them five times as durable as normal.
- Followers in leadership roles will gain a perfect unbiased understanding of their subordinates, motivations, current capabilities, and future potential.
- Followers who work in technical or crafting fields will gain an ability to maintain perfect focus and motivation for their work.
- Followers who do not fit any of the above roles will receive a power that cures any existing unwanted mental illnesses while preventing them from developing new ones.

Boon Event Horizon (300CP - Fiat): Whenever you receive a boon, blessing, or other power from another being, this perk will prevent said being from *ever* taking it back. On its own this perk will not do anything to help you with getting around fulfilling any supernaturally enforced

bargains, contracts, or other conditions that you agreed to in order to receive a boon, such as sacrificing a certain amount of souls to a demonic patron. Indeed, any such conditions will even persist between Jumps if you cannot complete them or acquire a perk or other method to get out of them. This perk will not make any inherently temporary buffs or blessings, such as those acquired through mortal magics or potions permanent.

Extrasensory SEP Field (300CP - Fiat): Whenever someone attempts to use an extrasensory ability (clairvoyance, pre/peri/postcognition, etc) in a way that would normally gather intelligence about you, your Companions, Followers, allies and/or dependants, they will end up seeing events so utterly *boring* and unimportant that they immediately slip away from their mind, and they just write off you and yours as being completely irrelevant, assuming they bother to remember that someone as disgustingly *boring* as you exists at all.

Safety Clause (300CP - Fiat): Once per Jump you can add a single sentence safety clause to the description of one of your perks or powers. This power can only be used once per perk/power and cannot be cheesed in any way to make perks inherently more powerful, only making them less self-destructive, corrupting, cause less collateral damage, or be otherwise self harming to use.

Sneak Attack Barrier (300CP - Fiat): You now have a barrier that will automatically provide you with completely absolute protection from all attacks against your person that you are unaware of. The absoluteness of this protection is backed by the highest levels of Jump Fiat.

Unrestricted (300CP - Fiat): Artificial restrictions on your powers and abilities outside of those built into perks and those that come from drawbacks can no longer affect you. So you can ignore it if some God has restrained the use or effectiveness of certain schools of magic, or the game designers for a VRMMO didn't even add magic to their *fantasy* game.

Auto-Biokinesis (300-600CP - Metaphysics): This power has three primary functions; First, you have the ability to manipulate your own biology, including microfauna like bacteria, fungi, and viruses, down to the molecular level. Second, you have an **Intellectus** limited to the current state of your own body down to the *subatomic* level and a complete understanding of your own biology. Third, this power will warn you if a change you are about to make to your body will harm you.

While having something like Intellectus for your own biology will make learning about said biology trivially easy, this power does not come with any inherent understanding of how to manipulate your body in order to achieve specific effects on its own. You will need to rely on your own research or another perk or power if you want to use this in order to become superhumanly strong or something. No, what this power will let you do right out of the box is things like manipulating your body on a macro scale (i.e. changing height or eye/skin/hair color, building muscle, thickening bones, etc), healing yourself, and purging undesirable microorganisms from your system.

Eventually, when you have enough understanding to do so safely, you will be able to use this power to freely modify the genetics of your whole body, individual or specific sets of cells, and even change the genes of any organism living inside your body. More than that, it is even possible to abandon crude things like genetics and even cells altogether, and perhaps — provided you have sufficient multitasking abilities — you could even use this power to manage the physical processes of your body directly, instead of relying on things like chemical reactions or even normal physics to maintain your physical existence.

For an additional **300 CP** you may upgrade this perk into full Biokinesis, expanding all of its effects to anyone you are in physical contact with. This will also allow you to create medicines, other organically active chemicals, and even completely novel organisms from raw biomass.

Sustained Effects (300-600CP - Fiat): This perks lets you set up semi-permanent constructs or effects with your active powers, without requiring the sustained mental focus or effort they would need otherwise. You could set up a vacuum bubble with an aerokinesis power, or lock objects in place with telekinesis, for example. The things sustained with this perk still take whatever amount of mana or other energy that they normally would cost to maintain and will dissipate should you move far enough away from them that they leave your normal control range for that active power or ability.

For an additional **300 CP** sustained effects no longer cost any energy to maintain and will not dissipate when outside of your normal control range. The only way for sustained effects to end is for them to be disrupted or otherwise destroyed by outside forces. More than just that, you can also apply this ability to *all* supernatural phenomena, not just those caused by your own active powers.

Status Manager (300-600CP - Fiat): You have a complete and perfect awareness of every external influence on your mind, body, and soul. From the effects of mundane pharmaceuticals to magical spells and curses, nothing can affect you without you being aware of not only its existence, but all of its intended effects, side effects, *actual* effects, duration, how it works, and even how long it will last.

You can use this awareness to deliberately end any ongoing effect you are under, no matter how incurable the poison or unbreakable the curse. This need not be an all or nothing decision, as this perk can also be used to only remove the negative side effects of something while leaving any benefits completely intact. Not only that but you can also configure this perk to automatically end any negative effects before they can even be applied to your person.

For an additional **300 CP** you can now make any external influence on your mind, body, and soul last for as long as you desire, or even make them permanent. Initially this will be limited to one effect at a time, but this limit will increase by one every two Jumps or every twenty years, whichever is shorter. This perk will “memorize” every ongoing effect that it ever encounters, allowing you to reactivate them with an open effect slot at any time.

Power Adaptor (300-600CP - Fiat): After sufficient exposure you will be able to copy any power that has been directly used on you — or, alternatively, you can choose to develop an immunity to that power instead. Should you choose to develop an immunity you will be unable to acquire that specific power, even through the use of other methods of acquisition. This will even prevent you from acquiring those powers through perks and drawbacks, even when you already have them. You may choose to abandon a power immunity at any time, but doing so will prevent you from using the three hundred CP version of this perk for one Jump or ten years, whichever is shorter.

For an additional **300 CP** you can copy or develop an immunity to any single power used by someone you have defeated and that power will be permanently disabled or otherwise removed from the person who used that power on you. Powers removed in this way cannot be reacquired by these individuals by any means. This can only be used once per person, unless they are a Jumper.

400CP

Danger Scaling (400CP - Metaphysics): The output, efficiency, and controllability of all your powers scale with the amount of danger you are in, up to a maximum of a ten times multiplier. This increase in output will never result in you accidentally harming yourself or having your powers go out of control. The only danger this perk responds to is the danger of *you* being maimed, killed, or permanently imprisoned. Receiving injuries that will be healed in moments won't cause this perk to scale your powers, making this perk somewhat less compatible with Jumpers that have access to high end healing perks, spells, technology, and other such abilities.

This can be purchased up to ten times, with each instance of this perk increasing the total multiplier by ten for a maximum multiplier of one hundred.

Power Fixer (400CP - Metaphysics): Some people are not blessed with supernatural powers, but cursed. Either they cost their user too much while they are compelled or otherwise forced to use them by fate or the powers themselves, they come with cruel and unnecessary weaknesses, or they leave their user's mutilated husks barely fit to be called monsters.

Thanks to this power, this no longer needs to be true. By activating this power while in physical contact with someone with a cursed or otherwise broken power you can bring them to a state in which their power no longer has a negative impact on their quality of life or their ability to live in society, all while leaving their powers completely intact or even improved. Vampires would become daywalkers and could drink blood from things other than humans. A Litch would have their flesh returned to them. Someone twisted into a horrible monstrosity could be returned to their previous form. Powers that would temporarily or permanently warp their user's mind, such as werewolves, would now leave them in complete control.

Additionally, while you are using this power with your target's consent, their powers will no longer be able to affect you until you are finished fixing them.

Retrograde-Alternate (400CP - Metaphysics): This power has two primary functions. First, you can reverse the time of locations and structures at a rate of one day of reversal for every minute of power use. Second, you can replace locations and structures with alternative versions of the same locations and structures from different timelines. Anything more sentient than insects will not be affected or otherwise harmed by either use of this power.

This maximum area this power can affect at once is a spherical volume on hundred meters in diameter, although this power comes with enough fine control that you can limit it so it only affects a single structure and not the surrounding environment, or even use this power on individual permanent components of a structure, like individual walls or windows and doors. This power will also smooth over any issues or incompatibilities that might appear at the edges of areas affected by it, such as leveling off any changes in elevation or fixing any breaks in local utility networks (power, water, sewage, etc).

Be careful to remove any objects you want to keep from any locations or structures you use this power on, as, while the time of these objects will also rewind alongside that of the targeted structure, they will also rewind through space, and objects that are rewound outside of the area being affected by this power disappear. Whether this means that they are somehow teleported back to the location they originally inhabited at some point in the past (likely the time you have rewound the location you are using this power on), or they are just unmade entirely is uncertain. Maybe both of these things happen, or maybe neither of them do. What you can be certain of, is that if you use this power to replace a location or structure with an alternate anything inside other than living things more sentient than insects are sent along with that location or structure. The chances of you retrieving the original location or structure in order to recover any items not backed by Fiat that are lost this way are not at all high.

Stilling Field (400CP - Metaphysics): This is an area of effect power centered on yourself that slows all motion and drains all energy. It is most effective at draining kinetic, sonic, and thermal energy. When activated this power initially appears as though time is slowing in your surroundings as objects slow down, before the ambient temperature rapidly starts to drop and ice begins to form. This power will not drain stable energy, such as the energy stored in most types of batteries, chemical bonds, or atomic nuclei. While this power can drain and store an unlimited amount of energy, it does not have any way to access that energy on its own.

Stockpile (400CP - Metaphysics): You can store and tap supernatural powers and the inherent attributes of your person inside an internal and unlimited reserve attached to your soul. The

storage and retrieval of these powers and attributes from this internal stockpile are controlled by adjustable percentages over time. That is, if you store 100% of your strength for one hour, you could later retrieve that stored strength for one hour at a later time, giving you a 100% increase in strength for an hour. Or you could shorten that retrieval duration to one minute to give yourself a 6,000% increase in strength for that minute.

You can freely control the total percentage and duration of stored and retrieved attributes and powers at will, but be warned that storing 100% of just about anything is almost always a terrible idea, and that you should be careful about doing things like retrieving large amounts of strength without also retrieving an appropriate amount of durability. Which should be easy to avoid as this perk comes with a set of instincts that will warn you when you are about to do something with it that might harm you.

While this is not an exhaustive list, some of the inherent properties of a person include the following; strength, intelligence, speed, luck, charisma, visibility, life, healing, breath, satiation (the need to eat), emotions, calmness, sleep, heat, durability, and more. The storage of other powers is a bit more restricted, as you will not be able to store particularly vague powers, like those of social or luck perks, one-up perks, or “All-Or-Nothing” powers such as “kill anything” perks like the *“People Die When You Kill Them”* perk found in this Supplement.

Super Cells (400CP - Metaphysics): Once per Jump, you may impart your cells, or a subset of cells (skin cells, blood cells, bone cells, etc), with the ability to use a modified version of one of your perks or powers. If the imparted perk or power is an active one, its output and range will be scaled down to the cellular level, if it is a passive perk or power with an area of effect, its range of effect will also be scaled down. If the imparted perk or power specifically affects other people, its effects will be modified to affect other microorganisms and/or nanomachines instead. Your Benefactor may veto certain perks or powers from being used with this.

Unless you have acquired some other ability or power that allows you to control your own cells, it is not recommended that you impart your cells with active perks or powers with directed effects like firing lasers or creating barriers. Despite this power having Fiat protections against killing yourself with it, using such active perks and powers with poor control throughout your body will be *at least* extremely uncomfortable.

You could impart your cells with the effects of one of your crafting quality perks, allowing them to create higher quality proteins and other chemicals. Or you impart them with a cooperation perk to improve your cell’s ability to work together, which would enhance things like your immune system, digestive system, the performance of your muscles and how fast you heal while reducing things like scarring, the effects of such a perk could even enhance things like your intelligence and memory.

If you imparted things like enemy detection perks, your immune cells would no longer have to rely on bumbling around following chemical signals in order to track down invading microorganisms and they would no longer do things like mistake your own cells for such invaders and cause an autoimmune disease, or attack things that are foreign to your body but are *not* “enemies” like transplanted organs or cybernetic implants.

You could impart certain immune cells like platelets and white blood cells with healing perks which might enable them to heal damage to other cells. Hell you could even just impart your cells with a healing factor perk to make them capable of perfect self-healing.

Antimagitech (400CP - Technology): This perk grants you the knowledge and understanding required to create anti-magic technology. This includes devices like weapons that ignore magical defenses, energy shields that completely ignore magical attacks, and even anti-magic field generators that dispel all ongoing magical effects that are in range. This technology can be created with mundane materials and manufacturing techniques, but you will find it having greatly

improved performance and efficiency when certain exotic materials are included, especially materials like Nth metal, that have anti-magic properties of their own.

Counter Tinker (400CP - Technology): Once per Jump or every ten years, whichever is shorter, you can invent a technology capable of defeating a specific power of a specific individual. While this perk can only target a single power of a single individual, the technology you create with it will still work on other individuals who use that power (i.e. a device targeting the heat vision of Superman will work on the heat vision of other Kryptonians). You cannot use this perk to target someone from a Jump you have not been to yet.

If you are familiar with the **setting** that inspired the name of this perk, you will not be surprised to learn that this is not a knowledge and/or skill perk, but a super power that more or less takes over your mind and body in order to create novel and advanced technologies. As such, you will not actually possess a true understanding of the operation of the technology this power creates beyond their inherent limitations (duration of effect, range, power requirements, durability, etc) and only you will be able to create, repair, and maintain any devices that use the technologies developed with this perk.

As long as you have a perk that allows you to reverse engineer technology, the devices created with the help of this perk can be studied in order to replicate them and their components as well as increasing your understanding of the technology they use, like their power sources, for example. But this is not guaranteed and is likely to take a great deal of time and effort.

You will also generally lack any real control over the required materials or the specific form a device created with this power will take. Therefore you will frequently end up creating devices that you might not expect, such as a hand mirror that perfectly reflects the aforementioned kryptonian heat vision, rather than a ray gun that temporarily prevents them from using that power.

Multidimensional Mechanisms (400CP - Technology): You can now construct devices with more than three physical dimensions. Beyond the obvious applications for things like extremely sophisticated clockwork and other mechanisms, this can allow you to make things like robots that can walk through walls or access normally inaccessible internal components of devices by moving through higher dimensions, or devices that can “hide” mass and energy in higher dimensions.

This ability has many applications for the creation of things like advanced tools and surgical instruments, transforming weapons, nanomachines, sensors, energy generation and storage, armor that is effective against esoteric dimensional attacks, as well as greatly increasing the durability of the things you create as you are able to “hide” delicate components in higher dimensions.

Restoration (400CP - Technology): You can repair anything you can tell is broken or damaged, even if you do not understand it. Technology, magical artifacts, divine relics, alien biotech, magitech, non-physical constructs like magical enchantments, and even magical spells that have been cast on the world itself, nothing is beyond this power’s ability to repair. Even something reduced to ash can be returned to a pristine state, provided you have at least a tenth of the original material on hand. This power is even able to restore corrupted or destroyed data from damaged data storage devices.

Design Philosophy (400CP - Technology, Psionic): Anything designed by you will receive the benefits of your design and crafting perks, even when those things are constructed by someone else. The greater the percentage of a final product that has been designed by you, the greater the effect of the aforementioned crafting perks on the final products manufactured by others. So if you have only slightly tweaked a design, or included a single small component to something like a car, this perk will not be able to produce much in the way of measurable results. The

effects of this perk do not apply to supernaturally effective time and resource saving perks, and you may freely configure any groups or individuals you wish this perk to work for, using any criteria you like.

Additionally, you may create a white list of crafters and organizations that will be granted the effects of any of your crafting perks that might be required to manufacture something you have designed — such as the effects of the *Multidimensional Mechanisms* perk from this Supplement when constructing some kind of eldritch clockwork device. Note that they will not be able to use the effects granted by these perks to do anything other than construct things according to your designs, and will not be able to experiment with them or use them for their own projects.

Comprehensive Mastery (400CP - Technology, Psionic, Magic): You can learn fast enough to reach at least near mastery in every setting specific skill and field of study available in each Jump in roughly ten years of casual study and/or training. You will still need access to the appropriate educational materials and/or training to do so, however, and this will not allow you to master skills and abilities you lack any inherent requirements for (like how someone without arms can't master boxing).

Combat Gestalt (400CP - Psionic): Purchasing this modifies your psionic patterns to become perfectly suited to the formation of complex mental networks while also providing you with knowledge of psionic techniques that can be used to form temporary Combat Gestalts on the fly. Members of a Combat Gestalt have their minds non-intrusively connected, allowing for members to subconsciously and seamlessly share information, surface thoughts, intentions, and senses with one another, leading to improved resistance against psionic and other mental attacks, enhanced reflexes, as well as improved decision making. Additionally, the ability to multitask and situational awareness of Combat Gestalt members scales with the size of the network.

With practice you can learn how to temporarily impart the effects of passive psionic perks and powers — such as the *Danger Sense* perk from this Supplement — across all members of the Combat Gestalt. Individuals who spend a lot of time as part of the same gestalt may eventually develop a limited ability to form a weaker version of the gestalt with each other on their own for short periods of time and in smaller numbers. The skills of Combat Gestalt members can also begin to bleed over to each other the more time they spend in the same network.

The maximum range a Combat Gestalt can be maintained is around two light seconds in diameter and how long you can maintain one is based on the size of the network and how much psionic energy you have available. The more members of a Combat Gestalt that are psionically active, the easier it is for you to maintain and the better the enhancements its members will receive. If *all* of the members of a Combat Gestalt are strong psionics, that network will become trivial for you to maintain.The ability to form Combat Gestalts can be taught to other psionics, although it would require absolutely ludicrous natural talent or biological specialization for someone you teach this ability to use it as well as you can with the help of this perk.

Drain Aura (400CP - Psionic): When you enter combat you may select an attribute your opponent possess, said opponent will be temporarily drained of the selected attribute until it is reduced to a level comparable to half of that of a standard civilian, or nothing if it is an ability a standard civilian native to the current Jump does not possess, a process will take five minutes to complete. This drained attribute can be added to yourself, so if you are draining someone's strength, that drained strength will be added to your own. This effect will end and need to be restarted if the targeted opponent can hide or escape from you for one minute.

Inviolate Mind (400CP - Psionic): Once you have taken this perk only desirable changes to your personality will remain over time, while undesirable changes fade away to nothing over the

course of a few months. What this perk considers desirable or undesirable is determined by a simulated model of your mind based on the version of yourself that took this perk.

Additionally you will become completely immune to undesirable mental influence and attacks, such as *all* forms of mind control, unauthorized mind reading or emotion sensing and manipulation, memory erasure, blocking, or manipulation, operant conditioning, and even stealth abilities based on mental manipulation like perception filters.

Mind Walker (400CP - Psionic): This power allows you to explore the mindscape and memories of others. This power can only be used while you are maintaining physical and/or eye contact with your target. Without some kind of parallel thought or advanced multitasking ability you will be unable to perceive or interact with the physical world while using this power. Individuals with psionic potential and/or experience with any other kind of mind arts may have mental defences that might protect them from this power or otherwise be capable of personally entering their own mindscape in order to attack you directly, so take care.

Omnitasking (400CP - Psionic): You now have unlimited multitasking ability. This perk has two primary modes of operation. First, you can spin off any number of mental threads that can pursue independent courses of action without further input from your primary mind, while also being able to send any level of data and/or sensory feedback back to said primary mind you desire. These mental threads will always be indistinguishable from yourself and will never develop into their own person.

Second, you and your mental threads are capable of pursuing any number of independent courses of action as though you were giving each course of action your complete and undivided attention. No matter how many things you are doing at once, you will never find yourself overwhelmed or in any way mentally strained by the effort.

Illusory Control (400CP - Psionic, Magic): You can physically interact with intangible illusions, or render physical illusions intangible at will. This power comes with an automatic defense mode that will automatically adjust all illusions that are affecting you to become tangible or intangible depending on which configuration would be more beneficial to your immediate circumstances. This power is not limited to magical or other supernatural illusions as it can also affect things like hallucinations, mirages, holograms, augmented reality, or, with a *great* deal of practice, even constructs formed from your own imagination. This also comes with an instinctual understanding of what is and is not reality.

Mark (400CP - Psionic, Magic): This power allows you to mark yourself and willing individuals with a magical tattoo of your own design. Marked individuals can share senses, communicate telepathically, track one another within the same physical dimension, and even locate any open portals or entrances to other dimensions or planes should they be in a different dimension or plane. With practice, marked individuals can use their active perks and powers on and/or through one another, and with further mastery might even be able to lend one or two specific active perks and powers to each other so that they may be used at their own discretion or as a teaching aid. Marked individuals may reveal or hide their mark to and from specific individuals at will.

Power Instructor (400CP - Psionic, Magic): You can teach people to do anything you can do, so long as that ability is not entirely based on Jump Fiat. As an example, you can teach people to use a power you got from from a perk that lets you control fire with Qi or magic, but you cannot teach people to use a power you got from a perk that makes it so your attacks never miss, unless that perk explains how that ability works, or that perk exists in the canon of its Jump of origin.

In order to teach something it must be feasible that it can be broken down into learnable steps. Teaching someone a system of magic, for example, can potentially be broken down into steps like teaching them to feel mana by exposing them to your own, then teaching them to manipulate it through guided meditation, before finally teaching them to cast spells.

You need not possess a comprehensive understanding of how a power you are attempting to teach works, you just need to be able to figure out a way to explain how you use it in order to start teaching, although having such an understanding will make the teaching process more effective and *much* less frustrating for everyone involved.

Healing Magic (400CP - Magic): This perk grants you an affinity for learning and casting healing magic along with the following healing spells. You may freely modify any visual or auditory effects that accompany the use of these spells when you purchase this perk.

Heal: This spell reverses time in order to undo any injury that has been sustained in the last twenty four hours. Healing head injuries with this spell will also erase any memories formed since said head injury was sustained. While this spell can be cast in a matter of seconds it has no effect on *completely* dead or uninjured targets. This spell can be cast on any target in visual range.

Cure: This channeled healing spell will slowly restore a target to an ideal state of physical health for their age. This spell can treat anything from any form of disease, old injuries, or even birth defects, the only practical limitations on its effects are how long the healing will take and how much mana the healing will cost. Life threatening injuries or diseases can take dozens of hours of sustained treatment with this spell to completely treat.

Purify: This spell is used to break curses and heal esoteric injuries or diseases. Unlike the Cure spell, this spell can be cast over the course of a few moments and need not be channeled in order to convey its full effect. Unfortunately the amount of mana required to break a curse or treat an esoteric injury or ailment can vary depending on their origin, strength, and complexity, and that mana *must* be paid in full at the time of casting or the spell will fail. Without a great deal of experience it will be difficult to determine how much mana this spell will require to break a curse or treat an esoteric injury or ailment before casting.

Meta Magic (400CP - Magic): This perk teaches you how to use magic that affects other magic. This school of magic works with all magic systems, even things like aura, cultivation, or chakra enhanced ninjutsu. It can also work on things like magitech, but developers can add countermeasures for meta magic if they haven't already. This won't work on pure technology or metaphysical (comic/sci fi/etc) superpowers.

While this perk teaches you a number of spells, and you will be able to cast them all successfully right out of the gate, it will take a great deal of practice to master them to the level required to use them effectively in combat. The following is the list of spells granted by this perk:

Maximized Magic: The targeted spell will be cast with maximum efficiency.

Boosted Magic: Increases the range, speed, and/or area of effect of the targeted spell.

Invisible Magic: The targeted spell is rendered completely invisible. With greater mastery you may even prevent spells from generating sound or heat, and at its peak this bit of meta magic can even render spells completely undetectable to non-divine senses.

Wild Magic: The effect of the targeted spell becomes completely randomized. This meta magic spell can do anything from multiplying a spell's output to erasing it entirely. To say nothing of the more bizarre effects it can (and is much more likely) to have like turning a lightning spell into a polymorph spell or a teleportation spell into an illusion spell.

Hardened Magic: Protects the targeted spell from anti-magic effects as well as undesirable meta magics. The overall effectiveness depends on your overall mastery of this meta magic spell.

Silent Magic: Removes the requirement for any chanting or other verbal components from the targeted spell. With greater mastery this meta magic spell can also be used to remove any other non-resource (i.e. reagents, mana, etc) components from spells, such as hand or wand movements.

Multicasting: Allows for the casting of multiple instances of the same spell. With greater mastery you may even be able to use this to cast multiple different spells at the same time.

Stack: Delays the activation of a targeted incomplete spell, or the next spell you cast, until you have cast an additional number of meta magic spells on it. This spell was initially intended for inexperienced users, giving them more time to cast meta magic spells, but experienced users eventually discovered that this can also be used to stack normally impractical numbers of meta magic spells on top of one another, mana permitting. Mastery of this spell will increase the amount of meta magic spells that can be stacked.

Mirror: Duplicates the effects of the target spell while allowing you to select new targets when applicable. This meta magic spell requires no knowledge, experience, physical components/tools, or innate ability to be cast successfully. This spell's only requirement is that it must be cast before the targeted spell is completed.

Penetration: The targeted spell will ignore some or all magical defences of its target. The overall effectiveness depends on your overall mastery of this meta magic spell and knowledge of the magical defences you are trying to overcome.

Chain: The effect of the targeted spell will chain or bounce to multiple additional targets, with the total number of affected targets being depending on your mastery of this spell. The output of the spell will diminish with each additional target hit, but this can be improved with greater mastery.

Seeker: The affected projectile spell will seek out its intended target, avoiding all obstacles it can find a path around. Affected spells will not be deceived by things like illusions, clones, or decoys. With practice this can be combined with *Penetration* in order to allow affected spells to pass through magical barriers and other defences.

Flash Casting: After this spell is cast the next spells you cast will be cast instantly. What spells, and how many spells that can be cast this way is limited by your mastery of flash casting and meta magic in general.

Delayed Casting: You can "store" uncast spells in specific locations or objects that can be triggered by any number of conditions, such as the detection of an enemy or specific spell, after a set amount of time passing, or remote trigger through the use of a magic signal.

Transfer: The projectiles produced by ranged spells targeted by Transfer will have said projectiles teleported instantly to a targeted location.

Fusion: Fuse one or more spells into a greater whole. This meta magic spell is quite difficult and requires its user to take many variables, such as the compatibility of different elements or concepts, into account in order to be used safely.

Infusion: Adds elemental and/or conceptual effects to the targeted spell.

Inversion: Inverts the elements and/or concepts of a targeted spell. For spells that do not include elements or concepts, this spell may invert the targeted spell's purpose instead, causing a healing spell to cause damage or teleportation spell to restrain its target, for example.

Boost Enchantment: Temporarily increases the performance of any enchantment targeted by this spell.

Dispel: Collapses any ongoing magical affect targeted by this spell, provided it is not anchored to a person or physical object (i.e. curses and enchantments).

Counter Target: Changes the target of the affected spell or curse to one of your choosing.

Reflection: A faster and more cost efficient version of the Counter Target spell that is limited to forcing affected spells to target their caster. With greater mastery this spell can be set up in such a way as to generate a passive defence that can be maintained semi-permanently.

Backfire: This spell disturbs the energies making up incomplete spells causing them to detonate.

Drain: Drains the energies making up incomplete or ongoing spells, curses, and enchantments and releases them into the surrounding environment. With greater mastery you may instead take control of the drained energies to make use of them yourself.

Encryption: Renders the targeted spell impervious to analysis and reverse engineering. This meta magic spell may provide some protection from certain types of anti-magic and/or meta magic spells and effects that rely on the analysis of the magic they target.

Overflowing Magic (400CP - Magic): You now have stupid amounts of magical power, unfortunately it is not exactly under your full control. Whenever you cast a spell, something that you will find to be extremely easy from now on, any excess or wasted mana you used for that spell will... run off and do its own thing? Kinda? Look, this magic *wants* to be used, it *needs* to do things, creating awe and wonder in the world. It is not particularly interested in perfectly replicable effects and experimental methodologies, it only wants magic to be *fun*.

Your spells will still work exactly as intended, although their... “visual effects” might randomly change, it is just that any excess mana that you can’t reign in will no longer just fade away and do nothing. Instead this mana will produce randomized and largely whimsical effects on your spell’s target or on people and things in the area nearby. These randomized effects can frequently be far more... *effective* than one would expect for the amount of mana used to create them, such as permanently transforming an inanimate object into an actual living animal, granting sapience to a muffin, or even resurrecting the dead.

But using this magic is incredibly easy and not at all taxing, indeed, using magic this way is more a matter of imagination and will rather than the strict manipulation of mana and the study of magical principles. No, what *is* taxing is controlling your mana in order to prevent these randomized effects from happening. The larger your magical working, the more excess is produced and the more extreme the magical “backfire” becomes.

These magical backfires will never kill, permanently maim, or otherwise change you or anyone else against their will, unless such a thing was an intended effect of the magic that triggered it in the first place and the person or persons suffering from such negative backfire effects were the intended targets of the triggering spell.

Potion Master (400CP - Magic): You can create potions that can do anything you can imagine a potion doing. The more powerful or useful the potion, the more valuable and rare the required ingredients, the higher the requirements for tools and surrounding circumstances (phases of the moon, local mana density and elemental composition of the surrounding environment, relative temporal/spatial proximity to bloodshed/suffering, etc), the difficulty and number of steps, and the length of time it will take to create.

You will always be able to acquire or find local substitutes for the potion ingredients needed to make most common potions (health, mana, stamina, simple cures, antidotes, strength, speed, dexterity, etc) no matter what type of setting you find yourself in, although doing so will require additional metaphysical heavy lifting on your part in low or non-magical Jumps.

While you will easily learn and comprehensively understand any potion recipes you may encounter, creating any novel potions of your own design will require a lot of specific and personal study and research. It is unlikely that you would be able to complete the research required to develop a novel potion more than once per Jump with peak human intelligence.

Power Runes (400CP - Magic): You can engrave magical runes into solid objects that allow those objects to use or otherwise activate any of your non-social and non-Fiat perks or powers. Runes that allow access to powers that require or otherwise manipulate energy will need to be charged with those energies by either yourself or someone or something that can provide those

energies. Should one of these runes be completely drained of energy, they will fade away into nothing. You may freely choose the design of these runes or let this power choose the design for you.

Reality Runes (400CP - Magic): Purchasing this grants you knowledge of a runic language that can be used to both describe and manipulate reality, essentially giving you a sneak peak into the source code of reality. Initially you will only receive the knowledge of this language's syntax and grammar along with a basic starting vocabulary that can describe common objects and phenomena, such as stone and the movement of objects through space.

Thankfully this perk includes the knowledge needed to create a basic analysis rune circle, that, when used on objects, lifeforms, and phenomena within its area of effect, will output runic text that roughly describes the circle's primary contents, onto whatever literary medium you provided it (paper, notebooks, etc). This analysis circle is important because it will be your primary method of learning more about how this runic language works, as you study the descriptions it provides in order to expand your vocabulary and understanding of this language's syntax and grammar.

Furthermore this language can be used to both manipulate, recreate, and "reprogram" objects, lifeforms, and phenomena through the use of rune circles and rune matrices of your own design, that can be powered either by supernatural energies you provide, or by any supernatural energies that can be absorbed from the environment. These runic spells and enchantments are theoretically capable of *literally anything*, provided you have sufficient knowledge to describe the phenomena you wish to create or manipulate to "program" the rune matrix, and you have sufficient energy to power it.

The world of each new Jump can have small or large differences in the local runic language that you will need to investigate before this power can be safely or at least responsibly used. This will not break anything that this power has been used on, provided it is not something that relies on the continuous use of runes, it will only cause new attempts to use these runes to have unpredictable results. It is up to you whether or not runes that exist in your Warehouse or Personal Reality are affected by localization changes in the runic language. The only guaranteed exception to this localization effect is the basic analysis runic circle that comes with this perk, which will always work.

Whisper Wind (400CP - Magic): Words spoken anywhere touched by the winds will see those whispers carried to your ears. This perk grants you a limited **intellectus** for all words spoken outdoors in the last twenty four hours. That is to say, whenever you desire to know what was said by a certain person or in a certain location outdoors, you will instantly know that information. The restriction on words spoken outdoors is not a hard limit, as words spoken anywhere that can be reached by wind from outdoors will also be covered by the effects of this perk. The twenty four hour limit on this perk increases by an additional twenty four hours every ten years.

Absolute Awareness (400CP - Fiat): You will maintain perfect situational awareness of everything inside of the normal range of your inherent sensory abilities, even when you lose access to those senses. This does not mean that you will still be able to see should you somehow become blind or the use of sight becomes impossible due to the absence of light, only that you will remain perfectly aware of everything you *could* see if you were not blind, including the relative position, color, and other visible details of people and objects in your line of sight.

Since this perk grants *perfect* situational awareness inside the range of your normal senses, you will find that you have gained certain peripheral advantages with this power, such as perfect peripheral vision to the level that you can read text and facial expressions from the very edge of

your vision, and even echolocation equal to **Daredevil**, to say nothing of the advantages that can be derived by combining this with other sensory perks and powers.

Note that this power does not work with senses gained from the use of devices like binoculars or cybernetic implants that do not completely replace all instances of a pre-existing sensory organ (i.e. cybernetic eyes or cameras won't work if you have any of your original eyes), and does nothing on its own to help you process the additional sensory information that it can start feeding you should you somehow gain the sensory abilities on the level of a **Kryptonian**.

Eternal Wounds (400CP - Fiat): At your discretion the wounds you inflict on others can no longer be healed beyond the point that those injured by you are no longer at risk of immediate death. For example, a severed arm would no longer be able to be reattached or regenerated no matter what technology, healing factor, magic, or other supernatural methods of healing is applied to the wound, it will only be able to recover to the point that the injured party is no longer at risk of bleeding out or developing a fatal infection. This anti-healing effect will even prevent recovery through the use of abilities like shapeshifting or transferring one's mind into an uninjured body.

Additionally, you will always have a constant but non-intrusive awareness of the location and general disposition of individuals affected by Eternal Wounds. You may release the anti-healing effects caused by Eternal Wounds, for either specific individuals affected by it, or even for specific wounds at any time.

Engraved Power (400CP - Fiat): This power allows you to engrave perks and powers into your base body mod with tattoos. Though this is an imperfect process, as the output of an engraved perk or power is limited by the tattoo's size relative to your entire body's surface area.

A one hundred Point perk can be small enough that you could fit three or four of them on the back of your hand. A two hundred Point perk would take up the entire back of your hand. A three hundred Point perk would cover your entire forearm, while a four to five hundred Point perk would cover slightly less than an entire sleeve to a full sleeve, including your shoulder blade. A six hundred Point perk would cover your entire back. Anything that costs more than six hundred Points would cover both your back and front, or an entire leg and your back.

This power does not grant you any improvements to your artistic abilities on its own, which is unfortunate because you must design and apply these tattoos yourself, and if your chosen design does not fit the perk or power, or the completed tattoo is insufficiently artistic, the engraving process will fail and you will need to remove it and try again. If you succeed in engraving a perk or power you may give your new tattoo any number of interesting visual effects normally impossible for tattoos, such as making it animated or having it glow.

You may also use this power on other people who have a body mod of their own. You may only engrave one perk or power in this way once every Jump or every ten years, whichever is shorter. You may perfectly remove any of the successful or unsuccessful tattoos created with this power at any time, in a painless process that leaves no scarring or other marks.

Fudge The Rolls (400CP - Fiat): Whenever something has a greater than sixty percent chance of turning out in your favor, it always turns out in your favor.

God's Hands Are Tied (400CP - Fiat): Godlike entities that never take direct personal action to permanently kill any regular cast members (redshirts don't count) in the canon timeline of their Jump will no longer be allowed to straight up erase you or otherwise stop you using their personal power. For example, during a Star Trek Jump? **Q** will *"only"* be able to do things like drop a Borg Cube on you if you piss him off, and not just snap you out of existence. This also means that they won't be able to directly use their personal power to decisively *help* you either.

Of course this protection will end the moment you deliberately attack an entity that this perk is protecting you from in a meaningful way.

Hands-Free Leadership (400CP - Fiat): Organizations you lead become perfect meritocracies with no backstabbing or plotting. Members of your organizations will always work for the best interests of said organizations unless doing so would become more self-sacrificing than expected for someone in their position — that is to say that accountants won't start throwing themselves in front of bullets to save their bosses, no matter how useful or important that boss is to their organization, or if they do, it won't be because of the effects of this perk.

Organizations you create will never drift away from the ethos with which it was founded, no matter how much time passes. Their leaders will never attempt to twist these organization's purposes to pursue their own personal interests. Their internal cultures will never change so much that the original members of these organizations would find their descendants to be at all disappointing or alien.

Your people will never resent those more capable and/or qualified than themselves for holding positions or ranks above them, and will instead turn any such frustration they feel towards their lack of status or position inward and use them to fuel a powerful motivation for self improvement. People under your command will also make decisions with the same amount of intelligence, competence, and problem solving ability as you would in their place — unless they somehow happen to be smarter or more competent than you are, in which case they will use their own abilities.

Your people will also pursue any general goals and objectives you have for their organizations without any actual direct input from yourself. You need only decide on what one of your organizations should be focusing on, and all of its personnel will instantly become aware of their new objectives and what they need to do in order to pursue them.

Those who follow you will never turn into bad actors (corrupt officials, greedy corpos, serial killers, rapists, anarchists, unforced criminals, etc), and those that already have or are developing antisocial behaviors and/or other mental illnesses will always seek out and receive the help they need. Spies who manage to infiltrate your organizations will rapidly find themselves "going native", unless they are inherently incompatible with the ethos of your people, in which case they will be rapidly discovered by your counter-intelligence or law enforcement personnel, should you have any.

Meta Applications (400CP - Fiat): You can now use one perk or power through a second perk or power. For example, you might use a pyrokinesis ability through a teleportation power to add explosions when you teleport. You could use a spatial warping power on a high-end swordsmanship skill perk to learn how to cut things with spatial shearing effects. You could even use a crafting knowledge perk on a telekinesis perk to construct devices with your mind. While the specific results of using this ability are largely random, they tend to have a bias for the most obvious result.

Purifying Fealty (400CP - Fiat): The minds, bodies, and souls of you, your Companions, your Followers, as well as those who are subordinate to you or otherwise a member of an organization you lead or have created are completely protected against all forms of unwanted influence, corruption, and mutation. Your people do not need to swear any oaths, make any kind of formal declarations, or even know about you or the existence of this perk to receive its protection. This perk will also begin to reverse any preexisting corruption or mutation from anyone who sincerely follows you, a process that should complete in less than one month. From subtle things like mundane **operant conditioning** to extremely overt things like combined and open efforts of **chaos undivided**, this perk is proof against all forms of unwanted influence, corruption, and mutation, no matter its nature or source.

Rectified Dichotomy (400CP - Fiat): Take advantage of your mercurial nature as a Jumper and defy the petty categorization of mortals. When you purchase this perk you must choose a single set of mutually exclusive categories of which you can fit into exactly one, for example; all Jumpers should be able to select the categorical set of “living/dead” unless they have somehow become undead.

From now on you can be classified as whatever part or combination of parts of your chosen dichotomous set it is most advantageous to be at any given time. For example, if you have chosen the “living/dead” set for this perk and someone attacks you with a spell that only affects living things, this perk will automatically recategorize you as “dead” and that attack will fail. These changes in categorization will never result in undesirable physical, mental, or spiritual changes, such as turning you into a zombie in the cases like the previous example.

This perk is not limited to pure opposites like “living/dead”, your chosen set need only be mutually exclusive and have only one category you already fit into. None of these advantages are limited to combat, as a human Jumper with this perk could also select sets like “plant/animal” in order to become able to derive nutrition from sunlight and physical contact with soil, or “thinking/non-thinking” to become immune to mind readers.

It should be noted, however, that not all dichotomous sets are compatible with all Alt-Forms — you will derive no benefits from the set of “plant/animal” while using a robotic Alt-Form, for example. This perk may be purchased multiple times.

Respec (400CP - Fiat): All of your combat related perks and powers are divided into one or more of the following classes:

Warrior: Armed and unarmed melee attacks, physical enhancement, combat regeneration, and damage resistance perks and powers.

Ranger: Weapon based ranged attacks, physical enhancement, evasion/escape, and long range mobility (flight/teleportation/etc) perks and powers.

Assassin: Bladed/piercing melee weapon based attacks, extreme range weapon based attacks, evasion/escape, stealth, and target tracking perks and powers.

Cleric: Healing, ally buffing/protecting/morale boosting, debuff removing, and anti-evil/demonic/undead/chaotic attack/defence perks and powers

Mage: Non-weaponized ranged attacks (fireballs/telekinesis/energy projection/etc), supernatural defences that create things like shields or allow for phasing, and other esoteric attack and defence perks and powers.

Once per day you can “Respec” into one of the above classes in order to triple the output, range, durations, and your control of the perks and powers that you have assigned to that class. All the perks and powers that you have sorted into other classes will have their output or maximum limitations reduced by half. If a perk or power doesn't really fit into the above categories, or is not combat related it will not be affected by this perk no matter what class you are using. The descriptions of the classes above are more guidelines that you can use to sort your perks yourself, rather than hard rules.

That said, this perk will reject any obviously wrong sorting, so trying to assign a fireball spell to the warrior class will not work. As there can be quite a lot of overlap — especially for perks and powers that could fit into the first three classes — perks and powers that are sorted into more than two classes will only have their output doubled instead of tripled, so keep that in mind when you are sorting. Perks and powers can only be sorted into classes between Jumps and unsorted perks and powers that can be sorted will be automatically assigned to the classes that they best fit into. If a perk could equally fit into more than one class during this automatic sorting, it will be assigned to the class with the least perks and powers.

Uncontainable (400CP - Fiat): No prison can contain you. This perk works by empowering you in four stages, stopping at the stage where you become capable of escaping whatever prison, trap, or otherwise inescapable situation you find yourself in.

1: If you have somehow been rendered unconscious, you will be woken up if it is safe to do so, if it is not, you will begin healing at an accelerated rate or be placed into a state of perfect suspended animation until it is.

2: If any exist, you will instinctively discover any weakness in your prison *you* are capable of exploiting to escape.

3: If that is not possible you will permanently gain the minimum required skills and or knowledge needed for *you* to exploit those weaknesses.

4: If all of the discovered weaknesses require more than skill for *you* to exploit, or there are somehow no exploitable weaknesses in the first place, you will permanently gain an extremely specific power that will help you escape from your prison. For example, if you are imprisoned in a concrete structure, you might gain a power that would allow you to dissolve concrete with your hands, or if you become time-locked you will receive a power that automatically breaks time-locks that are affecting your person.

Only the first two stages of this power will activate if you get imprisoned on purpose or you are imprisoned for reasons you would approve of or otherwise agree to later in retrospect. You should note that if you know someone who is both willing and capable of breaking you out — such as one of your Companions, and this power has reached the fourth stage, this perk will almost always give you a power that will let you send a message to that person. The next most likely power this perk will give you, if you have a Warehouse or Personal Reality, and your ability to open a door or portal to escape into them is being blocked by something (that is not a drawback) you will receive a power that will allow you to disable or work around that *specific* restriction.

Unrelenting Spite (400CP - Fiat): As long as your motivation to pursue a specific course of action is fueled by spite, you will succeed without fail. Although you should expect the victories earned solely through the merit of this perk to be entirely pyrrhic, and if survival is not inherent to the goal you are pursuing with this perk, you will almost certainly die.

Unwritten Rules (400CP - Fiat): Once you have purchased this perk, you will find that no one, no matter how angry or evil, will ever deliberately target their enemy's loved ones or attack them while they are at home or otherwise off duty.

People Die When You Kill Them (400-600CP - Fiat): When you kill something, it stays capital D Dead. This perk does not give you any extra ability to kill anything, it just makes it stick when you do. When dealing with weird edge cases like Lichs and their phylacteries or hive minds, when you kill the physical entity that is currently acting as that entity's avatar in the physical world, it is the same as destroying all their soul anchors, fulfilling the prophecy, or whatever other weird condition was required to actually put an end to them. If your target has an overpowered healing factor or a weird body where things like decapitation or a sword through the heart aren't inherently lethal this version of this perk won't change that.

For an additional **200 CP**, however, that *has* changed and this perk will allow you to kill anything by decapitating or critically damaging the central nervous system/core of the body or avatar it is fighting you with.

600CP

Auto-Physical Control (600CP - Metaphysics): You can freely control how the laws of physics interact with your body. You can also temporarily extend the effects of this power to other people and objects you are in physical contact with. For example; you change the direction that gravity

is accelerating you as well as increase or decrease how much that gravity is affecting you at any given time. You can control more than just gravity, but friction, thermodynamics, electromagnetism, inertia, and just about any other law of physics you care to name as well. There are very few constraints on the upper or lower limits of how you can apply this power, and specific applications are only limited by your personal understanding of the actual physics involved.

While saying that makes this power sound extremely overpowered, taking this power to its logical extremes (e.g. lowering your mass to zero and becoming unable to move as you no longer have enough mass to push the surrounding air out of your way) without harming or killing yourself can be very difficult in a “high difficulty multitasking” and “planning for every contingency” sense. So it is probably a good thing this power comes with a sort of built in semi-precognitive instinct that will warn you whenever something you are about to try will turn out badly, so you won't accidentally kill yourself by unraveling all of your atoms or something.

Some things to keep in mind for entry level applications of this power: Acceleration and deceleration are the same thing, and friction decelerates things. Force is equal to mass times acceleration, so an object with zero mass, no matter how fast it's going, has zero force. You can manipulate the force that prevents physical objects from passing through one another as well as the force that maintains the relative distances between atoms and molecules, so things like phasing and shrinking are possible with this power too.

Biological Integration (600CP - Metaphysics): You can now consume and integrate any technology, magitech, or magical artifact you encounter into your body. Integrated devices will be transformed into new biological organs that perform the same function through biological means — integrating a radio might add a cortex to your brain that allows you to mentally interface with technology via radio signals, for example. Any time you integrate something using this power, it is only added to your currently active Alt-Form.

This perk will *not* make any and all integrations magically safe, so special consideration and preparation must be taken before integrating anything dangerous, such as acquiring some kind of protection from radiation before integrating a radioactive device into your body. Barring the integration of some form of spatial manipulation, pocket dimension technology, or growing into a giant there is only so much room in your body for these new organs, and your existing organs have a limited capacity for additional functions, so you must plan your integrations carefully. Thankfully this also comes with the ability to freely and safely remove any and all additions to your body that were added by this power at will.

The modifications this power makes to your body are very real and *not* solely made possible via the inscrutable powers of Jump Fiat, and can therefore be studied and reverse engineered by those with the appropriate equipment, knowledge, and expertise. Indeed, as these modifications have been seamlessly integrated into your biology there is even a chance they can be passed down to your children.

Breaker (600CP - Metaphysics): You may continue to develop and train all of your skills, abilities, and powers — provided they are, or ever were, capable of any amount of growth from training or other personal efforts — without limit. Your skills, abilities, and powers will always continue to grow at a linear rate when trained seriously, without experiencing any kind of diminishing returns, and any bottlenecks or lack of enlightenment will be overcome as needed to progress.

Linear Evolution (600CP - Metaphysics): Pick up to three attributes that can describe an inherent physical attribute using a single english word (e.g. strength, durability, intelligence, speed, beauty, grace, control, power, etc). Your body will now begin to intelligently evolve and modify itself to improve and perfect those attributes. The rate of improvement will increase

depending on how challenged you and/or your body is during activities related to your chosen attributes.

As an example, if you choose strength and exercise regularly you would experience a level of improvement that would see you gain the difference in strength between pre and post super soldier serum Captain America from the MCU over the course of ten years, and regularly experiencing physical combat in which you are injured will see the same level of improvement over less than five years. If you do no training and are not otherwise challenged you would only see that much improvement over two or more decades, so long as you were about as physically active as your typical fit human during that time, while being in a coma or otherwise living an extremely sedentary lifestyle would see no improvements at all.

It should be noted that this perk will only affect one Alt-Form at a time, and that these adaptations will not inherently attempt to maintain a normal appearance or body plan (number/position of limbs, joints, digits, eyes, etc) for your species, so unless you are a shapeshifter or have some kind of perception filter technology, magic, or perk that covers for unusual appearances or blending in it is recommended that one of your chosen attributes covers aesthetics (e.g. beauty, humanoid, etc)... unless being chased by pitchfork mobs is something you enjoy.

Marksman (600CP - Metaphysics): First, this perk grants you extreme skill in marksmanship along with a precognitive instinct for hitting moving targets, sort of like an inverted Danger Sense. The level of skill this grants you allows for feats like bouncing projectiles off other projectiles, deflecting incoming projectiles with your own projectiles, and even curving projectiles through the air to hit targets behind cover. Secondly, this perk grants you the following secondary superpowers to enhance your marksmanship:

Bullet Stacking: This power allows you to fire multiple projectiles and/or beams at once. These stacked projectiles and/or beams are all superimposed on each other and occupy the same space without interfering with or even influencing each other, multiplying the combined projectile's mass and durability, without negatively impacting its velocity and aerodynamic characteristics. The number of projectiles that can be stacked together is limited by how many projectiles are stored in the weapon’s internal ammunition storage (this won't work on things like arrow quivers, or belt fed ammo). Note that using this ability will also result in the expected multiplication of recoil and generation of heat.

Hitscan: At will, projectiles fired from weapons you are wielding will instantly hit their intended targets as soon as they are fired, no matter the distance, provided your aim is on target. This does not make these projectiles do any damage or allow them to circumvent defences like energy shields.

Over-penetration: At will, projectiles fired from weapons you are wielding will not stop or decelerate until they are physically destroyed. That is to say, these projectiles won't stop or slow down until they are vaporized or reduced to individual pieces that are no larger than 20% of the projectile's original volume.

Power Charge: You may now imbue any attack you carry out with a ranged weapon with the effects of any of your active powers. If you imbue a ranged attack with a power that is not intended to cause harm (healing, support, social, etc), that attack will no longer cause any damage to anyone unless you specifically intend it to, even when imbued into something like a bullet. You may only imbue one perk or power in this way at a time.

Rift Walker (600CP - Metaphysics): You can now enter a new plane of reality known as the rift. For all intents and purposes the rift is identical with the real world, with one major difference, those inside the rift cannot be interacted with by those *outside* it. Those outside the rift can still see and hear those inside, but no attack or physical interaction can harm or restrain them, and

vice versa. Cameras, sensors, and other security devices that were not designed with the rift in mind will also have great difficulty detecting people inside the rift.

You can forcefully drag others into the rift through physical contact, which can be used to both drag enemies into the rift so that you can harm them and to drag allies into the rift to protect them from harm. Additionally, those inside the rift can use energy based active powers and perks to harm targets in the normal world, while their supernatural energy reserves, like mana, will recharge roughly twice as fast as normal.

With practice you can learn to form large turbulent bubbles from rift energy which will forcefully drag all who are inside them into the rift. You can also learn to catch things on the "edge" of the rift to temporarily freeze them in time. And, finally, with a great deal of time and effort you can learn to directly attack others with the rift itself, tearing them apart and shattering them by dragging only part of them into or out of the rift.

Warp (600CP - Metaphysics): You can freely warp and reconfigure three dimensional space in an area roughly one hundred meters around you. This can be used to shrink or expand spaces and distances, create non-euclidean mazes, and even emulate the powers of people like Ant-Man, on both yourself and others. Objects become more durable the smaller they become, due to the damage from attacks being spread across a larger surface area and having a much higher effective density than normal (think of it like the difference between attempting to stab through a steel fishing net and chainmail).

Since lifeforms you shrink or expand with this power haven't actually changed size, only the space they are occupying has, there is little risk of danger from things like shrunken/expanded people suffocating due to their lungs being unable to absorb extra big or extra small O^2 molecules — although supplying *enough* of said molecules could still be an issue — and shrunken/expanded objects will retain their mass. You cannot use this power to create black holes. The only limitations on the complexity of the applications of this power are the limits of your mental and multitasking abilities.

By spending a number of hours reinforcing the effects of your powers in an area you can make them last for up to a week on their own, without the need for the active use of this power, and there is also the potential for certain magics or technologies to maintain any spatial alterations you create on a more permanently ongoing basis.

Weirdling (600CP - Metaphysics): Physics behaves extremely strangely around you. Cause and effect are occasionally reversed or even completely disconnected. Completely impassable barriers can suddenly become welcoming doorways, while a fatal blow becomes a soothing embrace. While these peculiar upheavals in reality are largely random and unpredictable there are some observable patterns to their behavior.

First, the negative impact you will experience from them will at most be mildly inconvenient, a slight stumble as previously solid ground suddenly becomes bouncy like a trampoline, for example.

Second, the more physically active you are, the more frequent these upheavals will become, with direct combat producing them in large numbers.

Third, these upheavals will almost always be helpful to you and/or your allies in some way — although it may only be apparent in hindsight — some sudden change in your footing causing you to dodge an undetected attack, or the air surrounding you spontaneously combusting and burning away some kind of biological or chemical agent, for example.

Fourth, this power will never negatively affect any technology and other devices you or your allies are using.

Fifth, while you are in a dazed or otherwise inebriated state, you seem to gain some level of control over the effects of this power, as it seems to respond to your subconscious desires while you are in an altered state of mind.

White Hole Constructs (600CP - Metaphysics): Where nothing can escape the event horizon of a black hole, nothing can *enter* the event horizon of a white hole. This power allows you to create white hole constructs that you can freely shape and control as you please within an area you can directly perceive with your own senses. The number and complexity of white hole constructs you can create is limited by your ability to visualize said constructs and multitask. The total volume you can create is limited by your ability to power this perk with whatever supernatural energies you have access to. As an example; if you are using this power with mana you would be able to create a construct the size of a coin with the same amount of mana required for a typical fireball spell.

Digitization (600CP - Technology): Taking this perk will transform the core of your being into a living computer program, sometimes known as an infomorph, and comes with absolutely *all* of the cognitive benefits one would expect from becoming an AI. Your program is so supernaturally well designed and efficient that it can be run on any computational device at least as sophisticated as a modern smartphone, just be aware that such a device is the bare minimum required to run your program and thus your cognitive performance will be limited to that of an above average human's while you are running on such low performance platforms.

Additionally, once you have taken this perk, all current and future physical Alt-Forms you possess will be modified to include a **cyberbrain** and/or **cortical stack** that can work as an interface between your program and said Alt-Forms. All of your perks and powers will be seamlessly modified so that they will work as they normally do, regardless of what platform your program is running on. Although it should be noted that if you *are* running on a cell phone or something without limbs, things like super strength perks and powers won't be very useful in the physical world.

Your code will automatically adapt to become compatible with any system it is transferred to. These adaptations will *never* lead to anything even remotely resembling mental corruption or ego death. Indeed, such things are also completely impossible to achieve through things like hacking, viruses, or anti AI weapons like EMPs or logic bombs. All of your mental and/or psychic protection perks now also apply to hacking and your disease immunity and healing perks now also apply to viruses, malware, rampancy, and the physical degradation of your hardware.

Additionally, all of your perks that affect your mind, intelligence, and psionic powers in physical ways, like those that physically modify your brain, will now seamlessly upgrade whatever hardware you are using while you are inhabiting it in order to produce identical effects.

While it is certainly *possible* to fork or copy the core components of your program that are responsible for maintaining your mind, your forks will *not* have access to your perks and powers. This does not mean you cannot create any backups of your code, just that only one instance of yourself may have access to those special functions and any of your perks and powers that did not require conversion. In general, however, it is very much *not* recommended that you create *direct* forks or copies of yourself, although the development of novel AIs modeled on your own system architecture would be no more or less risky or unethical than any other method of creating such entities.

Evolutionary Equipment (600CP - Technology): The equipment you personally create will slowly adapt and evolve to better serve the needs of its designated end user. At first affected equipment will only adjust their overall form and shape in order to become better balanced, more ergonomic, and more aesthetically pleasing, a process that will take no longer than one week to complete. Afterwards affected equipment will begin to evolve in response to the problems and setbacks its designated end user faces over the course of their time together. A spear that failed to pierce the armor of an enemy will become better able to overcome that particular defence, a broken shield will become stronger once it has been repaired, a firearm that missed a critical shot will become more accurate, among other things.

Additionally, the designated end users of the equipment you create will never find themselves outgrowing their gear as their skills and powers improve, as said equipment is always evolving to keep up with their abilities, even to the point of acquiring entirely new features in order to not become obsolete with the introduction of things like new technologies or paradigm shifts in military doctrine, such as those experienced by the world with the invention of firearms.

High Administrator (600CP - Technology): All computer networks and automated security systems recognize that you are the High Administrator. If you encounter a log-in screen, the first username and password you enter will create a new administrator account with complete access to the entire system that cannot be removed by anyone. Not even completely replacing a system's hardware and data will be able to remove your administrator account. Additionally, the systems affected by this perk will actively work to both hide the existence of your accounts and the locations from which you are accessing them from said system's normal administrative and cybersecurity personnel, and attempt to protect you and your interests, as though said systems has suddenly become an emergent AI dedicated to your service.

While all of that sounds great to you, I'm sure, the true power of this perk is that every gestalt, hivemind, or mental network you encounter, whether they are technological, biological, psionic, magical, or have some other origin, will now recognize you as the control node with the highest authority. Having trouble with the **Borg** on a Star Trek Jump? Then all you have to do to dethrone the Queen and take over is to transmit a bogus security code to the nearest cube. Are the **Zerg** being pests again? You can take control with a quick telepathic order to the nearest **Queen**. Whatever you want to call them, as long as it can be described as a network that communicates in real time, anything that can be described as a member of that network will consider you to be the one in charge.

This does not mean that the existing leaders of these hive minds will just surrender to you, and they will likely take measures to isolate or otherwise shield as much of their network from your influence as possible. But it will make the use of any members of their hive mind that *are* vulnerable to you to attack you extremely unwise, forcing them to take action directly if they want to decisively end your threat to their authority.

Metamaterial Science (600CP - Technology): This perk allows you to devise methods to transmute or otherwise synthesize novel metamaterials. As long as you have sufficient understanding of a particular phenomenon, such as antigravity, you can create a material that can reproduce that phenomenon. Not only that, but you will be able to eventually figure out ways to synthesize materials that replicate the effects and properties of setting specific materials, or even recreate them exactly. Note that this perk allows you to develop *methods* to create these things, and you are therefore able to teach them to others.

This does not mean you can just create a chunk of metal that produces a sophisticated effect that one would expect to see from an actual technological device, like a reactive force field generator, only that you can create a material that can produce force fields under certain conditions (i.e. at specific temperatures, physical configurations, or energy states).

This perk also allows you to develop exceptionally durable materials as well, although developing something *truly* indestructible — that is; creating something that can remain completely unharmed from things like direct exposure to antimatter, dimensional shearing, and conceptual attacks, all at the same time — is *just* outside the purview of this perk. When developing metamaterials with a durability focus, you will find it much easier to create materials specialized to resist specific effects, rather than creating materials that can resist many different things at once.

As an added bonus this perk will allow you to manipulate all solid matter as though it were iron or lead when you are crafting, even if that material *is* truly indestructible. This effect will be

applied intelligently and intuitively, so you need not worry about accidentally melting or breaking things while you are working with this perk activated.

Nanite Suite (600CP - Technology): Your body contains a suite of nanites that can be controlled through your will. To start with, these nanites will only be able to assist in natural healing, maintain the vital functions of injured organs, and prevent illness and poisoning. Over time, however, the more you interact with and use these nanites the more you will learn about them and how they function, and as your understanding of them improves you will eventually become capable of modifying them, adding new functionality and improving their performance and capabilities. To say nothing of their ability to reverse engineer and incorporate the technology of any novel nanites they can disassemble.

Anything you have ever heard of nanites being used for, from fabrication, deconstruction, energy and resource distribution with microscopic wormholes, genetic modification, and even converting your body entirely into nanites can eventually be achieved with these tiny machines, so long as you can figure out how.

While they are inside your body these nanites can never be subverted or otherwise interfered with by any outside influence (hacking, emp, techbane, bad luck, etc). Not even other nanites or similar small scale devices that have been created with superior technology can defeat or otherwise overcome your nanites while they are inside your body. Nanites outside of your body will also have these protections as long as you are actively and directly controlling them, allowing you to use them to subvert and control any rogue or enemy nanites by using your own. These nanites are backed by the highest levels of Jump Fiat and will never malfunction or go rogue on you.

Technokinesis (600CP - Technology, Psionic): You can control, interface, understand, modify, damage, and repair technology with the power of your mind. This perk will allow you to do simple things like throwing cars around as though you just have telekinesis, to more complicated things like using only the power of your mind to rebuild that same car into an FTL capable starfighter (provided said car contains the necessary raw materials and you know how to build such a thing in the first place).

This power also allows you to meditate on a piece of technology in order to acquire a comprehensive understanding of its individual history, intended function, the methods, materials, and tools required for its fabrication, and the underlying scientific principles that govern its construction and operation. This process will require anywhere between a few seconds to multiple days, depending on your target's complexity and any preexisting knowledge you might have in related fields.

Fluid Mechanics (600CP - Psionic): This power grants you the ability to telekinetically control liquids, gasses, and plasmas and you will be able to control everything you can perceive, both macro and micro. Once you have taken control of a fluid, you gain an instinctive and complete understanding of its composition, properties, shape, and relative position. This sense will be maintained for as long as said fluid remains under your control, even if it leaves your range (as you are still perceiving it through your control of it, after all). With practice and the right extrasensory equipment or powers you can use this ability to change the chemical composition and/or state of the fluids under your control.

Mind Hive (600CP - Psionic): You can create and dismiss extradimensional "brains" made from psionic energy at will. By default these brains do not have their own long-term memory centers and their short term memory centers can dump their contents into your own short and/or long term memory at will, as a method of sharing information with your primary mind. They feed what would become their own long term memories into your own long term memory storage in your

primary, meatspace, brain. This mechanism largely prevents your extra brains from developing their own personalities or egos, keeping them from separating from your “self”.

That said, depending on how they are used, your psionic brains can begin to develop in ways that might diverge from your meatspace brain, but these divergences are more akin to mental specializations rather than differing personalities, although it is not impossible for them to also develop preferences for certain tasks. That is to say, you might end up with a psionic brain that is especially good at mathematics, and another that is better at telekinesis, and so on.

Your psionic brains will share the effects of all your mental perks. Each individual psionic brain will start out with roughly half of your overall ability with psionic powers (telepathy, telekinesis, etc), no matter their source. While your psionic brains can share input from your meatspace sensory organs, they do not have sensory organs of their own, and lack their own ability to interact with the environment independently of your physical body. This problem is addressed by allowing them access to any psionic abilities you may possess, which they can use to perceive and interact with the outside world.

Any cybernetics or other implants added to your brain will be reproduced when you create new psionic brains, and any perks that affect your mind or brain will also affect your psionic brains. Despite being made from psionic energy, these implants will retain all of their normal meatspace functions, even if those functions are things like the modification of brain chemistry or interfacing with computers over radio signals.

Your capacity for extra psionic brains is only limited by your meatspace brain’s capacity for processing new memories, and so long as you respect that limitation you will never become confused or distracted by the activities of your psionic brains.

Note that the ability to create psionic brains is not powered by Jump Fiat, it is an actual skill in controlling psionic energy that allows you create one to one recreations of your own brain from psionic energy in an isolated dimensional pocket anchored in your meatspace brain. As this is a skill based power, it can be developed and modified through training and experimentation, just like any other skill. Potentially allowing for you to develop it in such a way that it would allow you to do things like modify the structure and function of your psionic brains, improving their inherent abilities or specializing them for certain tasks. For example, you could make a martial arts specialized psionic brain, or a mathematics specialized psionic brain, or even modify a psionic brain so that it is really good at focusing on one thing and never gets bored, that you can use to observe your surroundings for danger.

Psionic Constructs (600CP - Psionic): You can now create powerful telekinetic constructs that can be used as physical weapons, transmute matter, manipulate/absorb/shield/transfer/convert all forms of energy (provided you have enough psionic power), and scan people/objects/the environment. This power can also be used to create an environmental shield that will allow you to safely fly at any speed you can sustain the power expenditure for that will also allow you to safely inhabit otherwise inhospitable environments (alien planets, space, non-physical dimensions, etc).

If you have some kind of cybernetic/telepathic AI you can link them to this power to enable additional abilities like scanning and reverse engineering technology, interfacing with and/or hacking computer networks, and, with your permission, they may even operate this power autonomously on your behalf. You may freely change the color(s) and brightness of your Psionic Constructs, and even make them invisible. This is an extremely logical and structured method of using psionics that may positively or negatively affect the speed you are able to learn or improve other psionic abilities.

Quantum Nervous System (600CP - Psionic): This perk works by placing your entire nervous system in a sort of macro-quantum superposition that allows all the various cells in your nervous system to form an arbitrary number of connections to the other cells in your nervous system, no

matter their relative locations or distance from one another. Not only will this greatly improve your reflexes — as all these cells have effectively become neighbors — this will also provide you with an unprecedented level of neural plasticity that will effectively allow you to restructure and redesign your nervous system with only the power of your own thoughts. Not to mention the rather enormous effects this will have on your overall intelligence.

Essentially, by thinking in certain ways or performing certain mental exercises — that you will have to design or discover for yourself — you will be able to promote the connection of certain cells in order to modify the function of certain brain regions and nerves or even form completely novel neurological structures. For example, it is possible to connect the various sensory processing regions of your brain in order to develop synesthesia, or to improve the connection between your memory centers and visual cortex in order to improve your ability to recall visual memories.

This level of neural plasticity can actually become quite dangerous if it was left uncontrolled, leading you to become extremely prone to seizures among other issues. So it is fortunate that this perk comes with a number of automatic safeties that protects your autonomic nervous system, protects synapses and other nervous system connections from unintentionally interfering with one another (which is what causes people to forget what they were doing when entering a room), prevents unintentional neural modification, automatically reverses any deliberate modifications that cause unexpected problems that leave you in a state that prevents you from correcting the error on your own, as well as an instinct that will warn you if you are about to attempt a modification that might cause the death of your personality or body.

It should be noted that these extra connections between the cells in your nervous system are not formed from the ether and will still require energy to operate. So you should be aware of the increased nutritional and caloric requirements you will require as you improve its function with this perk. In fact it is likely that this will be the primary limiting factor to how much you can improve yourself with this perk, as it does nothing on its own to improve your body's ability to support a more sophisticated nervous system. Although this issue can be addressed with the use of cybernetics and/or other perks and powers, this perk also comes with safety features that will prevent your nervous system from growing beyond your body's capacity to maintain.

Scaling Intellect (600CP - Psionic): Your intelligence and creativity scales with the difficulty of the intellectual tasks or problems you are faced with. So long as a solution exists, your mind can now rise to the challenge of solving any problem you may face, be it tactical, strategic, academic, educational, scientific, mechanical, mathematical, or anything else. While the most obvious effects of this perk on your intelligence are largely temporary — fading away as you solve the problems that caused its effect to trigger in the first place — you will find that having your mind frequently pushed to new heights will have numerous beneficial effects on your baseline intellect and creativity.

X=Reality (600CP - Psionic): This power comes with two primary features; the first is the ability to perceive and intuit equations and their variables describing any phenomena you observe. The second allows you to create and modify those equations in order to create and modify those phenomena.

This power also has two primary limitations, the first is that, in order for your equations to create new phenomena or for any changes you make existing equations to propagate, they must be triggered by energy you have directly interacted with. Like the first piece in a series of dominoes, a wave of your hand can trigger a massive displacement of air that creates a tornado, for example.

The second limitation is that changing equations and especially creating new equations with this power requires you to calculate them in your head in real time. While this power will allow you to easily perceive and intuit the equations behind observed phenomena, it does not do

anything that will enable you to understand what those equations are doing and neither will it specifically increase your ability to perform these calculations on its own. So a normal human with this power would be limited by their understanding of math and physics and their own mental calculation ability to either crude large scale applications with very little finesse or anything resembling fine control, that would be largely indistinguishable from crude telekinesis.

In order for this power to really shine you will need a deep understanding of math and physics as well as some form of mental enhancement or sheer natural genius that will allow you to perform mental calculations at a speed and complexity that would leave most supercomputers ashamed. If you have those things, this power can do things like analyze and recreate the powers of others, anchor complex algorithms to yourself that automatically redirect or even reflect attacks (triggered by your body heat), and - provided you have the required brainpower and multitasking ability — even ridiculously complex things like manually controlling every atom in your body.

Autonomous Clones (600CP - Magic): You can now create autonomous temporary clones created from an element (earth, air, wind, fire, lightning, water, shadow, blood, and so on) that you must choose when purchasing this perk. This perk will not supply the energy (Mana, Ki, etc) needed to create and operate these clones, it only grants the knowledge needed to create them (which can be taught to others), so you will need to supply that energy yourself. Creating a single clone with a one hour lifespan will require roughly the same amount of energy it takes to fell a large tree, with said lifespan depleting faster the more active the clone is. Clones cannot regenerate their own energy, nor can they use items or consumables to recharge themselves. You can charge your clones with any amount of energy you want at the time of creation, and can create as many clones at one time as you can supply the minimum energy for. Clones will dispel from damage that breaks their skin, ruptures a major internal organ, or breaks a bone.

The element you choose for your clones can improve their creation cost depending on any elemental affinities the energy your are creating them from has, and the elemental composition of the local environment. Their element will also affect which of your powers they can use and how cost effective those powers are when they use them.

Each clone has a subordinate copy of your own mind and will always act in your best interests. While they are created wearing the same clothing as you are, any special properties of said clothing are not copied, and they are only as durable and protective as regular clothes. Once destroyed or dispelled its mind and memories will be merged with your own. While this can be used to accelerate your education and training of skills, the specific benefits of such an application are not as simple as “creating ten clones lets me learn ten times faster”. Since they are all copies of yourself, they will tend to make the same decisions and have extremely similar, if not identical, thoughts and ideas as you would, which will result in a lot of duplication of effort.

The best use cases for using this power for self improvement are things like reading books, especially if you have memory perks, and increasing your combat experience. A talented mundane human without intelligence or memory perks would not be able to retain anything useful from more than five clones dispelling at the same time, and would need to meditate on the incoming memories of dispelled clones for one tenth of the time each individual clone was alive in order to properly assimilate the memories in a way that is useful for training.

If you are asleep or unconscious when a clone is destroyed or otherwise dispelled you will not receive any memories. These clones cannot be used to develop your muscle memory or physical condition.

These clones are all copies of your base body mod, and have access to all of your non-physical passive perks (i.e. no passive strength, durability, or speed perks, no shapeshifting or strength boosting perks/powers, and so on). The only active perks and power perks your clones can use are those that are related to, powered by, or directly affect the type of supernatural energy you used to create them. So clones created with some type of magical

energy would only be able to use magic perks and powers. While you may create clones with any internal source of energy you have access to, each clone may only be created with one type of energy.

Conceptual Blade (600CP - Magic): This perk grants you an absolutely peerless talent and endless enthusiasm for the art bladed combat. So great is this talent, that — provided you do not die in the first exchange — you can quickly bridge any gap in skill between you and your opponent in a single battle, no matter how much their skill eclipses your own. You will never make the same mistake when fighting with a blade twice and have such an instinctual understanding of newly encountered techniques and skills, it is as though you are a retired grandmaster that has just gotten a bit rusty, rather than a new learner.

Where this perk really shines, however, is that after around a decade of regular training you will begin to gain a unique understanding of the use of bladed weapons that will allow you to perform feats normally thought to be physically impossible. At first this will manifest in an ability to cut things with a normal sword that shouldn't be possible, no matter your skill — like cutting cleanly through meters of steel with a wooden practice sword. Then you will begin to understand how to cut things without having to physically touch them with your blade, and doing so at greater and greater distances, until you can attack anything you can perceive without taking a single step.

Then, after another decade or two of regular training, you will begin to acquire the ability to cut only what you wish to cut, no matter what your sword passes through. This will allow you to cut a man’s heart in half without breaking his skin or any of the surrounding flesh, or to cut down an armored opponent as though he were naked. Only what you desire to harm will feel the bite of your blade, everything else will pass by unharmed, as though your blade were an illusion. This stage of your training will be complete once you have gained the ability to cut things while you are unarmed, defeating your foes with a blade of pure will.

Finally, after some more training, you will acquire the ability to cut non-physical and conceptual things. Although you will need to train to perform each individual feat — a process that will usually take at least a year to complete — you will be able to cut anything you can understand and/or perceive. You can learn to sever the delicate ethereal mechanisms of a spell before it is cast, sunder the magical workings of enchantments and curses, rend apart the connection between a mage and their mana, and even more impossible things like cutting a person's memories, their relationships with others, or their ambitions. At the very peak of your skill you will even be able to sunder the very fabric of reality, cutting down space and severing time.

Elemental (600CP - Magic): Choose a traditional element (fire, earth, lightning, water, wind). You are now an Elemental of your chosen element. Your body no longer has anything that can be described as biology, no organs, no brain, no *weakness*. The only way to kill you is to completely disperse your body, or transform it into a completely unrelated element, so if you picked water, being frozen or evaporated (as long as you can maintain some cohesion) will not kill you, but being completely transformed into earth or fire will.

You can “solidify” your body into a normal physical appearance for your active Alt-Form’s species, and even pretend to have functional anatomy if you want to get through a medical exam without revealing your elemental nature. Injuries that deplete your mass, volume, and/or density will tire you, but you can recover, or even increase your mass beyond its previous size by consuming more of your chosen Element.

Different elements will grant you different offensive, defensive, and secondary abilities. A comprehensive list of those abilities is not quite possible due to the fact that they are largely dependent on your personality and the interaction this perk will have with your other perks and powers. As a quick example, if you have a large amount of mana with a strong pre-existing fire

affinity, taking this perk might turn you into a fire spirit. There are two abilities that will always manifest, however; a complete immunity to harm from your chosen element, and any additional attached effects — like a death curse attached to a fireball— no matter how supernatural its source, as well as the ability to absorb and assimilate the supernatural properties of any novel sources of your chosen element you encounter (e.g. the magical properties of potions, if you chose water).

While you can purchase this perk multiple times, you must choose any additional elements in a specific sequential order: fire then earth then lightning then water then air then fire, and so on. Having multiple instances of this perk will not grant you a body made from a composite of these elements until you have purchased all five elements, you will only be able to switch elements (again following the same sequential order) at will. Once you have all five elements you will more or less become a Nature Elemental, with a body made from elemental mana, with all of the strengths of all five elements and none of their weaknesses.

Energy Cultivation (600CP - Magic): Your body contains a Core, a type of sub-dimension that can be used to absorb, contain, and refine energy. While this absorption process requires too much focus to maintain while absorbing large amounts of energy for it to be useful in most combat situations, any energy can be safely absorbed by your Core. Once energy has been absorbed, however, it must be refined before it can be used. This refinement is achieved through meditation, where you focus on imparting your will into newly absorbed energy, claiming it for your use. If you do not refine energy that has been absorbed by your core it will start to leak out after about an hour, which may cause injuries.

Once refined, these energies can be freely separated, purified, and even merged together in any combination you can devise. Refined energy will also obey your will and may be safely channeled throughout your body, granting it resistance, or even immunity, to the same or similar energies while improving various physical attributes (e.g. electrical energy might improve speed and reflexes), or even healing you. You will also be able to control any refined energy you project outside of your body with only your will, and will receive sensory feedback from projected refined energy as you move it through the environment.

Once a certain amount of a single type of energy has been absorbed you may attempt to condense it into liquid, which in turn can be condensed into a solid. After you have condensed liquid energy, your Core will then be able to freely generate more of that energy, becoming something like a generator instead of the rechargeable battery it was before.

Solidified energy does not generate energy like liquified energy does, instead it will actually generate more liquified energy, while also capable of being shaped into actual objects inside your Core. Perhaps you can invent machines made from solidified energy that can refine any new energy absorbed by your Core automatically? Or maybe you can create magic arrays or seals written in solidified energy to grant your body special abilities? Maybe you could even channel liquid energy into your body and solidify it into physical form in order to create an energy network of some kind?.. Although that sounds like it would be quite dangerous and would certainly be painful.

To start with, your Core can only contain one type of refined energy at a time, but once you manage to condense some of that energy into a solidified state, it will be capable of containing another type of energy, and this pattern repeats each time you succeed in solidifying a new type of energy. Some energies may interfere or conflict with one another, making it difficult or even life threatening to attempt cultivating certain types of energy together, so be careful and plan your future cultivation carefully.

When you purchase this power you must decide where your Core will be anchored to your body. If anchored in your head, you will find that your ability to absorb and refine psionic and spiritual energy becomes much more efficient than other types of energy. If anchored in your heart, you will find that your ability to absorb and refine Qi, Ki, and lifeforce becomes much more

efficient than other types of energy. If anchored in your lower abdomen, you will find that your ability to absorb and refine *all* types of energy to be improved by about a third of that of the other two options are in their areas of specialization.

Faith Cultivation (600CP - Magic): Whenever people feel strongly about you or your actions they will impart an amount of “faith energy” to you. If you gather enough of this energy you will be able to undergo apotheosis. Even before that happens you can still use this special energy to supercharge your other perks and powers. Generally this will take the form of reducing or removing limitations to said powers, otherwise using this energy will simply multiply the power’s output, control, and/or range. Faith energy can only be gathered through the process described above, can only come from entities with souls, and will not regenerate on its own the way energies like Mana do. If souls have not been proven to exist in specific beings in a Jump, any sapient being is considered to have one for the purposes of this perk.

Different sources of faith energy (awe, gratitude, fear, hate, resentment, etc) will affect what perks and powers this energy is most capable of empowering, while also causing subtle changes in your appearance and aura. There are a few sources of faith energy that are universally useful, like generalized awe and religious faith.

You can refine your collected faith energy in order to discard the types of energy you feel are harmful, don't find useful, or just don't want for whatever reason. This refinement process can take time, however, so you should take care with your actions so that you do not collect excessive amounts of undesirable faith energy. For reference, massacring a city would generate enough fear based faith energy that it might take you five to ten years to refine it all away.

The process to gather enough faith energy to complete apotheosis will generally take at least ten Jumps of high profile activity on your part in order to complete. Although Jumps to settings with extremely high populations with widely available telecommunications technology (Star Wars, Star Trek, etc), or Jumps with extremely long durations might allow you to complete this process in less than three Jumps.

Once you ascend to Godhood one or more Domains will automatically form based on the composition of your collected faith energy and how you have used that energy in the past. For example, if most of your faith energy is composed of gratitude and you mostly used that energy to help heal people you would probably gain a Domain for healing, medicine, and maybe even charity, if you never took any payment for healing people. If you never used any faith energy before completing apotheosis, and only saved it up to complete your Godhead as fast as possible, it is extremely unlikely that you will be able to form more than one Domain.

Domains are essentially concepts that you have complete knowledge and control over, allowing you to manipulate them at any scale you can perceive at no cost beyond whatever mental effort is required to do so. For example, a Domain over death would allow you to kill mortal entities that you can perceive at will, the ability to replicate the effects of pretty much any necromancer or necromancer-like ability at will, as well as the ability to manipulate the souls of the dead.

On that note, people who believe that they belong to you, in a religious sense, or who willingly dedicate their soul to you, will have their souls given over to your care when they die. The claim you have on the souls of these people is enforced by Jump Fiat, and no other entity can steal them from you, no matter how strong their own claim. What you will do with these souls is something you will have to figure out on your own.

No matter what Domain or Domains you end up forming once you ascend, all domains will grant you conceptually perfect control of your own body (and only one body) and soul. This makes non-conceptual attacks on your person largely irrelevant, leaving you mostly immune to attacks from those lacking Domains, or conceptual powers of a similar nature, of their own. This largely limits what you can be harmed by to attacks from those possessing superior Domains

(e.g. fire being stronger than embers), or Domains that yours are specifically weak to (e.g. fire being weak to water, or light and dark being weak to each other).

Infinite Capacity (600CP - Magic): Your internal reserves of Mana, Ki, Qi, Magic, Spiritual Energy, Life Force, power charges, and so on will never deplete by any amount no matter what you or anyone else does. This does not inherently improve the maximum amount of such energies you can access or control at once, and your total instantaneous output will still be limited by the total size of your reserves and your capacity to channel them without harming yourself. This perk does not offer any special protections to any side effects, either to yourself or your surroundings, caused by the overuse of your powers.

Karmic Retribution (600CP - Magic): Once per year you can trigger Karmic Retribution on a target with physical contact. Being inflicted with Karmic Retribution will cause your target's luck to turn, and, depending on how much willfully negligent or deliberate harm they have done to others, can become quite fatal in fairly short order.

A soldier that accidentally kills non-combatants out of fear might find themselves experiencing frequent, but survivable, accidents and their social lives becoming difficult to maintain. A serial killer might develop an aggressive case of cancer or find the tables turned on them when they attack someone more than capable of defending themselves and a mass murderer or war criminal might end up getting repeatedly struck by lightning until they die.

Even nominally immortal or otherwise indestructible enemies are not safe from Karmic Retribution, as they might be suddenly struck by a stray round from a weapon capable of overcoming their specific defences that was fired in some distant interstellar war billions of years ago, or some eldritch abomination from beyond time and space might coincidentally take a quick dip into the local reality for a *little snack*.

The effects of Karmic Retribution are not even limited to your targets, as its effects will spread to any individuals who were directly complicit in any of said target's activities that lead to their bad karma in the first place, although this will rarely become fatal for those who have not personally killed anyone.

Unfortunately this power is quite overzealous, and can trigger something of a backlash if you have enough bad karma of your own when you use it. Luckily for you, the effects of luck enhancing perks can offset said backlash as long as you are not regularly doing your best to impersonate your favorite Dark Lord and/or murdering people for fun.

Lifelink (600CP - Magic): The damage from attacks directed at the people you designate with this power are transferred to you. This includes damage from things like environmental hazards and the symptoms of illnesses.

This damage is not replicated onto your body at a one to one ratio, instead, this power attempts to replicate the physical changes said damage would cause to your body using the same amount of energy that would have been expended to create them in the bodies of those protected by this power. In cases where someone protected by this power takes damage to a body part you don't have, this power will still prevent it, but it will not cause any damage to you. This advantage will be especially apparent when you are using more exotic Alt-Forms, like androids, golems, or elementals. In simpler terms, if your body is durable enough or unique enough you might not take any damage at all when this power is activated.

There are no upper limits to how many people you may protect with this power, beyond your willingness to bear increased risks to life and limb and the durability of your body. The only requirement to protect someone with this power is that they must have, at some point in the past, introduced themselves to you without deliberately lying about their name. Once someone has been brought under the protection of this power you can only remove that protection after

one week of objective time. You are always aware of the number and identity of all the individuals being protected by this power.

Minion Master (600CP - Magic): Choose a theme (necromancy, golems, or summons) or a class of animal (reptiles, mammals, insects, and more). You gain the power to control your chosen constructs or lifeforms, either through directly controlling them as though they were an extension of yourself or through “programming” them with any number of orders and conditions you can devise. Minions that are controlled through orders will follow those orders no matter their distance from their master, but you will only be able to maintain direct control over minions that you can perceive. So barring the use of some form of extrasensory perception, you would only be able to maintain direct control of minions you could perceive. Though it is worth remembering that you can share the senses of the minions you directly control. You may purchase this power multiple times.

The three themes come with knowledge and skill to control, summon, create, and/or maintain your chosen type of minion, with each theme having their own strengths and weaknesses.

Necromancy has its strength in its ability to create individual minions rapidly from any and all corpses, making the creation of minions during combat a viable tactic. The weakness of necromancy is that the minions it creates, while easy to “resurrect” are relatively fragile and have many obvious weaknesses. While they can be enhanced through many means, doing so requires large investments of time and energy. Eventually, with enough research and some unique materials you may be able to create special (Lichs, abominations, etc) and/or self perpetuating forms of undead minions such as zombies or vampires.

Golems are inherently strong and durable, while being difficult to combat using non-physical means thanks to their inherent resistance to things like magic and other non-physical forces. The downside is that each golem must be personally constructed by their master through the creation of a golem core, a magical device fashioned from a large transparent or small magical crystal engraved with magical circuits made from gold, platinum, electrum, or some other magical metal. So these golem cores are as expensive and time consuming to create as one might expect given the materials involved.

Once created, however, you merely need to provide a golem core with an appropriate amount of raw materials, such as stone or metal, and it will fashion a body using the parameters (size, body plan, etc) defined in the magic circuits of its core. So long as the core has enough power and raw material, it will be able to recover from any physical damage in short order.

Golem cores that have been constructed from certain magical or metaphysical materials can absorb mana — or any other energy needed for their continued operation — from the environment, otherwise you will need to provide them with power yourself. While this theme is called “golems", it is not limited to metal and stone, and can include just about any kind of material, like blood or water, and can even be used on artificial constructs like robots, so long as you include a golem core in their design, although the inclusion of complicated components like robotics will hinder a golem’s ability to repair itself.

Summons are not raised from corpses or fashioned from cores, they are supernatural creatures and/or spirits summoned from other planes and worlds. The strength of these minions comes from the near unlimited variety of different creatures and spirits you can summon, many of which have their own unique powers and abilities. Especially spirits, which have a mastery over the elements that grant them superlative offensive and support abilities, and, thanks to their incorporeal nature, they are largely invulnerable to attacks outside of a few specific elemental weaknesses.

Each time you use this version of this power you will summon a random creature or spirit with a general level of strength equivalent to the amount of mana or other supernatural energy you spent on the summoning. If you like a particular summon, and they are willing, you may form a contract with them that will allow you to both summon that specific individual at will while also

allowing you to form a mental link with them that will allow them to communicate with you and observe your surroundings even when they have not been summoned.

The downsides to summons are the largely random nature of uncontracted summonings and the requirement they have for a constant supply of mana or other energy in order to remain summoned, which greatly limits the number of these minions that can be controlled, with stronger summons requiring greater amounts of upkeep. In fact it is much more cost effective to summon the strongest summon you can reliably maintain, rather than maintaining a large number of weaker summons.

Class: Should you wish to forgo choosing a theme for this power you may instead select a single type of animal lifeform for you to control. You may change this selection at the start of each Jump. The type of animal you select will not limit you to animals that fall inside a strict **taxonomic** category, instead it works as more of a broad guideline. Essentially, if a child would point at something and say “that is a bug”, when you have selected insects, you will be able to control it with this power. You will also be able to control non-terrestrial and artificial lifeforms following that same criteria.

The major drawbacks to this version of this power is the relative lack of a means to produce new minions, and how mentally taxing it is to use. As, in order to maintain control over something with this power, you must either obtain its cooperation or overcome its willpower. This means that the more sophisticated the mind of a lifeform is, the more taxing it will be for you to control it with this power. For simple lifeforms like insects — which, on average, are more like naturally occurring biological robots than they are animals — can be controlled by this power in almost any number, whereas controlling more than a handful intelligent animals like dogs or apes will require huge amounts of focus and will power for a normal human mind. Other intelligence and multitasking perks and powers will greatly assist with this issue.

You can only control the bodies, understand the instincts and gross physiology, and share the senses of the lifeforms under the thrall of this power, it cannot be used to read or otherwise manipulate the minds of anyone or anything.

Power Gems (600CP - Magic): You can store active and passive powers, abilities, and specific attacks that you know inside magical gems. When these gems are added to equipment (weapons, armor, accessories, etc), the user of that equipment becomes capable of using the ability stored inside the gem, as if it were their own. The powers and abilities stored in these gems still require whatever energy or other resource was required to use them normally. Power Gems can also be linked together via special enchantments (that this perk teaches you how to apply) in order to create synergistic, or even completely novel effects. Most people and equipment have a limited capacity for the strength and number of Power Gems that they can use at one time. These gems must be made from inherently magical materials, which may or may not improve or alter the effects and capacity of Power Gems fashioned from them.

Soular Sanctity (600CP - Magic): This perk is not so much a power than it is a forceful change of the world each new universe or multiverse you visit. From now on, each time you arrive in a new universe or multiverse, its metaphysics will be forcefully changed so that souls become inviolate. The free will and sanity of any being with any kind of soul will become perfectly protected against all threats and manipulations. Of course, this also includes your soul as well.

All forms of non consensual mind control, bar those enforced by drawback Fiat, become completely impossible. Attempting to steal or otherwise capture souls is an exercise in futility. Signing over one’s soul in a contract can only be done with a complete and unadulterated understanding of the costs and benefits for all parties of such bargains, and signing over the souls of others is very much out of the question.

This comprehensive enhancement in the defences of souls of all kinds has some additional benefits in that it will greatly enhance the performance of many aspects of soul derived

superpowers. For example; aura users from Pokemon and RWBY will find that their more defensive powers will start performing *at least* an order of magnitude better than before.

This perk can only be controlled by toggle perks like the *Control* perk from this Supplement while you are between Jumps.

Summoner (600CP - Magic): You gain the knowledge to create summoning circles powered by magical energy, like mana, and the sacrifice of relevant physical objects. These summoning circles can be used to summon anything from fiction that is known to have been summoned before, demons, angels, spirits, fae, gods, and even weirder things like shipgirls and other characters from certain gacha games.

While summoned entities are prevented from harming or otherwise obstructing you or your goals, it is up to you to convince them to be helpful, and to not just return home immediately. You can force summoned entities to return home by breaking their summoning circle. Beyond choosing what setting and what type of entity you wish to summon, these summoning circles are random. Once you have summoned an entity, however, you will instinctively know how to create a summoning circle that will only and always summon that specific individual.

Without sacrificing a physical object, anything you summon will only be able to remain until the energy used to summon them runs out, or the summoning circle is broken. Sacrificing an object will generally cut the energy costs of summoning an entity in half and will allow the summoned entity to remain for the rest of the current Jump. The stronger the entity the more energy it will cost to summon, obviously.

Entities that have been summoned in the past with the sacrifice of an object can be imported as companions, even if they are not currently summoned at the moment. Sacrificing an item purchased with CP will permanently consume that item, no matter what Fiat protections it has, but, as a bonus, this will upgrade the summoned entity with the effects of the sacrificed CP item, as though you were giving the summoned entity a perk.

Valkyrie (600CP - Magic): By finding the place they died and fulfilling a single major request you can collect the souls of the deceased. Once collected these souls enter a blissful dreamlike state where they will remain dormant while they are under the effect of this power. You can summon up to three apparitions of these collected souls at a time. Despite having access to all of their skills and powers and the ability to access the knowledge of the person they are based, these apparitions are not actually sapient beings, they are just projections that protect you and obey your mental commands without question. In addition to their original powers these apparitions can also become invisible, phase through physical obstacles, and hide within the shadows of living beings.

While this power will not help you do this on its own, the souls it has collected can be accessed by your other abilities, technologies, and/or magical artifacts so that they might be used for other purposes that require unbound souls, such as holding seances or even for resurrection.

All-For-Nothing (600CP - Fiat): There is a category of supernatural abilities known as “All-or-Nothing”, or “absolute” powers. Simply put, if these powers work at all, they work completely, and they can only be stopped or overcome by *other* All-or-Nothing powers. For example, a power that projects *unstoppable* lasers, which would always cause maximum harm to every target it is ever used on, unless it is used on someone or something with a power that creates an *unbreakable* defence.

What does this mean for you? Well, from now on, whenever an All-or-Nothing power is used against you in a way you would find undesirable in hindsight, no matter how indirectly or delayed, it does *nothing* instead. While this perk offers you absolute protection from absolute attacks, it does not necessarily work offensively, it will still prevent an All-or-Nothing defensive

power from harming you, if that was a part of how it worked, but you will still require an All-or-Nothing offensive power of your own to actually defeat said defence and harm whatever it is defending.

If you are still a bit unsure about what, specifically, counts as an All-or-Nothing power, here are some examples; reality manipulation, conceptual attacks, dimensional attacks, Instant death spells (e.g. **Avada Kedavra**), immortal killing perks like the "*People Die When You Kill Them*" perk from this Supplement, and a great many other perk granted powers, especially those provided by social perks.

Alt-Form Splitter (600CP - Fiat): You can have multiple Alt-Forms active in the real world at the same time, connected through an unblockable and untraceable gestalt network that is perfectly protected by Jump Fiat. At first you can only have two Alt-Forms active at the same time, but this limit will increase by one after each Jump or every ten years, whichever is shorter, until you have a maximum limit of ten active Alt-Forms. These extra active Alt-Forms do not act like the clones created by the *Autonomous Clones* perk, instead they are all extensions of yourself that all share the same mind. If one of your Alt-Forms dies or is otherwise destroyed, it cannot be used or replaced by a different Alt-Form until the next Jump. You can only change your active Alt-Forms once per week. This power has interesting interactions with the *Mind Hive* power.

Alt-Form Stacker (600CP - Fiat): You can stack the physical attributes of up to ten different Alt-Forms. When an attack affects your visible Alt-Form the damage is either divided evenly between all Alt-Forms or only hits certain specific Alt-Forms that are most capable of withstanding the attack. If an attack cannot be endured, even with the combined durability of all ten Alt-Forms, the least useful Alt-Form will be sacrificed to that attack, leaving the others unharmed.

The physical strength and endurance of all your stacked Alt-Forms is combined and you will also be able to access any powers or perks that are exclusive to specific Alt-Forms, no matter which Alt-Form you are currently "presenting". If one of your Alt-Forms dies or is otherwise destroyed, it cannot be used or replaced by a different Alt-Form until the next Jump. You can only change your active Alt-Forms once per week.

Child Of Fate (600CP - Fiat): *All* seers and precognitives, knowingly or not, will actively work to advance your interests, provided you are not actively threatening the world, intending to kill huge numbers of non-combatants, or intending to attack or kill said seers and precognitives. This perk will not work if you have any effective anti-precognitive protections active on your person, as that would prevent said precognitives from using their abilities to help you. This perk does nothing to affect exactly *how* these precognitives will attempt to aid you, nor will it make said aid infallible.

Conceptual Fusion (600CP - Fiat): Once per day you can create a crystal sphere that can fit in the palm of your hand. These crystals can each absorb a single Concept from a non-sentient object or natural/supernatural phenomena. Whatever has had a Concept extracted from it in this way will typically become greatly lessened if it was not destroyed outright.

Depending on the relative power and durability of a crystal's target and the sophistication and concentration of the targeted Concept, the process of extraction can take anywhere between ten minutes to multiple hours. Maintaining the extraction process will require your complete focus and any interruptions will cause the extraction to fail and the crystal to break. These crystals can be used multiple times, but once a crystal has been used to extract a Concept, it can only ever be used to extract that specific concept in the future.

Once you have extracted a Concept into a crystal it can be used to fuse that Concept with other extracted Concepts by draining the crystals containing them into an empty crystal, or the Concept can be fused with an object, lifeform, or supernatural phenomena. Fusing large

amounts of powerful concepts into something will greatly transform it depending on its original nature, purpose, and its own Concepts in an intelligent, if somewhat random way. A sword imbued with the Concepts of severing and durability will become much sharper and harder to break, and a gun magazine imbued with the Concepts of growth and recovery might become able to regenerate expended ammunition.

These Conceptual enhancements are not limited to the performance or function of what they are imbued into, but extend to the form of the enhanced target as well. Concepts of growth extracted from trees might cause the aforementioned gun magazine to take on a more wooden and/or organic appearance, or maybe it will just gain a few cosmetic engravings of plants, for example.

Note that these crystals cannot be used to extract Concepts from Fiat backed items unless you are willing to revoke said backing. There are no restrictions on fusing concepts *into* Fiat backed items.

Data Time-Out (600CP - Fiat): When this perk is active, information cannot be transferred outside of the normal limitations of cause and effect. That is to say that abilities and technologies that can be used to gather or otherwise transfer information backwards, forwards, or even sideways through time will not work anywhere in your current Jump. This includes your own precognitive or postcognitive perks and powers. This perk can be activated and deactivated at will.

Full Range (600CP - Fiat): All of your ranged and area of effect perks and powers can now be extended to any range you can perceive at no *extra* cost. Projectile and beam-like ranged powers that must travel through the space between you and your target will require that you are able to perceive the entire volume of space said powers must traverse in order for this perk to work. It won't allow you to do things like attack someone you can see with a remote viewing power or a camera drone with laser vision, and it will certainly not let said space-traversing powers somehow circumvent any obstacles between you and your target either. Additionally, those same powers can also be constrained down to any *scale* you can perceive, so, as long as you can see or otherwise sense a specific molecule, you can use this perk to scale down your laser vision so that it only hits said molecule.

Perfect Instinct (600CP - Fiat): You have perfect instincts while in combat that prevent you from making any mistakes while you are fighting seriously. Note that these instincts do not prevent you from making a mistake *before* combat, such as picking a fight with someone you cannot defeat, and cannot protect you from things like the appearance of additional opponents you are completely unaware of. This perk will not allow you to perform individual actions at skill levels you were previously incapable of, it only aids you in selecting the most optimal course of action you are capable of taking, and helps you perform that course of action as flawlessly as possible. This does not include any form of social or purely mental combat.

Perk Consolidation (600CP - Fiat): You can now consolidate perks and powers with similar effects into new perks that are greater than the sum of their parts. You can either choose to merge perks while maintaining their versatility or you can choose to sacrifice some or all of their secondary or tertiary functions in exchange for greatly enhancing their primary one. You can also consolidate the costs of using the merged power, for example; if you combine two powers, one of which requires blood to use and the other requiring mana, you can decide which cost, or combination of costs, the merged power will use. Although doing this can result in various losses in efficiency for the consolidated power.

You will instinctively know the result of a merger before you commit to it. You can only consolidate two capstone perks every Jump or ten years, whichever is shorter, and your Benefactor may decide to veto certain dangerous and/or unstable power combinations.

Tyranny of the Mundane (600CP - Fiat): At will you may completely dispel or erase an ongoing supernatural effect that you are in physical contact with. You cannot use any active powers that this power would be capable of erasing while it is in use.

Wish (600CP - Fiat): Once per Jump or every ten years, whichever is shorter, you can make a Wish. Wishes must take the form of a single, grammatically correct, sentence (no run-on sentences!) in english. While this Wish has limits, it can immediately grant you anything that it would be possible for you to *personally* accomplish if you were to dedicate your every waking moment to that goal for the entire duration of your time in a Jump (from start to finish, even if the Wish was made later). Researching new technology and magic, training skills and mastering new knowledge, defeating formidable foes (even if you would not survive the battle), and many more things are possible with this power. There will be absolutely no monkey paw chicanery or malicious rules lawyering when you Wish for something.

While this is not how this perk *actually* functions (as it obviously works via Jump Fiat), if it helps, you can imagine that this perk works by allowing you to "design" an alternate timeline for your Jump where you pursue certain goals, before overwriting the current timeline, in whole or in part, with only the results of that timeline that match the contents of your wish. So if you Wished for something like a magical artifact that would require the sacrificed souls of all life on Earth to create, you would receive said artifact and no one on Earth would actually be harmed. The only thing that matters is that it is theoretically possible for you to personally accomplish something you Wish for, in order for that Wish to be granted, there is no cause and effect involved, there is only Jump Fiat.

Remember that the limitation on Wishes is what you can *personally* accomplish, not what you can convince or threaten other people to do for you. So Wishing for things like empires, relationships, armies, or sweeping societal changes cannot be granted. If what you wish for requires you to have a skill you currently lack, your wish might still be granted if it is possible for you to learn that skill through your own efforts before the Jump ends, and if that is not the case then you are out of luck. You will not be granted secondary benefits from Wishes like learning the needed skills to grant a Wish, unless the wording of your Wish somehow includes that benefit. If you make a wish that cannot be granted you will instinctively know why the Wish failed, and you must wait for one *objective* year before attempting to make another.

You cannot save up Wishes, either use it or lose it, and *no* you cannot Wish for more Wishes, even if you somehow gain the ability to grant Wishes to others or are somehow capable of acquiring Wishes from other sources.

800CP

Awakener (800CP - Metaphysics): Through physical contact you can induce comic book styled superpowers in others. The specific powers granted to a target are largely unpredictable in their specifics, but they will always have some sort of relationship with said target's personal identity, beliefs, ambitions, and lifestyle. If the individual this power is used on already has some form of superpower, or even exceptional mundane abilities, the powers you awake in them will almost invariably enhance what they are already good at, or will come in the form of an additional power that is highly synergistic with those original abilities.

When using this ability on people who are not named in the canon of their setting, you can expect any powers you awaken in them to be about as strong as lower tier superheroes, like **Iron Fist**, **Luke Cage**, **Daredevil**, or **Beast Boy**, and while the strength of the powers awakened in named characters can vary, depending on their importance or proximity to the main plot, they can potentially awaken powers that can hold their own against high tier superheroes, like **Superman**, **Green Lantern**, or **Thor**. But don't expect awakenings of that level to happen more than once or twice in a single Jump.

While you can only awaken powers for a single individual per year of objective time, there is no limit to how frequently you can awaken the powers of Companions and Followers from previous Jumps. Using this perk on the same individual more than once will have no effect, although there is some wiggle room in this restriction in unusual edge cases like non-Fiat based resurrections/transformations (stuff like mind uploads or permanent and independent clones) that leave someone permanently stripped of any powers that were awakened by this perk. In which case awakening them again might not result in the same power this perk originally gave them the first time it was used on them.

The underlying nature and functionality of the powers granted by this perk are determined by the origin you chose from this Supplement when you purchased it. So if you purchased this perk with the Magic origin, the powers granted by it will be magical in nature, for instance.

Pocket Dimensions (800CP - Technology): You now know how to build devices that can create and maintain pocket dimensions. The larger the dimension the exponentially greater the required energy to maintain it becomes. In order to create permanently stable pocket dimensions that require no energy to maintain, you will require some kind of anchor that is either conceptually strong, such as a unique object like an **Infinity Stone** or a magical artifact like a **Ring of Power** or a **Noble Phantasm**, with the power and/or conceptual strength of the object determining the maximum size of the permanent pocket dimension it is anchoring.

This knowledge perk also provides you with methods to travel to and from these pocket dimensions, as well as the means to both hide and secure them against discovery and/or invasion. Not only that, but with the right supernatural resources you will be able to construct a Control Monolith that you can mentally interface with that can be used to freely modify the environment to do things like create things like planets and stars, or even just functional illusions of such things.

More than that, provided you have truly mastered the knowledge granted by this perk you can upgrade these Control Monoliths to the point that they can be used to freely modify the laws of physics inside their respective pocket dimensions, even to the point of including or excluding objects or individuals from the effects of certain forces and/or physical laws, like increasing the force of gravity experienced by intruders, preventing said intruders from interacting with light, rendering them blind, or just having their bodies unravel as the chemical bonds holding their molecules together disappears.

You can choose to anchor these dimensions to yourself, others, vehicles, objects, specific locations, or to your Warehouse or Personal Reality, which will allow them to be accessible via permanent or temporary portals near the anchor point — which is required to do things like create bags of holding and other “bigger on the inside” objects and structures. Unanchored dimensions can be accessed from anywhere, but doing so costs more energy and requires much more sophisticated technical infrastructure to travel to or communicate with those inside them.

Cause No Effect (800CP - Psionic): You can ignore and even undo both causes and effects. Is there an undesirable gunshot wound? You can either make it so that the gun was never fired in the first place — undoing the *cause* — or you can remove the wound itself — undoing the *effect*. This power allows you to do more than just undo things, as you can, with the appropriate amount of practice and creativity, also use it to do things like ignore the effects of gravity, become invisible by removing your ability to affect light or even your ability to affect the senses of others altogether, move through otherwise insurmountable obstacles, and even completely remove a target's ability to cause *any effects at all*.

It will become exponentially more difficult for you to undo effects the further in the past their causes are and retroactively undoing causes that have affected you enough to alter your

subsequent actions will become nearly impossible after a certain point, *especially* if you have used this power on other things since then.

Planar Collector (800CP - Magic): At the end of each Jump that has one, your Warehouse or Personal Reality will acquire a new door or other means of entry to an uninhabited copy of a random plane from that Jump. For example, at the end of a **Supernatural** Jump your Warehouse may randomly acquire a door to a copy of hell or purgatory, at the end of a **Bleach** Jump you might receive a door to a copy of Hueco Mundo or Soul Society, and at the end of a **Dresden Files** Jump you might receive a door to a portion of the Nevernever.

While the access points between your Warehouse or Personal Reality and your collected planes have Jump Fiat backing that prevents them from being used by your enemies as a bridge to invade your Warehouse or Personal Reality, the planes themselves may or may not be more accessible to other planes or the primary narrative reality of each Jump, depending on their origin and nature. Planes you have collected that were based on various afterlives may begin to collect the souls of the recently departed, depending on how thorough the local Psychopomps (grim reapers) in a particular Jump are, for example. And while there is nothing beyond the inherent nature of being a separate plane of reality protecting your collected planes from detection by the natives of each Jump, Fiat has arranged that no natives, no matter how omniscient, will ever detect your collect planes unless they are specifically pointed out to them or they are used in an obvious way (like opening a portal right in front of their primary avatar).

If a newly acquired planar copy requires a host or core entity in order to maintain or administrate itself, or has the capacity for a ruler, an entity will be created to fulfill that role. These entities count as Companions. These new entities, what with them being *new*, are naturally newborns, with all that implies. While their innate personality and physical nature will be largely the result of the influence of the nature of the plane they were created for (i.e. hell planes will typically create prototypical demons), they will still start out as something of a blank slate and will regard you as a respected parental figure, maybe even their actual mother/father/parent, allowing you to counteract some of the unwanted influences, and protecting you, somewhat, from the consequences of the ones you can't. Having these entities spend large amounts of time outside of their plane of origin during their developmental period will also help reduce unwanted influences from their plane.

Over time, by meditating inside of them, you may form connections with the planes you have collected with this perk, which will allow you to access their energies to physically empower yourself and can be used as a source of power for systems of magic such as those used by **sorcerers** and **warlocks**. Not all of your planes can be used in this way, and some that, while the potential for such a thing exists, cannot be used this way safely. If one of your planes has a ruling or maintaining entity you will require their permission to form such a connection. The ability to use these planar energies in anything but the most crude and clumsy ways is not inherent to this perk and will require specific training from an expert and/or personal research and training in order to do much more than becoming a bit stronger physically and/or throwing uncontrolled blasts of energy.

The System (800CP - Fiat): You may design your own System. Other than a restriction from directly modifying or interacting perks, drawbacks, and other Jump Chain features, there are absolutely no limits in what your System can do. There are just a few rules:

One: The System must have costs. In order to receive something from the System, you must first give something to the System. This can either be resources (money, blood, souls, mana, lives, etc), personal effort (training, defeating foes), personal accomplishments (completing system assigned quests and/or achievements), community building (conquering/founding nations, improving the lives and increasing the total population of your Followers, etc), or any combination of the above.

Two: The time and cost effectiveness of the System's ability to empower you is inversely proportional to the scale and utility of that empowerment. That is, the more powerful or useful a particular System feature is, the more it will cost you to access it. For example, if you design a Gamer type system, the more each stat point increases your abilities, the harder it will be for you to gain them. Or if you design a shop type System that sells you items or powers, what you can buy from that System will become exponentially more expensive the more powerful or useful it is.

Three: The system will always refuse to accept any resources that you have an infinite supply of, such as your own mana if you have an infinite mana perk. The System will still accept things you have a renewable supply of, such as resources purchased with Points, but such things will have an extremely low conversion rate into System Currency. The system can always detect attempts to get around this rule and may punish you for them.

Four: On its own, your System will only be able to roughly double your overall strength each Jump. While this rule is far from exact, as it will not arbitrarily limit you in certain edge cases — such as saving up System Currency for ten Jumps in order to buy a really expensive item or power from a shop type System — it is a good indicator of what you can expect to gain from this system.

Five: If your System comes with an AI (or some other form of administrator), that AI cannot be made into a Companion or be affected by any perks unless you can somehow separate said AI from the System in such a way that it can no longer affect or otherwise influence the System's operations.

General Perks

While these perks cannot be discounted by any means you may take one of the 100 CP perks for free. These perks can only be purchased by Jumpers.

Time Marches On (100CP): This perk will allow you to pause and unpause the relative flow of time in the worlds of your past Jumps, relative to the flow of time in your current Jump. Your Warehouse or Personal Reality will have an unlimited connection to unfrozen Jumps that have telecommunication networks. Jumps that lack such infrastructure will instead add a post box to your Warehouse or Personal Reality that can be used to send mail and receive subscriptions to things like newspapers.

Timely Purchases (100CP): You may now spend CP on purchases from the Jump Document of your current Jump at any time. Origins and anything else that would affect your circumstances at insertion must be purchased prior to Jump Start.

Information Lockdown (200CP): Information about your person is now under a Jump Fiat backed lockdown. From your genes, bloodlines, biology, powers, and anything else that could be considered a part of your body and soul, to your identity and information about your past, is no longer possible to be analyzed, researched, or replicated without your unadulterated informed consent. This means no evil clones, no stealing or copying your powers, and no one will be able to discover any of your hidden weaknesses without direct observation of you actually succumbing to them. You also cannot be tracked or remotely spied on using non-mundane means (no scrying, psychometry, precognition, detecting magic traces, etc), and you cannot be identified or analyzed with magical abilities such as the Observe skill from The Gamer webtoon. This protection extends to all of your Companions and Followers.

Material Crossover (200CP): After purchasing this perk you will find that you can find a use for all Jump specific metamaterials no matter what world you find yourself in. Do you have some leftover **Kyber Crystals** from a Star Wars Jump? You will find that they can also be used as the core components of powerful magical foci. Have some **Dragon Heartstring** you never got

around to using for anything? Turns out that it can supercharge that supersoldier serum you picked up back in World War Two.

Chain Jump (300-600CP): Each time you start a new Jump a portal leading to the world of your previous Jump will appear somewhere in the world. These portals are completely impervious to any attempts to close or render them impassable, as any attempts to bury, wall off, or blockade these portals will simply cause the portal to relocate. Mortal organizations that attempt to blockade these portals for *all* traffic — they can still establish normal security measures like customs and immigration and other such things — will find themselves becoming extremely unlucky until they stop doing so.

These are not window or door style portals that appear to be two dimensional openings to different locations, instead these portals manifest as a cylindrical volume approximately ten kilometers in diameter and reaches from the surface of whatever planet it appears on, all the way to orbit. Entering this cylinder from the outside will transport you to the inside of the cylinder on the other side of the portal, at which point you can exit normally. Looking into the cylinder from the outside you will see the contents of the other side of the portal, and someone inside a cylinder can see the outside world of the Jump they just traveled to, a helpful feature intended to prevent things like traffic accidents from occuring. Any objects that are too large to fit inside a portal will instead "slide" off the portal's edges without taking any damage should they attempt to use one.

These portals also come with a set of safety features that completely prevent the spread of diseases between worlds as well as any attempts to fire any weapons or otherwise launch any attacks from one side of a portal to another.

Unless you pay the full price of 600 CP, these portals will *always* form with every Jump and cannot be hidden by any means. If you do pay the full price, however, you can choose whether or not a Jump will have portals or not, and can even arrange and configure these portals however you want between Jumps, allowing you to establish a interuniversal portal network of your own design. You may also shrink these portals down to any size you choose and the restriction against hiding them is now removed.

If you have a perk that allows you to modify the relative time flow of different Jumps, such as the *"Time Marches On"* perk from this Supplement, it will still work as normal, but Jumps connected by these portals must share the same time flow.

Floating Discount (400CP): By purchasing this you gain a single floating discount — that is, a discount that can be applied to any purchase, even those outside your Origin — that can be used once every Jump. You can only purchase this three times and these floating discounts cannot be used to purchase anything from this Supplement. If you purchase this three times each of your Companions gain a single floating discount of their own that they can use each Jump.

Power Acquisition (400CP): Pick any system or path to power from any setting (e.g. Narutoverse chakra coils, Potterverse magic, DC metahumans, Marvel mutants, Worm parahumans, etc), you now meet the basic requirements to become a practitioner or user of that power. You will start at whatever level of natural ability and/or overall potential that could be considered entry level for that power, should such a concept apply. Over the next ten years your natural ability and/or overall potential will increase to match that of the top one percent of all historical users of that power.

If the use of your chosen power requires any items, special weapons, or other resources to be used effectively, such as lightsabers for the Force users of Star Wars and Dust for the Aura users of RWBY, you will receive a renewable supply of those things in an amounts comparable to what an average user of your chosen power could expect to receive should they be employed

by a leading faction from their setting. This perk will not supply you with anything that you can legally acquire in a Jump, and anything received by this perk can only be directly used by you. While this can be purchased multiple times, you can only do so once per activation of this Supplement.

Capstone Collector (600CP): By purchasing this you may take a single Capstone perk, item, or other purchase from a Jump, Gauntlet, Supplement, or Module of your choice, *without* having to actually go on that Jump or Gauntlet, or activating that Supplement or Module. By default you can only purchase this once per activation of this Supplement, but further limitations on, or even additional conditions *for* purchasing this may be added at the discretion of your Benefactor.

Expy (600CP): When you purchase this perk you must select a protagonist from any work of fiction you desire. This perk will grant you a complete copy of your selected protagonist's powers along with their skill in using them. If your chosen protagonist's powers rely on the use of equipment, like the Power Ring used by **Green Lantern** for example, you will receive a copy of that equipment along with the supplies and ability needed to maintain it.

If your selected protagonist is someone exceptionally powerful to the point of omnipotence like **Doctor Manhattan** you will initially receive a limited version of their powers that must be developed with training and it will take you anywhere between ten and fifty Jumps for you to reach the same level as their original users. The form of this limitation will not outright prevent you from performing any of the same feats as your selected character, but it will increase the amount of time and/or focus required to do so to the point that their more impressive feats become impractical before you develop their powers to a certain level. For example, replicating Doctor Manhattan's feat of creating a giant crystalline structure on mars would likely take you many years to complete if you were to attempt to do so after first receiving this perk.

You may only ever purchase this once.

Perk Distribution (600CP): You can now distribute six hundred Points worth of your own perks and powers to others each year. This annual Point limit only cares how many Points you actually spent to acquire your perks or powers, not how many Points they *could* have cost you were you to have purchased them under other circumstances. The perks and powers you give out to others with Perk Distribution can be retrieved at any time and are automatically returned to you in the event a recipient is irrevocably killed or otherwise separated from your Jumpchain. If you are equipping perks using some kind of perk slot system you will always be able to distribute perks and powers to others, even if you have not equipped them, and perks you have distributed while *this* perk was equipped will remain distributed and recoverable even after you have *un*equipped this perk..

Portalmorph (600CP): *This requires the full version of the Portal power.* Despite retaining a normal appearance for your active Alt-Form, your body itself is now a portal. You are the only visible end of your body portals, as the other ends are completely imperceptible unless someone is observing something is actively moving through them. What can and cannot pass through your body and where things go when they do is completely up to you. When something is prevented from passing through you, your body interacts with it as it normally would if you did not have this power. Your clothes and other personal equipment is considered a part of your body for the purposes of these portal mechanics.

You can freely move and reshape the other ends of your portals in order to bring things to you, although this is limited by what can "fit" through your body. Due to the functionally intangible nature of a Portalmorph, you are now extremely hard to damage with anything other than dimensional or esoteric conceptual attacks. By weaponizing the "edges" of your body portal you can tear pretty much anything apart with next to no physical effort. You can link any number of endpoints to your body portal at the same time, but you will need to either consciously decide

which endpoint to use when something passes through you, or you will send everything to the most recently created endpoint.

Power Crossover (600CP): This perk allows you to grant people the ability to use one of three power sets you have personally acquired from the various settings you have visited. This can only be used to grant non-unique powers from settings, such as magic from the Potterverse, chakra coils from the Narutoverse, and Bending from Avatar. This cannot be used to grant powers completely unique to a single canon character. At the start of each Jump you may select up to a maximum of three such power sets that this perk can grant to others.

If any of these powers require any supplies, tools, weapons, or other items that cannot be acquired outside of their setting of origin, to be used effectively — such as Dust for the Aura users from RWBY, wands for the witches and wizards of the Potterverse, or lightsabers for the Force users of Star Wars — those supplies will be made available to them in as natural a way as possible as their need for them arises. A Force user might receive visions guiding them to the location of a Kyber crystal and the force will guide them in the creation of their Lightsaber, for example.

You may choose to introduce these powers to the general population of a new Jump's native inhabitants in any ratio — one in one thousand people, for example — along with any number and combination of any other conditions for power acquisition you care to name (such as; age, gender, physical/mental health, inherent moral alignment, intelligence, talent, species, birthplace, nationality, sense of humor, etc). You may also configure how these powers are passed down family lines, or if they are passed down at all, again, using the aforementioned criteria.

The overall potential and talent these empowered people have is largely based on their physical and psychological compatibility with the power they are granted. Diligent athletes will have greater potential with martial powers that respond well to training, while talented researchers academics will have more success with more cerebral power sets like psionics and magic, for example.

In the case of your Companions, once per Jump they may select any one power set you have acquired that is compatible with this perk. While you may establish yet another set of acquisition criteria for all of your Followers, which you may change each Jump.

Resource Crossover (600CP): Each time you begin a new Jump you may choose to introduce any number of deposits out of Jump resources you have samples of to the world of that Jump. This perk is not limited to inert physical resources like metals, but can also include things like environmental mana and spiritual energy, as well as harvestable lifeforms like magical or spiritual plants and animals that can be harvested for special materials like dragon scales or monster cores.

If any of the resources you are choosing to introduce to a Jump were naturally occurring in their native setting, you can expect to find them in similar locations, with similar levels of scarcity, and in similar amounts as you would there. For example; you will find Spice from dune in deserts (if the setting has no space travel) or on desert worlds populated with sandworms — and yes, this perk will add things like sandworms if they are integral to the creation of such deposits, or the introduced resource can only be harvested from such lifeforms. If any of the resources you are choosing to introduce to a Jump are not naturally occurring, such as the Marvel setting's Adamantium (which is usually an alloy created with a secret formula), they will either appear in the form of crashed alien vessels, left behind by time travelers, deep inside unexplored ruins of fallen civilizations lost to history, abandoned labs, or on derelict vessels floating through interstellar space.

It is up to you whether or not these new resources have always existed in the world of each Jump, whether or not the natives of each Jump have ever discovered them if they did always

exist, and whether or not the natives of each Jump were able to figure out how to correctly utilize them if they did discover them. If you choose to have the resource deposits suddenly inserted into the Jump along with you (i.e. they didn't exist before that point in time), you may also decide whether or not this will be done undetectably or extremely overtly (e.g. big light shows and earthquakes, and/or the sudden appearance of new invasive species, etc).

Resurrection (600CP): This power allows you to resurrect people in their ideal physical state, or their age at their time of death, if they were younger than that when they died. This process requires an amount of lifeforce equal to that of an individual member of the same species as the entity you want to resurrect that is the same age as the resurrected target will be. By default this power will extract the lifeforce from one or more sacrifices, killing them or greatly reducing their remaining lifespan in the process. If you can somehow acquire an alternative source of lifeforce, however, you can forgo the need for sacrifices.

In order to resurrect something with this power you will require either a sample of their blood, or another portion of their body, a soul anchor — such as a phylactery or horcrux, or you must at least know their name — this need not be your target's birth name, as whatever their canon name is will do in a pinch, but resurrecting someone with only their name will increase the lifeforce requirements for resurrecting them by at least one order of magnitude.

Without any raw materials with which to form a body, the process of resurrection will take several days, or even longer if the target's body is particularly powerful or sophisticated. However, If you prepare a sufficient amount of compatible biomass, directly clone the target a new body, or even reconfigure the resurrection process to include a cloning tube or similar technologies, the time this process takes can be reduced to less than two days.

Soul Anchor (800CP): Requires access to a Cosmic Warehouse or some other Personal Reality type Supplement.

Select one of the elements listed at the end of this description, you will receive a unique device, artifact, or lifeform based on or related to the chosen element that will be permanently housed inside your Warehouse or Personal Reality that will receive the benefits of all your perks and powers while containing your mind and soul. Your Soul Anchor can create remotely operated bodies that are absolutely identical to any of your available Alt-Forms in addition to a new Alt-Form based on your chosen element.

Your connection to these remotely operated bodies is completely protected by Jump Fiat and cannot be detected, interrupted, tracked, hijacked, or otherwise interfered with by any means. Not even drawbacks or your benefactor is capable of meddling with it. Perk and power removal/restriction drawbacks have no effect on this perk beyond preventing your Soul Anchor from forming a body with access to anything but your base Body Mod.

The bodies created by the Soul Anchor based on your Alt-Forms are functionally identical to how your Alt-Forms were before purchasing this perk and you will not lose access to *anything* you had access to before, *full stop*. You may choose to abandon a body created by the Soul Anchor at any time, at which point it will dissolve into nothing, leaving no trace of its existence. When a body created by the Soul Anchor is killed or otherwise rendered inoperable it will *not* dissolve into nothing like it would if you abandoned it, and will instead leave a corpse as one would normally expect to leave behind in such an event. While reforming your body takes no time when abandoned, If a body is killed it will take at least a full day for your Soul Anchor to form another. Any alterations made to a body created by the Soul Anchor will be retained when new bodies are formed, no matter their source. Injuries, curses, illnesses, and other such things do not count as modifications and will *not* be retained unless you want to.

If you have a perk or ability to split your mind into independant threads (Narutoverse style shadow clones and similar temporary abilities do *not* count), your Soul Anchor may create additional bodies that can be controlled by those threads.

If you are in a Jump or Gauntlet and/or under the effects of a drawback that prevents access to your Warehouse or Personal Reality when the body formed by your Soul Anchor is killed, it will count as you dying for the purposes of a Jump or Gauntlet Fail, if death is a condition for such a thing in that Jump or Gauntlet. You will not be able to abandon a body while you are under such effects.

So long as it fits with your chosen element you may select any object or facility from your Warehouse to import as your Soul Anchor. List of available elements: wood, fire, earth, water, metal, lightning, blood, spirit, light, dark, shadow, life, death, soul, spirit, magic, technology, knowledge, learning, control, freedom, evolution, dragon, demon, angel, order, chaos, creation, destruction, mountain, river, sea, lake, forest, desert, home, and world. Choosing an element other than the first six will require that you have an object, artifact, or facility that you have purchased with Points that fits that element available to import as your Soul Anchor (e.g. if you select the world element you will need either a planet, or some kind of inhabitable plane or pocket dimension with similar surface area).

Note that should your Soul Anchor be destroyed it will count as a Jump/Gauntlet Fail.

World Collector (800CP): At the end of each Jump you may choose to add the world of that setting to a pocket dimension attached to your Warehouse or Personal Reality. You may access these collected worlds via portals that can be created anywhere within your Warehouse or Personal Reality, or from anywhere else if you have an appropriate version of the *Portal* or *Teleporter* powers from this Supplement.

This perk is unable to collect worlds that are intrinsically connected to unique planes, dimensions, afterlives, or alternate timelines, like those found in settings like Dungeons & Dragons or Supernatural. Your Benefactor may veto the collection of certain worlds that are a part of an interstellar civilization, especially if you attempt to collect such worlds without the consent of those who live on them.

The worlds collected by this perk are placed an appropriate distance from a compatible star, but, unlike planets in normal solar systems, these worlds do not orbit their star, but are instead fixed in place at an appropriate distance from the system's primary. Despite being fixed in place, these worlds will still rotate and tilt back and forth in order to maintain their normal day/night cycles and seasons. Any moons they possess still orbit them normally, and any other celestial phenomena that are culturally, magically, or metaphysically important to these worlds, such as comets, will be added to this solar system in such a way that they do not interfere with any of its other planets. New star systems will be added to this Warehouse or Personal Reality attachment when the existing systems run out of room.

Additionally, so long as they are harvested with as little ecological impact as possible by native born residents, the natural resources of these worlds will never be completely consumed, even in the cases of normally non-renewable resources like minerals.

Phased Antimatter Beams (1000CP): You can fire beams of dimensionally phased antimatter. Normally this would be an extraordinarily bad idea, but these beams are special. First, they are surrounded by an absolutely perfect containment field that captures all of the energy released by matter-antimatter annihilation reactions and stores it for later use, preventing the beams from doing unintended things like cracking the planet or setting the entire atmosphere on fire. So there will be no multi-gigaton explosions caused by firing these beams, in fact, you wouldn't be wrong if you were to describe this power as the ability to fire matter *erasing* beams rather than matter *exploding* beams.

Second, the antimatter in these beams is fired across a random selection of up to 10^{80} empty alternate dimensions that are created by temporarily fracturing the local timeline, before they are collapsed back into one timeline at the precise moment said antimatter would come in contact with the matter in the area of effect of the beam that fired it. This allows the antimatter that these

beams fire to both bypass pretty much any possible defence while also generating *exactly* enough antimatter to annihilate each individual particle of matter inside the beam's radius, *and not one particle more*. Which is quite useful, as having any antimatter left over once the containment field drops would be rather unhealthy for everyone involved.

You may freely configure the size of these beams at the time of firing to have a radius of between one millimeter and two meters, and a length of between one millimeter and one light second. The beams of antimatter created by this power are typically invisible, but you may freely configure the appearance and any accompanying sound effects of the energy containment field. On its own this perk does not do anything with the energy collected by the beam containment fields, it only stores it. Instead, other powers that can make use of the energy released by matter-antimatter annihilation may access this stored energy as needed or desired.

Niche Perks

These perks are intended to grant abilities and powers that are not particularly strong on their own, but have the potential for synergy with other abilities and powers, or to address their inherent problems, side effects, or costs. Your Companions will also receive a copy of any of these perks that you purchase, although it should be noted that perks shared in this way will also share any limitation, such as the Supplier *perk's daily limit. None of these perks can be discounted in any way.*

Breathless (50CP): You no longer need to breathe in order to stay alive and holding your breath is never painful or uncomfortable. Intense physical activity while holding your breath using *only* this perk will result in you depleting your physical stamina twice as fast as normal.

Clockwork Heart (50CP): Your heart beats *precisely* and *exactly* once per second, and you are keenly aware of it when you want to be. This grants you an excellent sense of timing, and not just for counting down to things, as you also possess the ability to flawlessly recall the number of heartbeats that have taken place between any number of different events. This fixed heart rate will never negatively impact your cardiovascular system, or have any other negative side effects.

Designer (50CP): You can freely redesign and/or renovate any property you own without concern for things like furniture, materials, tools, or even time. This is limited to aesthetic and ergonomic changes and cannot be used to create or acquire things like technology, although you can still reshape what is already there or you acquire from other sources.

Delicious (50CP): You are yummy. Any time someone or something would be in a position to judge your tastiness, they will find that you are absolutely and addictively delicious, although no one will know that you are yummy until they actually taste you.

Disgusting (50CP): You are *not* yummy, no, not at all! Any time someone or something would be in a position to judge your tastiness, they will find that you are absolutely revolting! Not only that, but your "flavor" is not just bad, but actively and agonizingly *painful*. Even beings that are incapable of experiencing or are otherwise immune to pain and/or disgusting flavors are not safe from how revolting you are. Seriously... *ew*.

No Peripheral (50CP): You can see everything within your field of vision or are otherwise capable of perceiving visually as though it were in perfect focus, all at the same time.

Ocular Delegation (50CP): If you have multiple vision modes and/or ocular powers like laser vision or hypnotic sight that cannot be used at the same time, now you can assign otherwise mutually exclusive eye or vision related powers to individual eyes in order to use them at the same time.

Sleep Control (50CP): You no longer need to sleep and can completely recover from all forms of mental fatigue by meditating for half an hour. At the completion of said meditation you will feel as though you are waking up from a perfect night's sleep. You are still capable of sleeping normally, and can use this perk to force yourself to sleep for any duration that will not harm you.

Super Counting (50CP): You can instantly count anything you can even loosely perceive. Guessing the number of jelly beans in the jar? Piece of cake. Grains of sand on a beach? Say no more! As long as it is theoretically possible to count something the slow way, you can instantly count it.

Superluminal Vision (50CP): You now see the world as it is at the moment, without any delays for things like the speed of light or the time it takes your brain to receive and process the information received by your eyes. This effect can be applied to every form of vision available to you.

Supplier (50CP): You can create mundane supplies from thin air. Food, clothing, medical supplies, unpowered hand tools, and more can be freely created at will. You can also "scan" particularly well made instances of such things in order to recreate them with this power later. You are limited to the creation of roughly five hundred kilograms of supplies per day, with that number doubling with each additional purchase of this perk.

***~~Zalgo~~ /Speak* (50CP):** At will you can speak in an obviously unnatural and horrifyingly eldritch manner. This ability also extends to all other forms of communication you use, from the words you type or write, to your body language.

Mental Bandwidth (100CP): Your mind, and whatever it is running on, now has unlimited bandwidth, processing, and storage for incoming data. No matter how sophisticated and/or vast some novel sensory ability or cybernetic input you acquire is, your mind will be able to seamlessly receive and process the data it provides.

Mental Image (100CP): You can create perfect mental images of any object, physical or otherwise, that you can imagine. These mental images are absolutely complete, down to any level of detail you desire, even the subatomic. You can interact with and modify these mental images in real time, allowing you to use your mind as a design suite. You can save and delete the mental images created with this power. Saved images are impossible to forget and will never deteriorate.

Superfluid (100CP): You no longer need to drink water, or any other fluid in order to survive and/or remain in good health. You can no longer bleed to death or become dehydrated, or otherwise become compromised due to a lack of fluid required for your body to function normally. It is not that this perk stops you from bleeding or sweating, or whatever, but that you never run out of blood or any other bodily fluid. This perk will still function even if the normal sources of your various bodily fluids (e.g. bone marrow for blood) are removed or destroyed, as this perk does not do things like accelerate the natural production of blood so you never run out — like some sort of fluid specific healing factor — but instead makes it so you just *have* infinite blood. No new blood is added or otherwise created when you bleed to make up for the loss, you will just *never* run out of blood.

This perk is not limited to human or even biological Alt-Forms, and will work no matter what body you have, so long as fluids are used as a part of its regular functions. Even if you are a robot or something, this perk will prevent you from ever running out of coolant or lubricant.

Hibernation (100CP): You can freely enter and exit a state of perfect suspended animation at will. You will always wake up exactly when you would most prefer to in hindsight. Has someone found where you are hibernating? You will wake up a few hours before they actually find you so you can prepare an appropriate welcome. Are the plans you set in motion before you started your hibernation starting to go off the rails? You will wake up at the first sign of their failure. There is no limit to the duration of your hibernation. Any beneficial effects that you might experience due to the passage of time will not be prevented by your hibernation. You may decide whether or not time in your Warehouse or Personal Reality passes and at what rate while you are in hibernation.

Origin Modifier Perks

These are perks that modify how Origins work. None of these perks can be discounted in any way. Your Companions may choose to also be affected by any of these perks that you have purchased.

Reincarnator (Free): Instead of inserting at the start of a Jump, you may choose to be directly reincarnated instead. This means that instead of having your memories sealed until the normal start of the Jump or having you replace someone upon Jump insertion, you are inserted just after your Jump origin is born, with your memories intact. Barring the use of other perks like this one, you will not have access to your Warehouse or Personal Reality or any of your perks and items — *except* for those you have purchased from the current Jump — until the Jump actually starts. This perk does not take effect when using Drop-In origins and using this perk will not affect the normal Jump start and end dates. Being reincarnated through the use of this perk does not count as dying for the purposes of determining Jump, Gauntlet, or Chain failure.

Forced Drop-In (Free): Instead of you being dropped into the head of a Jump-native doppelganger when you take origins that come with a native identity, or — if your Benefactor is slightly more ethically inclined — simply having your memories sealed inside a new Jump-native body until the Jump starts, you are inserted into Jumps as though you had chosen a Drop-In origin.

This will of course remove one of the major benefits of origins; having a native identity for things like opening bank accounts and passing background checks, and memories that will allow you to blend into what might otherwise be an alien society. But perhaps things like the integrity of your personality and the ethical implications of becoming a potential body snatcher are more important to you.

You will still receive any items, knowledge, skills, powers, and Alt-Forms that come with the origins you take, it is just that they will no longer come with any episodic memories or familial attachments. You may decide to turn this perk off at the beginning of each Jump.

Pre-Insertion Perks (200CP): Although they won't be explicitly aware of them or know how to use them, your pre-insertion self when Jumping with a non-Drop-In origin will have access to all of your perks before you regain your memories. They will always act in ways you would approve of, barring the effects of a drawback. This perk has no effect when you pick a Drop-In origin.

Origin Companions (300CP): This perk gives the people you insert into, with a non Drop-In origin, their own body, soul, and an identity independent from yourself at the end of each Jump. They may decide to remain in that Jump as though they were you if you had selected “Stay”, in which case they will have a copy of all the same perks and items, as well as a copy of your Warehouse or Personal Reality. For each Companion that decides to follow you instead of staying behind with them, they will receive a Companion token worth the total amount of CP or other Points that the leaving Companion has spent during their time with your Chain. This Companion token can be used to create new Companions that can spend the CP and other

Points on anything from that Jump's Document, your Body Mod Supplement, and this Supplement, and yes, they can take or buy origins from those documents as well.

If they decide to come with you they will be considered a Companion but they will not receive a copy of all your stuff outlined above, and will only have access to your base Body Mod and the perks you purchased from their Jump of origin — which can be completely refunded in order to purchase different things from those Documents. This cannot be used at the same time as the *Forced Drop-In* perk.

Items

All items labeled with an origin can be purchased with the standard Jumpchain discounts if you have said origin (i.e. 100 CP items are free and the others are half off). Additionally, you may take one of the 50 CP items for free.

*You receive an additional **400 CP** to use exclusively in this section. All items are Fiat backed to be repaired or replaced one day after they have been rendered unusable or inaccessible. All items can be purchased multiple times unless otherwise specified.*

ID (Free): At the start of each Jump you will receive all of the paperwork and documentation required to establish a rock-solid civilian identity. It also comes with all of the necessary and relevant educational and medical records for your person, as well as all licenses required to operate any vehicle you can legally and competently operate as a civilian. The documentation and paperwork provided by this item will never fail to pass the scrutiny of public officials and law enforcement. This paper work can be expanded to include all Companions who are inserting each Jump, but this extension will only include the complete basics (generally just a birth certificate) needed to acquire their own legitimate documentation.

Black Card (Free): A crystalline bank card that can be used to spend any money located inside your Warehouse or Personal Reality. This card will automatically convert any currencies into a usable form, and not just currency from other Jumps, but also currencies from different nations and even different economic systems, even converting paper money into gold coins. When using this card in locations that lack the infrastructure or technology for things like card readers, you can instead tap your card on any surface while thinking of the amount of currency you wish to withdraw, and it will be converted from the contents of your Warehouse or Personal Reality and teleported to that surface. No one will find the use of this card to be unusual unless it would be interesting and won't get you into trouble.

This card cant be freely summoned to your hand and returned to your Warehouse or Personal Reality at will. You can also create platinum cards for Companions and Followers. When creating a platinum card you can set any number and type of limits on its use as you desire, from a flat total value or a weekly/monthly stipend, to limits on what types of purchases or what type of business these cards can be used for.

Note that this card tracks the actual economic value of currencies made from precious materials like gold coins and takes said values into consideration when performing its conversions. This is used to prevent you from increasing the actual economic value of your stored currency by converting it all into gold, or attempting to take advantage of the different economic states of separate Jumps to generate additional wealth.

Source Material (Free): At the start of each non-generic Jump you will receive a copy of all source material — including all encyclopedias/wikis, every word of fanfiction, as well as everything ever written down or said out loud about the source material by its official authors and/or creators — for that Jump.

Brain Bleach (50CP): A supply of vials containing a pearlescent white fluid that, when poured on someone's head (or body, if they don't have a head), will convert the memory of a traumatic event or time period into a new memory of reading about said event or time period in a calm setting. The person pouring the vial is the one responsible for determining what memories will be converted. The effects of this item can be removed by drinking a vial. This purchase comes with ten vials of Brain Bleach, and each vial will replace itself in one day after being used.

Containment Vessels (50CP): This purchase provides you with an Infinitely replenishing supply of automatically resizing metal containment vessels that can be used to safely store and perfectly preserve any dangerous object or non-sentient lifeform. Stored objects and lifeforms are kept in perfect stasis, and are perfectly isolated from anything not inside their containment vessel, including the vessel itself. While extremely durable these containment vessels are not indestructible, at least not from the outside, a high caliber firearm can damage and eventually penetrate them, breaking their containment.

Hug Bug (50CP): A fluffy, soft, and adorable bug... or maybe it should be called a spider since it has eight legs and can create webs? Anyway, this creature gives supernaturally amazing hugs capable of slowly healing mental trauma, no matter its source. Seriously, these are the best hugs anyone has ever received in the history of hugs. The Hug Bug can also weave its webs into supernaturally soft and comfortable blankets and other bedding or clothing that always maintain the ideal temperature for sleep or any other activity.

The Hug Bug always knows when its services are needed and will not be sad when they are not. Its "Hug Bug eyes" can force even the broodiest of edgelords into capitulating to its healing embrace when they truly need it.

Super Mundane Item (50CP): This is your choice of a common mundane item or device that can be purchased by any regular civilian from 21st century Earth without any need for a special license or registration (i.e. no cars, guns, etc). What makes this item special, is that it is Fiat backed to be able to perform its intended function perfectly, at all times. So if you purchased this item as a flare gun, the flares it fires will always get the attention of the intended target, a taser will always disable its target, or a padlock will render whatever it is used to secure completely impenetrable/unstealable until it is unlocked. Note that this will not prevent someone from *destroying* what the padlock is used on, it only prevents people from entering or otherwise accessing what the lock is being used to secure, although this includes protection from indirect methods, like manipulating someone else into destroying the secured object. If you purchase this item as something that comes in a consumable form, like food or a bottle of aspirin, then it will be replenished each day when used.

You cannot purchase this item as an object that is exclusively intended to be used as a weapon (fire arms, combat knives, etc). Even if you purchase this item as something that is poisonous or explosive, its Fiat backing will not augment your ability to weaponize them in any way. In fact it is almost certain that the Fiat backing will completely prevent such weaponization, as the intended use of an item like a propane tank is to store fuel safely, thus the Fiat backing will make it impossible for said propane tank to explode, for example.

Tickets (50CP): You will always have tickets available on your person for anything a ticket could be used for, whether they are tickets for transportation like planes or trains, or tickets to events and entertainment like concerts and movies.

Healing Symbiote (100CP - Metaphysics): A symbiotic organism that boosts its host natural healing ability by ten times at the cost of increased dietary requirements. The symbiote can also cure and prevent most diseases, infectious or otherwise, and will roughly double its host's lifespan. After the symbiote has bonded with a host for around a month, without having to cure a

major disease or heal a large wound, it will have collected the resources it needs to reproduce, causing two or more pill-like growths to appear somewhere on its host's body. Each of these growths contain a newborn symbiote that, when ingested, can be used to bond someone to a symbiote. Each symbiote can only reproduce once and only one symbiote can be bonded to a person at a time. You may configure whether or not any symbiotes you give to others can reproduce. These symbiotes can bond to any carbon based lifeform. If a symbiote is somehow killed or removed from its host, their immune systems will be greatly weakened for a few months or even years, leaving them vulnerable to infectious diseases.

Ripcord (100CP - Technology): A small device that can be fashioned into a necklace or other accessory that automatically teleports its wearer to a pre-designated location immediately after said wearer receives a life-threatening injury or they deliberately activate the device. A Ripcord can only be activated once per day and has a maximum range of one light hour. It is possible to reverse engineer and reproduce this device with the help of technical experts from a civilization with a level of technology comparable to the **Federation** from *Star Trek: The Next Generation*. Only Ripcords personally produced by you or your Companions can be used to teleport to your Warehouse or Personal Reality, and they can *always* do so, regardless of distance or the status of any of its Doors or Portals.

Memory Crystal Tuner (100CP - Psionic): This device is a gold tuning fork that when tapped against any kind of transparent crystal with an internal volume greater than one cubic centimeter, will "tune" it. These tuned crystals can be used by psionically active individuals to perfectly and permanently store memories. Memories can be recorded and viewed by meditating while in physical contact with a single tuned crystal. The memories recorded on these crystals cannot be edited or overwritten. One subjective hour's worth of memory can be stored on one cubic centimeter of mundane crystal, and certain supernatural crystals — especially psionically active crystals — can be used to store many times more memories per cubic centimeter.

Viewing the memories stored on these crystals is like watching a video in your mind and only conveys visual and auditory information. Shining light through an appropriately shaped crystal will turn it into a memory projector, reproducing the visual contents of the memory on the surface you point it at, while the crystal itself will vibrate to reproduce the sound. This projection ability can only be enabled by the person storing a memory on a crystal, a decision that must be made before said recording begins. If a memory stored on one of these crystals is viewed by someone that the person who stored that memory would not willingly share said memory with, the crystal will shatter at some random point during that viewing session.

The person who recorded the memory stored on a certain crystal can use the Tuner to copy those memories onto any number of other crystals. The copying process is quite simple, simply tap the crystal containing the memories you wish to copy with the Tuner, before then tapping a second, empty, memory crystal. You are able to copy the memory crystals of anyone you want using the Tuner, not just your own.

Semi-Ethical Truth Serum Formula (100CP - Magic): A formula to produce a magical truth serum that can be made from mundane ingredients found in any Jump, although magical ingredients may increase the duration or add special effects like making the use of the serum undetectable. The serum cannot be used to force someone to answer questions that are asked with the primary intent of humiliating the subject or harming the subject's mental health. Other than that this concoction will force those who imbibe it to answer any question posed to them with the truth as they know it. This may even reveal information that a subject doesn't even know that they know, and it can have therapeutic applications, such as forcing a subject to

acknowledge things they have repressed. The unaugmented version of this potion will work for five minutes, and is schadenfreude flavored.

During the brewing of this potion you can include a list of questions written on paper or parchment, which will be dissolved into the truth serum. If you do so, the subject will only be forced to answer the questions written on that list, although those questions will still need to be asked by someone in order for them to be answered. This feature is intended to ease the minds of some less trusting people who you might wish to imbibe the truth serum consensually, allowing them to control what the potion will force them to reveal.

Dossier (100CP - Fiat): A constantly updating database containing comprehensive background checks for all individuals and organizations that are even tangentially connected to violence as well as individuals and organizations capable of instigating violence through financial or political influence. This includes criminals, politicians, law enforcement, security personnel, soldiers, intelligence operatives, weapon manufacturers, and large businesses.

These background checks will typically contain the following information; birth name/date/location, current name, aliases, current residence, family, marital status, known associates, occupation, employment history, education, regular schedule, food preferences, contact information, travel history, financial information and finally, a history of their major life events.

Personal Cloaking Device (200CP - Technology): An accessory of your choice that can render you invisible to everything but gravitic sensors, that is to say the cloak hides everything but your mass, so you can still trip things like weight sensors. Mystical wards and certain extrasensory abilities may or may not see through this cloak, depending on what they are capable of detecting. The cloaking device must be powered to operate, and the internal battery it comes with holds enough power to maintain a cloak for ten minutes, which is roughly equivalent to the total charge of an average electric car from 21st century Earth.

Educational Materials (200CP - Technology): A set of textbooks, lesson plans, educational videos, and other interactive educational media that can be used to provide a university level education in any and every academic, medical, and technical field. This item automatically updates to include materials from each society you encounter during your Jump Chain. What really sets these educational materials apart, however, is that they are capable of completing the education of even an illiterate four year old human child in less than five years.

Exotic Isolation Hardsuit (200CP - Technology): A hardsuit specialized to protect its wearer from exotic and other supernatural threats. Any supernatural attack that does not come with or accompany enough mundane force to break through the hardsuit will be unable to affect its wearer. A fireball spell will be just as capable of damaging this hardsuit as a normal explosive device, provided that the heat and/or flames of said spell are not fundamentally magical in nature. Whereas things like mind control, telepathy, telempathy, telekinesis, transmutation, scrying, and curses, among other things, can be completely ignored by the wearer. Any breaches in the hardsuit's containment will cause these exotic protections to weaken or completely fail in the damaged area, much like how an anti-radiation suit with a hole in it would.

While the exotic and supernatural protections of this hardsuit are one way, and therefore will not interfere with the operation of any of its wearer's powers, it will still block things like communication methods that rely on supernatural or exotic effects. To get around this issue, you can place a device that can receive said supernatural communications inside the protections of the hardsuit. If you have access to powers like telepathy, you count as such a device.

As far as protection from mundane damage is concerned, this hardsuit can completely resist any man portable weapon short of rocket launchers or RPGs from 21st century Earth. The suit is also rated for hard vacuum and is completely proof against radioactive environments, it also has

a power assist feature that allows its wearer to carry the weight of the hardsuit as well as a complete set of military equipment (weapons, ammo, supplies, etc) as though it weighs nothing at all.

Ultra Com (200CP - Technology): This purchase provides you with a machine capable of producing special transceivers that are completely unaffected by things like location or interference and can send and receive signals from other dimensions and/or realities, including your Warehouse or Personal Reality. Ultra Com transceivers are the size of a **SIM card** and can be installed into any computer system or communications device. While in theory these transceivers have unlimited data bandwidth, in practice — unless they are being used to connect to another Ultra Com transceiver — they are usually limited by the capacity of whatever communication device they are connecting to.

When used as a communications device Ultra Com transceivers can be used to communicate with anyone their user is aware of, no matter their location or the availability of telecommunications technology or infrastructure. If the person the user is calling with this device lacks a communication device of their own — perhaps they are stranded somewhere? — then this device will stimulate that person's hearing organs (or any other analogous organ) in order to facilitate communication, while using a similar process to record and transmit sound, or other means of communication, from the user's desired interlocutor's environment.

Any and all transmission to and from Ultra Com transceivers are completely impervious to detection or interception, even when they are connected or communicating with a bugged device. Conversations and messages delivered via devices equipped with Ultra Com transceivers can only be recorded by others if their user configures their device to permit it prior to having said conversations or sending said messages.

Anyone a user calls with a device equipped with an Ultra Com transceiver will be able to call them back, again, even if they do not possess a communications device of their own, simply by desiring to do so. Users may block specific individuals from using this call back feature at will. Additionally, with an interlocutor's permission, a user can locate anyone they have called with this device, either through the use of a GPS style mapping application — if their device is compatible with such a thing — or through a direct transfer of their location into the user's mind.

Ring of Invisibility (200CP - Magic): A ring that its wearer can use to become invisible by feeding it mana, or any other mystical energy. While invisible this ring will also silence the sounds you make, prevent your scent from carrying on the air, and is especially focused on preventing detection by mystical means, even things like wards and barriers. While worn, even when it is not activated, this ring will make finding you with things like scrying, clairvoyance, and pre/post cognition ten times as difficult as it otherwise would be, and completely impossible while the ring is active. Whenever you are targeted by such an ability the ring will start to heat up. The amount of energy the ring requires to keep active is high enough that an average magic user from most settings would find the drain exhausting to maintain for more than ten minutes.

Home Gnomes (200CP - Magic): This purchase grants you the services of a pair of Home Gnomes, a highly appreciated species of Fae that, should one be lucky enough to win their loyalty, will maintain and protect the household of the family they have sworn themselves to. As a species, Home Gnomes are only able to reproduce when the family they are sworn to expands its own numbers, either through normal reproduction or the adoption of new members via magical rituals.

They take *great* pride in going unseen and unnoticed while they complete their work, and they especially enjoy the reactions that those 'not in the know' have when they notice all of their cooking and cleaning they have done appearing seemingly out of thin air. Home Gnomes have a rather versatile repertoire of spells and magical abilities, including an instinctual understanding

of the needs, desires, and personal preferences of their employers that verges on precognition and telepathy, functionally perfect invisibility, the teleportation of themselves, objects, and other lifeforms, the ability to rapidly carry out any household task via telekinesis, and even a perception filter that can be applied that allows them to complete chores outside of the home without revealing their true nature, like shopping for groceries. But their most impressive ability is their peerless mastery of defensive wards and barriers that they use to protect the household they are sworn to.

Unlike their more famous cousins, Home Gnomes are more than just servants, as they have their own interests, hobbies, and personal pursuits outside of their work. They are also in no way reluctant in or otherwise prevented from leaving the service of a family that abuses them, and they are in no way above extracting some “severance pay”on their way out.

Soul Inducer (200CP - Magic): This is a magical device that can be used to grant souls to artificial life forms who might lack them (AI, robots, etc). It requires two soul bearing entities to donate a soul imprint in order to fill the role of “parents”. It would be ideal, but not required for these donors to have an established romantic relationship, but other factors, such as their species or gender are completely irrelevant. The nature of the two donor’s personalities will influence the developing behavior of the newly ensouled entity while also making them all predisposed to forming emotional attachments to one another. The lowest form of intelligence required for the Soul Inducer to work on a target is something around the same level of a Mass Effect VI, so you cannot use this device to grant souls to completely inanimate objects, at least not on its own. As a side effect of a safety feature intended to prevent granting entities extra souls, this device can also be used to detect whether or not someone or something has a soul.

Traceless Mirror (200CP - Fiat): A mirror that will show you the situation, person, place, or thing you wish to look at instead of your reflection. This mirror does not work on any form of magic or mastery of physics, but through *pure coincidence*. For you see, the surface of this mirror is actually made of a special form of liquid crystal that is extremely sensitive to quantum background radiation, which causes changes in its refractive and reflective qualities. Normally this would be *extremely* useless, but through the power of Jump Fiat, the background radiation affecting this mirror *just happens* to cause it to display your desired target in real time.

Now all that just seems to be a really convoluted method to replicate a simple farsight spell, but if you are an especially *clever* Jumper you may have already noticed the true value of this mirror. As, since it operates purely on coincidence and not through any method of active or even passive scanning, the use of this mirror is completely undetectable by any means, save the use of knowledge detection powers or omniscience. Not to mention that the use of this mirror is functionally impossible to block, trace, or deceive with the use of things like illusions.

Bio-Samples (200-400CP - Technology): All the biological material you will need to create viable embryos of your choice of species from fiction. No matter how many samples you use, you will never run out as each completely depleted sample will be replaced with a sample from another unique individual, which will allow you to create a stable breeding population of your chosen species.

You are not limited to choosing humanoid or even sapient species, **species** you know the actual name of, or even species of animals. If you limit yourself to species native to Earth (even if they are extinct) you may select up to one hundred different species, at no extra charge. If your chosen species has access to supernatural abilities that rely on external forces or laws of physics unique to their native settings, they will always retain those abilities when reproduced from these samples, no matter what setting you find yourself in.

This purchase does not come with any birthing facilities or any of the knowledge or expertise required to actually convert these samples into living creatures or otherwise provide for their

needs once you have. The provided samples will never decay while in storage and receive the standard suite of Jump Fiat protections against destruction, loss, and consumption.

Note that if you select a species with a power level comparable to **Kryptonians**, **Viltrumites**, or **Saiyans**, this perk will cost **400 CP** before discounts.

Bioformer (400CP - Technology): A device capable of bioforming barren and otherwise uninhabitable planets, moons, and other celestial bodies, over the course of one year, but faster with material assistance (i.e. comet drops for extra water). Celestial bodies must be at least three thousand kilometers in diameter (about 85% the size of the moon) in order to be bioformed. You may freely design and configure the desired ecosystem for bioformed worlds, this includes things like gravity and day/night duration, as well as expected things like atmospheric composition and temperature.

As the use of the word “bioform” might imply, this device is not limited to the creation of terrestrial ecosystems, but on its own the bioformer can only establish fairly simple eco systems, with small plants (grasses/bushes) and animals (fish, rodents, small birds, amphibians, etc). However, if you have also purchased the *Biological Aggregator* facility, it can be linked to the Bioformer in order to enable it to introduce any species your Biological Aggregator is capable of creating to the final ecosystems of bioformed worlds. Using the Bioformer with the Biological Aggregator will at least double how long the bioformation process will take, with that time extending even further if the Biological Aggregator is being used to create especially powerful lifeforms for the final ecosystem.

Optimization Virus (400CP - Technology): This is a single dose of a symbiotic virus that is designed to optimize the genetics and other biology of anything it infects. In humans this virus will remove any latent or active genetic diseases, slowly kills any existing cancers while removing the capacity for developing any new cancers, removes the capacity for neurological or lifestyle diseases like dementia or diabetes, removes the capacity for **cellular senescence**, prevents the decay of telomeres, heals any micro injuries and scaring while reorganizing poorly distributed tissues and capillaries, improves neural plasticity, as well as providing a holistic improvement to the efficiency and performance of the body’s organs, including the nervous system.

Once this process has completed a post-viral human can expect to have greatly increased lifespan free of any medical problems outside of physical injury or supernatural infectious diseases, as well as a base level of physical fitness that can only be described as a half step above peak human.

This virus is capable of infecting anything with genes or genetic analogues, and will provide similar benefits as those outlined above to everything that becomes infected by it. Lifeforms that have been infected by this virus will become vectors for further infection once the virus has completed its initial improvements on its host, a process that can take up to one month to complete. This virus is protected by the highest levels of Jump Fiat so that it will never mutate or be otherwise modified in such a way as to kill or otherwise harm its hosts. Any attempts to modify or study this virus by anyone other than you or those you authorize will always fail, and even you cannot modify this virus to become in any way harmful to its hosts.

Before each Jump you may reconfigure all extant instances of this virus so that they can only infect specific species or individuals, or even configure the virus so that it can only infect individuals you authorize. When this virus has been configured to be indiscriminately infectious, it will never end up permanently disrupting any society or ecosystem or cause any species more complex than bacteria to end up going extinct. When this virus infects things like parasites or other harmful infectious organisms it will modify them into becoming symbiotic and force them into integrating into a perfect state of mutualism with their hosts, which can lead to even more benefits than those outlined above.

Soul Collector (400CP - Magic): This item can collect the souls of the recently departed. Collected souls may be extracted at will and can be freely controlled (as in moved around or kept in place, not altered) so long as you are touching the Soul Collector. The Soul Collector may also be used to extract portions of the soul of an unresisting living thing, as well as any soul/spiritual energy that can be removed safely from an unresisting soul or living thing.

The Soul Collector has no limit on its capacity for souls and their related energies. The souls stored inside the Soul Collector are stored in a blissful dreamlike state that is extremely conducive to both mental and metaphysical healing. If a soul stored in the Soul Collector feels that it is time to move on, they may "reincarnate" and gently erase their personality, memories, and karma from their soul, leaving it in a blank and functionally newborn state. This "reincarnation" will completely repair and remove any and all damage, corruption, and/or curses from a soul, no matter how severe.

You may either import another item to grant it the properties of the Soul Collector, or you may freely design your own. If you intend for the item you design to have some function other than that of a Soul Collector, you are limited to mundane, pre-electrical mechanisms and devices. This limitation does not affect what items can be imported.

Cute Pet (400CP - Fiat): A cute pet, small enough to ride on your shoulder, about twice as smart as a dog, and capable of understanding your favorite spoken language. You may freely choose this pet's species or even create a completely novel body plan of your own design — I mean, who doesn't want a shoulder Shoggoth? This pet is functionally immortal and at *least* twice as hard to kill as you are, but what really makes it special is the fact that it shares all of your active perks and powers. If you can throw fireballs or crush people with telekinesis, so can this pet. If you ever decide to make this pet a Companion, it will stop acquiring any new active perks and powers from you, although it will retain any it has gained from you in the past. As long as it is not mistreated or neglected this pet will always be a perfectly loyal and eager friend. If this pet somehow dies, gets captured, or lost it will be immediately returned whole and in good physical and mental health to your Warehouse or Personal Reality.

Adaptive Armor (600CP - Technology): This is a set of self-repairing armor that intelligently adapts to become better able to resist whatever damages it.. While this armor can eventually develop full immunities to specific types of damage and attacks after repeated exposures, it has a bias towards passive and defensive adaptations and will only ever develop offensive abilities if they are the only feasible solution. The armor would develop an energy shield before it would develop a CIWS system, for example.

Most of the armor's core components are stored inside a hardened sub-spatial storage space, known as its inventory, which it also uses to store undeployed components, weapons, and supplies. The volume of this inventory is determined by the armor's capacity to generate energy. The defensive and offensive components of this armor can either be deployed from its inventory in whole or the armor can open "windows" to the inventory from which the firing apertures of weapons can be exposed.

This armor is also capable of autonomously reverse engineering and reproducing technology from provided samples stored in its inventory, although this process can take anywhere from between a few weeks to multiple months depending on the sophistication of the technology in question and the armor's computers, and only one sample can be analyzed at a time. This process can sometimes be accelerated if the armor is undergoing adaptations and the sample being analyzed has suitable applications for said adaptation.

When purchased this armor will be made from nanites that deploy from the armor's inventory, but it is possible, and even quite likely that it will begin to develop solid-state components over time. This armor can link to your mind for both user interfacing and accommodating as many of your aesthetic desires for its appearance as will not impair its function. You may direct the armor

to roll back or otherwise discard certain adaptations that you feel are no longer needed. Should those discarded adaptations become needed, however, the armor will be able to recreate them almost instantly.

Note that the armor will require raw materials in order to repair and develop the best adaptations possible, it cannot create material ex nihilo, at least not to start with. The armor can be linked to your Warehouse, Personal Reality, or any dimensional Inventory or “bigger on the inside” storage solutions you have bought with Points. The armor will generally maintain a standard size and form-factor compatible with your active Alt-Form.

Shrink Ray (600CP - Technology): A handheld shrink ray that doesn't work on living, sentient, or sapient things. This device is primarily designed to be used for shrinking technological devices and components in order to miniaturize them, allowing for the creation of extremely powerful devices with more user friendly form factors. Shrink down a warehouse full of Clarke tech supercomputers and shove them into your smart watch or omni tool, or compress a Star Destroyer’s hypermatter reactor into something the size of a double-A battery to power handheld superweapons, and so much more.

At the time of shrinking you may set the functional weight of a miniaturized object to be anywhere in between its normal, full sized mass, and the mass of a comparable volume of solid iron. For example, a car that has been reduced to one centimeter in length may have its weight set to its normal mass (the maximum) or it may have its weight set to be the equivalent of a one centimeter long toy car made from iron (the minimum).

While there are no hard size or compression limits for the Shrink Ray, it takes exponentially greater amounts of energy to shrink larger objects than smaller ones, and the device will automatically stop shrinking something when it is at risk of forming a singularity. With the rechargeable battery that comes with the purchase of this device you can shrink something the size of a normal 21st century Earth car until it will fit in a shoebox with a single charge.

You should note, however, that physical connections between objects at different scales (i.e. a miniaturized computer and a normal sized device) will experience a number of issues that will require the development of special adapters designed to handle the issue, or by the creative use of workarounds, like using wireless signals to transfer data between a miniaturized computer and a normal sized device. The biggest incompatibility you can expect to find will be energy transfer from miniaturized to normal scales, as the amount of output a miniaturized reactor is capable of generating will quickly surpass the transfer capacity of non-superconducting power transfer systems (in simpler terms; you will melt your power cords). Also... this device cannot *un*shrink anything.

Capture Sphere (600CP - Fiat): This sphere — which can have the appearance and minor secondary features of your choice (e.g. resizing, scanning of contents, stasis of contents, etc) — can be used to capture and tame other beings. In order to capture something with a sphere it must make physical contact with the being you want to capture — intangible entities can be captured when the sphere passes through them. These spheres cannot be used to capture humans or other sapient lifeforms that are comparable in power to well armed humans, as they are designed to capture powerful and/or unique lifeforms.

Entities contained inside a Capture Sphere exist in a virtual environment that is a perfect reproduction of their ideal habitat. This virtual environment may also be customized by the sphere's occupant at will. Captured beings can also perceive the area immediately surrounding their sphere, and, if you have previously given them permission, they can exit and return to their sphere at will, allowing them to help out during emergencies.

All captured beings gain a cute miniature everyday form, and can return to their original form at will. The dietary needs and preferences of captured beings, while they are in their miniature forms, are the same as a regular human. Subsapient beings that have been captured by this

sphere that are intractably evil or have unstoppably violent personalities will be adjusted to become loyal and good beings that respect the sanctity of life. Captured beings will always follow combat related orders. Captured beings will be returned inside their sphere, whole and healthy, to your Warehouse or Personal Reality should they become lost, captured, seriously injured, or die. You receive one of these spheres each Jump or every ten years, whichever is shorter.

Reality Anchor (600CP - Fiat): This is a large structure of your own design that must at be approximately the size of the Washington Monument that you can deploy once per Jump. Once deployed this item will completely and intelligently nullify the influence of a specific supernatural force, energy, or system over a certain area. As an example, you could use this item to disable divine power in order to prevent the servants of meddling gods, or even those gods themselves from using their boons, or you could target things like the **Warp** in order to prevent demonic influence.

While this nullification effect is applied intelligently enough to prevent unintended side effects like killing people you don't want dead that rely on the existence of the targeted supernatural effect to live, it will still prevent anyone, even you, from using said supernatural effect within the influence of this item.

The precise size of the area affected by this item will vary from Jump to Jump. If the setting of a Jump only covers a single planet (or comparably sized non-planetary environment) the Reality Anchor will cover the area of a nation roughly the size of North America. If the setting of a Jump only covers multiple planets in a small number of solar systems (anything in the low hundreds), the Reality Anchor will cover the entire planet it is deployed on and out into space for a distance of two light seconds. If the setting of a Jump only covers a large portion of an entire galaxy or thousands of inhabited solar systems, the Reality Anchor will cover an entire solar system out to its **heliopause**.

Supplies & Facilities

If for some reason you do not have a Warehouse or Personal Reality, purchasing any of the facilities below will provide you with a basic Warehouse that comes with a ten cubic meter room with perfect life support (air, heat, light) along with an indestructible, unstealable, and unlosable key that can be used on any door in order to access said Warehouse.

Money (Free): As long as you are shopping in regular commercial stores, malls, or small businesses, and are not making mass purchases or purchasing products or services not available to the regular civilian market in your current Jump, you will always have enough money, in the most convenient form factor (cash, card, etc), to make any purchase. This will not allow you to purchase weapons, armor, military equipment, realestate, vehicles, businesses, stocks, financial products, rent property/vehicles, or otherwise make investments. This will also not allow you to make purchases of industrial amounts of raw materials, equipment, or ingredients. This item is intended to make it so you don't have to waste time and energy keeping track of your budget for day to day purchases.

Unobtainium Supply (100CP - First purchase free for Technology and Magic): At the start of each Jump you may select one setting specific material (e.g. Element Zero, Vibranium, Mithril, etc) native to that setting. You will then receive one cubic meter of that material in a workable form each year from that point forward. While you are not limited to selecting metals, the designated setting specific material must take the form of at least one of the three primary states of matter (solid, liquid, or gas).

Optimized Workspaces (100CP - Technology, Magic): All of the workspaces inside your Warehouse or Personal Reality become self cleaning, self organizing, and self repairing. The

people working in these spaces will have a completely intuitive awareness of the location and condition of all of the materials and tools available to them. Whenever someone working in these spaces reaches for a new tool, or anything else they need while working, they will find it placed in their hand, perfectly cleaned and prepared for the task at hand. Tools and materials that someone working in these spaces no longer requires are automatically cleaned up, maintained, and returned to their proper places as soon as you are finished with them. The lighting and temperature inside these spaces are always ideal for the comfort and productivity of those working inside them. Short of deliberate violence, it is impossible to become injured or injure others inside these work spaces, and there will never be any occurrences of things like hazardous material containment failures or escaping research samples.

Decoy Pods (200CP - Technology): A set of twenty special suspended animation pods that can be used to remotely operate a sub-sentient clone body. The clone is automatically created once someone enters one of these pods and takes around one hour to grow. The connection between the clone and the operator is backed by Jump Fiat and cannot be blocked, traced, hacked, or even detected, and is not affected by things like distance or dimensional and/or magical barriers. No amount of medical tests or other analysis will ever reveal the nature or origins of these clones, and they retain any and all powers and abilities inherent to the biology and/or physical form of their operator.

While no amount of supernatural sensory abilities or mindfulness will allow an operator to detect that the body they are using to interact with the world is not the one they were using prior to entering the pod, it is possible for this fact to be discovered by those who have powers and abilities that are not inherent to their physical body once they find they have either lost access to said powers and abilities or find them behaving strangely.

Supercalculator (200CP - Technology): This is a computer core that can solve absolutely any viable equation instantaneously. It can only take equations as input, and can only output the answers to those equations. This prevents it from being used as a standard computer, although it comes with wireless networking and an unlimited supply of universal adapters with unlimited bandwidth and range that can be used to connect this item to other computer systems to enhance their performance. Comes in its own room in your Warehouse or Personal Reality, as well as a handheld terminal that can be used as a mobile input/output device, even outside of your Warehouse or Personal Reality.

Tech Database (200CP - Technology): A database of science and technology that updates with the comprehensive scientific and technological knowledge of each setting you Jump to. This database will have every scientific paper, every textbook, every user and technician's manual, every mathematical proof, every scrap of experimental data, and every design, schematic, and manufacturing plan that has ever existed in every setting you Jump to and every setting you have ever visited before purchasing this item. All technology added to this database is Fiat backed to work in every universe.

Meditation Chamber (200CP - Psionic): A meditation chamber of your own design is added to your Warehouse or Personal Reality. Time passes ten times as fast inside of this meditation chamber when all sapient occupants are actively meditating. The benefits of meditation, and the effectiveness and efficiency of psionic powers and training are doubled while using this meditation chamber. Occupants will not need to eat, sleep, or have to deal with any other biological imperatives that would interrupt their meditations while using this chamber. No matter how ill suited one’s personality, mind, or biology is for meditation, all sentient and/or sapient beings will be able to enter any possible type or state of meditation they desire at will while inside this meditation chamber.

Magic Database (200CP - Magic): A database containing magical knowledge that updates with the comprehensive magical knowledge of each setting you Jump to. This database will contain copies of every written record of magic and magical objects to have ever been created or have ever existed in every setting you Jump to and every setting you have ever visited before purchasing this item. This database will also include knowledge of magitech and studies of supernatural lifeforms. Despite its name this item is not limited to only magic, but will also include knowledge about other metaphysical energies and practices, such as the chakra of the Narutoverse or the spiritual energy or Qi found in Xianxia settings. All magic added to this database is Fiat backed to work in every universe.

Filling Station (200CP - Fiat): This Warehouse or Personal Reality attachment will cause anything inside of it that can be considered a container for non-solid substances to slowly refill over the course of one objective day. Containers will only refill with the substance they were intended to contain, so a water bottle will only be refilled with water, even if you fill it with juice or healing potion instead. This item will detect and thwart attempts to create containers intended for specific materials in order to take advantage of this effect.

The Company (200CP - Fiat): You are the owner and sole shareholder of your choice of large business (hotel chain, fast food franchise, finance, etc) that will follow you each Jump. While it is possible to bankrupt this business by taking too much from it without consideration of its continued operations, this will not negatively affect any future iterations of The Company you will encounter in future Jumps. Any improvements to the capabilities, talent, and scale of the business made during a Jump will be retained by future iterations of The Company unless you damage the business or otherwise undo those improvements in some way. The employees of The Company will not follow you between Jumps unless you specifically recruit them as Followers or Companions, and each new iteration of The Company you encounter will be staffed by real people that are native to that Jump. During a Jump all employees of The Company count as Followers for the purposes of determining the effects of perks and items.

Training Simulators (300CP - Technology): This facility comes in the form of a room with twenty virtual reality training and education simulators that are capable of perfectly replicating reality, including any metaphysics and supernatural abilities/objects. People inside these simulators can experience up to one month of time for each day that passes inside your Warehouse or Personal Reality. Everyone using these simulators will benefit from all of the learning and teaching perks you *or* a designated companion are willing to make available to them.

All simulators are equipped with a life support system that will keep their occupants fed, watered, and in perfect health, without the need for any external supply of food or water. Not only that, but these life support systems are capable of imparting all the physical and supernatural benefits one would expect them to receive if they had gone through their simulated experiences in the real world. Each additional purchase of this facility will double the number of simulators.

Vehicle Hub (300CP - Technology): This is a Warehouse or Personal Reality attachment that adds a comprehensive vehicle docking and launch facility to your personal domain. The omni-bays provided by this facility are equipped with an extremely versatile set of robotic and drone equipment capable of performing anything related to construction, maintenance, repair, refitting, diagnostics, hazard containment, decontamination, as well as research and development on any vehicle assigned to them. They also come with a set of fabricators that are capable of the rapid, autonomous production of any amount of needed replacement parts, components, and/or structural material that do not absolutely require the use of perks, powers,

or sapient intervention — provided, of course, you have the raw materials available for them to do so.

Each unique vehicle you acquire, either through the use of Points, Origins, Freebies, or your own personal efforts will be provided with its own omni-bay. This function will not trigger for variants of the same class or model of vehicle, unless said vehicles are sentient or sapient. You may direct the Vehicle Hub to construct new omni-bays, but this will require large amounts of raw materials and energy. Each new omni-bay will take one year to complete.

Sentient and sapient vehicles will find that being housed in an omni-bay is an experience akin to a human being pampered in a world class spa, and all but the most diligent and restless vehicles will be more than a little reluctant to leave.

Vehicles with an assigned omni-bay in the Vehicle Hub are Fiat backed and will be returned to their omni-bay within twenty four hours should they be destroyed or otherwise lost. This backing will only repair and/or replace components and materials that you cannot repair or replace on your own — such as AI cores, souls, and irreplaceable components required for the vehicle to function. Otherwise you will have to wait for the omni-bay to repair or even completely reconstruct damaged and lost vehicles, a process that should take between one and six weeks depending on the size, material composition, and general sophistication of the vehicle in question. Enormous vehicles like Death Stars and other mobile megastructures will take an omni-bay between one and ten years to repair or reconstruct.

Omni-bays can deploy and retrieve their assigned vehicles into and out of the outside world with portals anywhere within one light second of your current position or the current position of someone you have given authorization to access a specific omni-bay or assigned vehicle. They can also deploy vehicles from any property you own that has the appropriate facilities — such as a garage for cars — or from any Warehouse or Personal Reality attachments that exist or interface with the outside world, such as the *Stellar Habitat* from this Supplement. Deployed vehicles will be piloted by the omni-bay's systems to the location of the person who summoned them, even if they lack any kind of remote access or auto-pilot system.

Not only that, but vehicles being controlled in this way are covered by a perception filter that completely prevents them from being noticed, intercepted, destroyed, or otherwise prevented from reaching their summoner. Note that this perception filter will not prevent people from remembering that the vehicle exists or noticing it in any video recordings or records of traffic control data after it has arrived.

Military Unit (300CP - Technology, Magic, Fiat): This is a military base capable of comfortably stationing any number of soldiers, their dependents, and their supporting personnel alongside all of their equipment and other supplies.

Military personnel assigned to this facility will automatically acquire all skills, training, powers, and other abilities that are common for elite military forces in each Jump — such as Biotic powers from a Mass Effect Jump, or chakra coils and ninja training from a Narutoverse Jump.

While you must recruit someone suitable to lead the military forces that will be assigned to this facility, once you have they will be in charge of all further recruitment of personnel. Depending on your relationship with the person you designate as the leader of this facility, they may or may not appreciate any attempts to interfere with their recruitment and other personnel decisions. But don't worry, they will never recruit anyone who will betray you or otherwise become a security risk. Personnel assigned to this facility count as Followers. Companions cannot be assigned to this facility.

The loyalty of the personnel assigned to this facility is backed by Jump Fiat, provided you do not order them to do things they find morally reprehensible, at which point they will decide to retire or return to their Jump of origin, rather than take up arms against you. If any of the personnel assigned to this facility die, they will be returned to this facility in peak condition after

one day, but they will no longer be able to leave this facility or your Warehouse or Personal Reality until the next Jump.

You may choose whether or not this facility will be activated or not at the start of each Jump. If it is not activated this facility will remain attached to your Warehouse or Personal Reality, but its personnel will be placed in suspended animation.

If you do activate this facility you may choose whether to keep it attached to your Warehouse or Personal Reality or to seamlessly integrate it into the world of the Jump. If this facility is not integrated into the Jump, its leader cannot recruit people native to that Jump as personnel. You may also recall this facility back to your Warehouse or Personal Reality at any time, but this decision cannot be reversed.

Manufacturing Facility (300CP - Technology, Magic, Fiat): This is a manufacturing facility equipped with all of the tools and equipment required to manufacture anything you are personally capable of designing or constructing on your own on industrial scales, including vehicles, deployable facilities, and modular structures. This facility comes with a set of accommodations that can support any number of personnel along with their dependents and other support staff, as well as a number of modular manufacturing lines that can be configured for the production of any number of different devices or vehicles that you have the personnel and supplies to create.

Due to the idiosyncrasies of these modular production lines, this facility cannot have more than five production lines designated to producing the exact same thing at one time. If you wish to produce large vehicles such as capital ships or other large objects while lacking any appropriate storage, hangar, or docking facilities, only the core components of those vehicles or objects will be produced by this facility, so they can be assembled elsewhere.

At the beginning of each Jump the engineers, technicians, and other crafters assigned to this facility will automatically acquire all education, training, skills, expertise, and other abilities expected of the leading experts of their profession native to that Jump. At the start of each Jump this facility will receive a shipment of tools and manufacturing equipment — as well as all of the supplies required to maintain them — expected of the most advanced and sophisticated manufacturing facilities native to that Jump.

While you must recruit someone suitable to lead the personnel that will be assigned to this facility, once you have they will be in charge of all further recruitment of personnel. Depending on your relationship with the person you designate as the leader of this facility, they may or may not appreciate any attempts to interfere with their recruitment and other personnel decisions. But don't worry, they will never recruit anyone who will betray you or otherwise become a security risk. Personnel assigned to this facility count as Followers. Companions cannot be assigned to this facility.

The loyalty of the personnel assigned to this facility is backed by Jump Fiat, provided you do not order them to do things they find morally reprehensible, at which point they will decide to retire or return to their Jump of origin, rather than take up arms against you. If any of the personnel assigned to this facility die, they will be returned to this facility in peak condition after one day, but they will no longer be able to leave this facility or your Warehouse or Personal Reality until the next Jump.

You may choose whether or not this unit will be activated or not at the start of each Jump. If it is not activated this facility will remain attached to your Warehouse or Personal Reality, but its personnel will be placed in suspended animation.

If you do activate this facility you may choose whether to keep it attached to your Warehouse or Personal Reality or to seamlessly integrate it into the world of the Jump. If this facility is not integrated into the Jump its leader cannot recruit people native to that Jump as personnel and the facility will not be able to acquire any resources without the direct intervention of you or your

Companions. You may also recall this facility back to your Warehouse or Personal Reality at any time, but this decision cannot be reversed.

Research Facility (300CP - Technology, Magic, Fiat): This is a facility designed to conduct scientific and arcane research. It is equipped with an extremely comprehensive assortment of experimental laboratories, computer labs, data processing centers, engineering workshops, and accommodations for any number of researchers, their dependents, and their supporting personnel.

At the beginning of each Jump the engineers and research personnel assigned to this facility will automatically acquire all education, training, skills, expertise, and other abilities expected of the leading experts in their field native to that Jump, at least for said experts who share the same general area of expertise as them. At the beginning of each Jump this facility will also receive a comprehensive shipment of research and engineering equipment — along with the tools and other supplies required to maintain it — expected of the most advanced research facilities native to that Jump.

While you must recruit someone suitable to lead the personnel that will be assigned to this facility, once you have they will be in charge of all further recruitment of personnel. Depending on your relationship with the person you designate as the leader of this facility, they may or may not appreciate any attempts to interfere with their recruitment and other personnel decisions. But don't worry, they will never recruit anyone who will betray you or otherwise become a security risk. Personnel assigned to this facility count as Followers. Companions cannot be assigned to this facility.

The loyalty of the personnel assigned to this facility is backed by Jump Fiat, provided you do not order them to do things they find morally reprehensible, at which point they will decide to retire or return to their Jump of origin, rather than take up arms against you. If any of the personnel assigned to this facility die, they will be returned to this facility in peak condition after one day, but they will no longer be able to leave this facility or your Warehouse or Personal Reality until the next Jump.

You may choose whether or not this unit will be activated or not at the start of each Jump. If it is not activated this facility will remain attached to your Warehouse or Personal Reality, but its personnel will be placed in suspended animation.

If you do activate this facility you may choose whether to keep it attached to your Warehouse or Personal Reality or to seamlessly integrate it into the world of the Jump. If this facility is not integrated into the Jump its leader cannot recruit people native to that Jump as personnel and the facility will not be able to acquire any resources or data without the direct intervention of you or your Companions. You may also recall this facility back to your Warehouse or Personal Reality at any time, but this decision cannot be reversed.

Wayback Machine (300CP - Fiat): This is a Warehouse or Personal Reality add-on that allows you to travel backwards in time up to one hundred years. This add-on can only be used during the first objective hour of a new Jump, before it is disabled. It will only send you and the contents of your Warehouse or Personal Reality back in time. The Wayback Machine cannot be used if you have received Points for taking Drawbacks that start a Jump at a *specific* time in that setting.

Even if you use the Wayback Machine, a Jump will still end at the same date and time it would normally, effectively extending the duration of the Jump to up to one hundred and ten years should you use this to go back a full century. Jump Fiat will *violently* prevent you from deliberately attempting any time travel shenanigans, such as creating a time loop in order to create infinite resources. You, your Companions, and Followers will never be able to interact with a temporal duplicate of yourselves through the use of the Wayback Machine in such a way that you could transfer resources or information in a useful way.

Antimatter Tuner (400CP - Technology): A facility attached to your Warehouse or Personal Reality that can synthesize a unique form of antimatter from raw energy. Unlike normal antimatter, this material does *not* trigger a matter-antimatter annihilation reaction on contact with *any* form of normal matter, instead it only reacts with its normal matter counterpart. That is to say; anti-hydrogen will only react with normal hydrogen, but not with any other element. Additionally, the subatomic antimatter created by this device will not react at all with normal matter unless it is a part of a matter-antimatter annihilation reaction triggered by a complete atom of antimatter, such as in the aforementioned hydrogen-antihydrogen reaction.

Different elements of tuned antimatter will release different wavelengths of the electromagnetic spectrum when they experience a matter-antimatter annihilation reaction, with hydrogen releasing radio with the wavelength shortening as the element's atomic weight increases, with uranium and the transuranic elements releasing gamma rays.

This form of antimatter is much *much* easier to control and contain safely, enabling the use of antimatter based energy technologies outside of extremely high output reactors and weapons, such as micro-reactors for vehicles and powered armor or even small arms and other personal equipment. And even using it for those high output reactors and weapons is much safer than using normal antimatter. Not to mention the potential applications of the chemicals and materials formed through the combination of matter and antimatter.

Stellar Habitat (400CP - Technology): You are now the owner and ruler of a space habitat that will be located at the **Lagrange Point** of your choice inside the solar system you start in each Jump. If you are starting a Jump with a non-standard celestial configuration that preclude the existence of things like planets, your habitat will be placed somewhere high in the sky, and if the setting of a new Jump is so *exceptionally* strange as to not even have a sky (maybe the entire universe is underground or something?) then the habitat will be adjusted into a form that makes sense for such an unsensible place.

Your habitat will be perfectly cloaked and undetectable by anyone, no matter how omniscient they are. Spacecraft, teleportation, and any other form of transportation to and from your habitat cannot be used to infer or otherwise determine the location of the habitat. Neither will any communication signals to and from the habitat ever lead to its discovery. The only way for an outsider to find it, is to be willingly led to it by someone who has already been there before.

When first purchased this habitat does not come with any inhabitants, personnel, or any facilities or amenities beyond Fiat backed life support systems (lighting, temperature, atmosphere, basic food, gravity, waste management, etc), a number of **RTGs** and batteries for power (note that these will eventually need to be replaced), a universal telecommunications system, a radar array capable of handling local space traffic control, a computer core (comparable to a 21st century Earth data center), and a hangar bay with four unarmed sublight shuttles capable of executing autonomous flight plans and making round trips from the habitat to a nearby planetary surface. Any renovations and upgrades to the habitat will be retained between Jumps. People who have an uncontested claim to their own residence in this habitat will join you on your Chain as Followers. Any residents of your habitat who die (against their will) will be returned whole and healthy the following day, they may also return to their native Jumps or Jumps where they have family members whenever they desire.

The habitat starts out large enough to house a few hundred people but it will double in size each Jump until it reaches about a tenth the size of Earth's moon. At this point the habitat will continue to double in size, but it will start becoming bigger on the inside, instead of the outside, as it were. This will not cause issues with the habitat's mass, like causing it to pull moons or planets out of their standard orbits, or causing it to collapse into a black hole. While you can modify and upgrade the hull of the habitat at will, and even completely rebuild it from scratch, you cannot do so in such a way that you would increase its usable internal volume.

You may choose whatever style or design of space habitat you like, from the classic **O'neill Cylinder** to a Federation starbase from Star Trek, to a copy of the Citadel from Mass Effect, or even a design of your own, provided you have the knowledge and expertise required to do so. If you have chosen a design that is much larger than the currently unlocked size of your habitat, said habitat will initially be formed from smaller discrete modules that will eventually complete that design.

Each Jump a green-space module (i.e. a farm or park) or facility will be added to the habitat containing a recreation of a random habitable biome from that Jump, and will perfectly contain and support an ecosystem containing all of the flora and fauna (no matter how dangerous) one would expect to find in such a place. Any species you introduce to these green-spaces will be seamlessly integrated into their designated ecosystem and retained between Jumps.

Tech Base (400CP - Technology): A comprehensive technological, scientific, and educational database from the setting of your choice is added to your Warehouse or Personal Reality. This database comes in the form of a customized **STC** capable of uplifting and educating even the most primitive of tool using sapients into the masters of your chosen tech base, without any outside help or other input. You may select a tech base from any setting, even settings that use magitech rather than pure technology. When selecting a tech base from a setting with multiple competing or consecutive civilizations (e.g. the Federation and the Klingons from Star Trek) you must identify a specific civilization's tech base you want your database to cover. If you want more than one civilization's tech base from the same setting you will need to purchase this multiple times. All of the technology and scientific principles contained in this database are Fiat backed to work in every universe.

Generally, you can expect this database to come equipped with a number of computer terminals with wireless networking, a VI specialized in uplifts and education, supercomputers capable of running 100% accurate real-time simulations for design testing, and a chamber analogous to a Clarke-tech holodeck that can be used for practical educational exercises related to mastering the chosen tech base. Some tech bases may come with other additional features, while others that don't require as much help to master will come with less. This database will not come with a supply of any setting specific materials that your chosen tech base might require to function, although the VI may be able to help you research workarounds depending on what other materials you *do* have access to.

When purchasing this multiple times, the VI that came with your first purchase will be upgraded with additional data to cover the operational needs of any new tech bases added to the database, rather than providing you with an additional VI.

Unlimited Power (400CP - Technology): This item comes in the form of a matt black metallic box, three cubic meters in size and weighing roughly ten tons, which will be added to your Warehouse or Personal Reality once purchased. Despite feeling solid (and strangely warm) to the touch and having completely smooth surfaces, you can plug power cords into this cube, as if it had plugs. When plugged into this box power cords will draw any amount of electricity they can handle without damaging themselves, and will always draw exactly the amount of power, below that self damaging limit, needed to service whatever equipment, facilities, devices, and any other electronics they are hooked up to. The power cords plugged into the box can be of any design, the only required specification is that they can be plugged into things. While this box will never run out of electricity, no matter how many power cords are plugged into it or how much energy they are using, it does have limited surface area for new power cords.

Eternal Workshop (400CP - Magic): This facility is a workshop fully furnished for the creation of magical potions and enchantments, as well as the performance of magical rituals and other ceremonies. While working in this facility any temporal requirements like the need to prepare

certain potion ingredients at a certain time and/or on a certain day, like the winter solstice, can be freely ignored. Additionally, any long term production processes conducted in this workshop — like letting a potion simmer under the light of the moon for a month — that can be safely completed without human observation can be completed instantaneously.

The true power of the Eternal Workshop, however, is that the effects of any potion brewed, enchantment cast, or ritual conducted within its chambers, becomes eternal. The effects of a beauty potion that was brewed here will never fade and a sharpening enchantment that was cast on a sword here will never dull. Things like potions that have non-temporal triggers that would end their effects — such as an invisibility potion ending when its imbiber attacks someone — are not affected by this feature of the Eternal Workshop, and things that *are* rendered eternal by this workshop can still be ended or removed by other, non-temporal, means.

Mystical Converter (400CP - Magic): This is a crystal column housed in a one hundred meter tall chamber in your Warehouse or Personal Reality that can be used to convert normal, boring, electricity, heat, kinetic energy, light, and/or radiation into one form of mystical energy (mana, prana, chakra, ki, spiritual energy, psionic energy, lifeforce, and so on) that you must choose at the time of purchase, and cannot be changed. You may pick any mystical energy from any setting, even if you have never been to that setting before. You can expect the converter, when fed with the entire capacity of a standard car battery, to produce enough mystical energy to power a fireball spell with the rough equivalent destructive power as a standard 21st century Earth hand grenade. The converter will convert electricity, heat, kinetic energy, light, and/or radiation into mystical energy as fast as said electricity, heat, kinetic energy, light, and/or radiation is fed to it, with no upper limits on its throughput or total storage capacity.

How the mystical energy is accessed after conversion will depend on the nature of said energy and you will need to figure out that part on your own. The only accommodations the Mystical Converter has for accessing its converted energy is a safety system that will prevent you from accidentally blowing yourself up by doing stupid things like attempting to swallow an energy field bigger than your head. Note that this protection will only stop *you* from *killing yourself*, you can still be injured, or even maimed, by accessing the Mystical Converter recklessly, and other people are afforded only enough protection to prevent them from causing harm to others or damage the contents of your Warehouse or Personal Reality.

Ever Distant Utopia (400CP - Magic): You are now the owner and ruler of a secret kingdom, accessible via an unplottable island that will appear in a sufficiently large body of water of your choice each Jump. While this secret kingdom comes with no people, no buildings, roads, or other infrastructure to start with, anything you build here, and any new species you introduce (which will be seamlessly integrated into the local ecosystem), are preserved between Jumps, and anyone who has uncontested ownership of a place to live within its borders will be taken along with you on your Chain as Followers. Any residents of your secret kingdom who die (against their will) will be returned whole the next day, they may also return to their native Jump, or to any Jump they have family members, whenever they desire.

To start with, your lands are about the size of a village, but this size will double after each Jump. The new land that is added each Jump will be a random assortment of the most habitable biomes present in those Jumps, perfectly containing and supporting all of the flora and fauna, no matter how dangerous, one would expect to find in such a place. The increasing size of your secret kingdom will never negatively affect the size or detectability of the island used to access it.

The only way for someone to find your secret kingdom is to be willingly led there personally by someone who knows how to reach it, and no amount of omniscience or supernatural perception will ever get around this protection. But you may still wish to arrange for additional

protections of your own, as it is far from impossible for someone to manipulate one of your people into revealing your secret kingdom to those they shouldn't.

Evacuation Center (400CP - Fiat): This facility is an automatically expanding pocket dimension that will automatically teleport all potential victims of mass casualty events immediately before they are injured. The victims that have been teleported inside this pocket dimension are kept in suspended animation until you designate a location to release them. The only way to enter this pocket dimension is to be teleported inside as a part of this facility's primary function. This facility has two modes of operation; Automatic Mode and Crisis Mode.

Automatic Mode will act on its own to save people who would otherwise become the victims of collateral damage, natural disasters, pandemics, as well as anything that could be considered a deliberate attack against civilians. Unfortunately this mode only works in an area one hundred kilometers in diameter centered around your previous location outside of your Warehouse or Personal Reality. It also cannot save people from mundane crimes and accidents such as muggings or vehicular accidents.

Crisis Mode will act to save all civilians that are in danger from a specific event, such as an alien invasion, the deployment of super weapons, the outbreak of an infectious disease, natural disasters, and so on. Unlike Automatic Mode, Crisis Mode does not have any kind of limitations on range, the only requirement for it to act is that you must be able to conceptualize the incident or *crisis* as a single event — like "the martian invasion" or "the spanish flu" — and you must activate this mode manually.

Meeting Room (400CP - Fiat): This Warehouse or Personal Reality attachment takes the form of a lounge or meeting room of your own design. Once per Jump you may select a native non-corporeal entity, force of nature, or even an inanimate entity. Once selected, you may summon an avatar of that entity to this room in order to talk to them. The selected entity need not be normally sapient or even sentient as their summoned avatar will be granted those features if needed. Selectable entities include things like Gods, demons, laws of nature like gravity, the souls of the dead, the spirits of inanimate objects, or even concepts like the collective human unconsciousness. The only restriction on selectable entities is that they cannot be living mortals.

You are only guaranteed to summon the avatar of a selected entity the first time, any additional summonings will be dependent on your ability to convince them to respond to requests for further meetings. While these avatars are capable of attacking you, the Meeting Room has Jump Fiat protections that will prevent them from killing or permanently harming anyone inside. Summoned avatars also prevented by Jump Fiat from influencing anything or even existing outside of the Meeting Room.

Biological Aggregator (600CP - Metaphysics, Technology) A biotechnological device that can analyze and reverse engineer any and all biological mechanisms from samples. The larger or more complete the sample, the faster it can be analyzed, with a drop of blood taking multiple years and a whole body taking around one week. The Aggregator is capable of merging, modifying, and optimizing all of its analyzed biology, allowing it to perfect, upgrade, hybridize, and even create entirely novel species from scratch.

In the most basic use-case, the Aggregator compiles a library of all the biological traits of each species it analyzes, which can then be selected from to mix and match those biological traits, adding and removing them from designated lifeforms. This can be used to grant you or others any combination of biological traits from any number of other species or unique organisms and even design entirely new species with those traits.

The aggregator is capable of producing/modifying up to ten lifeforms, roughly horse-sized or smaller, at one time, though how long this process takes depends on the complexity and power

of the produced/modified lifeform. The Aggregator's capacity for the simultaneous production/modification of lifeforms increases by ten each Jump or every ten years, whichever is shorter. This device takes a form reminiscent of a Tyranid Reclamation Pool that is housed in a large chamber attached to your Warehouse or Personal Reality. The Aggregator comes with a rough telepathic interface usable by anyone that allows for rough control of its functions (mainly just adding/removing traits with no real fine-tuning or consideration for aesthetics), so if you want to use this item to its full potential the acquisition of some form of high level telepathic power is required.

Matrioshka Brain (600CP - Technology): A computational megastructure the size of a small solar system, powered by the total energy output of a main sequence star. Contained in its own sub-dimension connected to your Warehouse or Personal Reality. The Matrioshka Brain is maintained by autonomous drones, and is capable of resupplying itself with raw materials harvested from its star, which will never run out of mass or advance in a normal star's life cycle, no matter how much time passes.

On its own it is impractical to use for regular computational tasks — at least if you are attempting to use its total capacity at the same time — as its clock speed is slowed down to account for the limitations of light speed, but if you can provide the maintenance drones with the appropriate designs and sufficient raw materials this Matrioshka Brain can upgrade itself to both get around those limits as well as improve its original computer technology.

The Matrioshka sub-dimension can be accessed via portals that you can create anywhere inside your Warehouse or Personal Reality. The systems of the Matrioshka Brain itself can always be accessed by any digital device with network functionality that is inside your Warehouse or Personal Reality or any devices that can otherwise connect to any networks you have established therein. It should be noted that no part of the Matrioshka Brain comes with any form of life support.

Unobtanium Mine (600CP - Technology, Magic): This purchase adds a facility in the form of an unending mine to your Warehouse or Personal Reality. This mine contains a random distribution of all setting specific crafting materials from all the Jumps you have ever been to. Materials that would be rendered less than usable by being buried underground can instead be found inside hermetically sealed containers buried in the mine. While the random distribution of so many extremely potent materials can create completely novel environmental hazards as they react to one another, the mine will automatically tweak the distribution of materials *just enough* that it won't cause any cataclysmic explosions or any other accidents that might render the mine unusable.

In order to acquire these materials you, or an appropriately designed mining drone, will need to actually mine them from this facility. Without some kind of teleportation ability, it will take longer to collect material from the mine the more you use it, as it will take longer and longer to return mined material to the entrance of the mine as the mine grows.

Containment Cells (600CP - Technology, Magic): A perfect prison for any entity you can either force or trick into one of its cells. Once locked inside nothing and no one can escape or be broken out. In order to prevent futile and dangerous escape attempts or incidents of self harm, prisoners can be forced to enter a state of perfected suspended animation at any time. You may also force any prisoners that are in suspended animation into a perfect virtual reality of your own design. Prisoners can choose to have meals appear at regular intervals or to forgo the need to eat altogether. Once prisoners are contained in one of this facility's cells, no one who is not a part of your Chain will know or be able to discover who has imprisoned them or where they have gone. You may design any security procedures for the release of prisoners from these Containment Cells you like.

Dungeon (600CP - Magic): Each floor starts out as a randomized dungeon designed in a style and populated by enemies and/or monsters from a world or biome you have personally experienced in the past. Enemies in the dungeon have a chance to drop equipment and supplies related to the biome that spawned them and/or the current Jump when defeated. Defeated enemies will also drop currency that can be used in the current Jump. Each new floor of the dungeon spawns stronger enemies which drop better loot.

Once someone other than you, who is not one of your Companions or Followers, clears a floor by defeating a floor guardian you may freely rearrange that floor's layout and the distribution of things like enemy spawn points and traps. While these configurable floors will no longer produce any loot for you, your Companions, or your Followers, you may also configure the enemies they spawn to only attack intruders under specific conditions, or not at all. You may also configure floors to automatically eject intruders who have received life threatening injuries from the dungeon. Once a randomized floor is cleared a new randomized floor is added to the dungeon. These new dungeon floors can only be created once per Jump or every ten years, whichever is shorter.

You may have the entrance to the dungeon appear in the location of your choice each Jump, in order to attract new adventurers, or you may have it replace the Atrium or Entrance Hall of your Warehouse or Personal Reality to use the dungeon as an additional security measure.

As long as the enemies spawned by the dungeon are challenging, anyone fighting them will find their combat skills improving ten times as fast as they would when being personally trained by a master. As long as it poses a challenge to those facing it, the first time someone challenging the dungeon defeats a floor guardian, it will always drop loot that will be useful to said challengers.

Endangered Species Preserve[1] (800CP - Metaphysics): This item takes the form of an additional sub-dimension of your Warehouse or Personal Reality that can be accessed by its own set of portals. When purchased this sub-dimension is simply a space with undefined spatial boundaries containing a newborn main sequence star. The true purpose of this item is revealed at the end of each Jump, where a new planet is added to the sub-dimension that will house a complete ecosystem supporting an endangered species of your choice native to that Jump.

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[1] **Endangered Species Preserve:** You can simplify things by just creating a perfect copy of the planet the chosen species evolved on, along with any moons, rings, and other natural celestial bodies. The complete ecosystem this item description refers to includes all plant, animal, and microbial life that evolved alongside the chosen species. The only exception to this, is if those species are sapient and the survival of the chosen species is not dependent on their presence (i.e. symbiotes). If the chosen species evolved on a world orbiting a gas giant, or even a gas giant itself (somehow), then by all means add a gas giant to the Preserve.

The planet created for the chosen species will come with any and all deposits of natural resources that one can expect to find on such a planet in its native setting, no matter how rare or supernatural they are. If the chosen species needs or can manipulate supernatural energies like mana, they will be added to their planet. The sub-dimension can be affected by temporal controls or similar Warehouse or Personal Reality addons, just like any other part of your Jumper's Warehouse or Personal Reality.

If the ecosystem of a new planet requires a different type of star, a new star of that type will be added to the sub-dimension. If there is no room for a new planet around any of the existing stars in the sub-dimension, new stars will be added and arranged into a complex multi-stellar star system similar to the one found in the **Firefly** setting.

To choose a species it must match one of the following criteria: Their homeworld has either been **destroyed** or they have no **planet** or **country** of their own - OR - They have between one and one thousand living individual members of their species at the end of the Jump.

When they are sapient, the individual members of the species you select each Jump must become your Followers in order for this facility to add them to the Preserve. If the selected species is *not* sapient, they will just be moved over to the new planet as soon as it is prepared and the Jump ends.

Any individual members of your selected species with family of a different species (i.e. spouses, adopted/hybrid children, pets, etc) may either bring said family with them, or they may choose to remain with them in their native setting.

The material possessions of every individual who agrees to become one of your Followers will be placed into a pocket dimension linked to a special token that will perfectly preserve everything placed inside it. This token can be used to extract the stored items anywhere their owner desires, including buildings and other permanent structures, which will be perfectly integrated into the environment they are placed (i.e. a foundation will be added and any needed utilities like power and water that are available in the area will be connected). These tokens can only extract items from the linked pocket dimensions, and cannot be used to place new items inside them. When the pocket dimension is emptied it will collapse and the token it is linked to will become a normal mundane object. These tokens can only be used by the owner of the items they contain, or their family members.

If no one from your selected species agrees to become one of your Followers, or there are not enough members of that species to form a stable breeding population, new individuals of their species will be created and placed on the new planet. If you have adult members of the selected species joining you as followers, these newly created individuals will be slowly added as infants, comparable to one year old humans, at a rate you and any volunteer parents can comfortably raise and educate them.

TON 618 (800CP - Technology): TON 618, the ultimate black hole. Contained in a sub-dimension of your Warehouse or Personal Reality that you can access via its own set of portals. While the sub-dimension containing this black hole has no finite size, the area you can access via portal is roughly one thousand times the diameter of its accretion disc, centered on TON 618. Said accretion disc is constantly supplied with a never ending amount of common interstellar gasses, harvested randomly from around the universe of whatever Jump you are currently in. You may freely control the amount of time dilation caused by the gravity of TON 618. This black hole will never decay and its event horizon will never change in size no matter how much time passes.

Why would anyone want this? Well, beyond its obvious utility as the ultimate garbage disposal, it has any number of potential applications for energy collection, experimental research into high energy physics, leveraging the time dilation that can be experienced while in close proximity to a black hole, harvesting material from the accretion disc, and, finally, *weaponizing* the gravity or the other various high energy phenomena produced by TON 618 through the clever use of portals.

Be extremely careful with this item, as it comes with very few safety features, and is almost certain to be completely unusable unless you have access to *extremely* high end technology or you are an Elder Jumper.

Psynet Server (800CP - Psionic): A server that forms the back-bone of a psionic internet, known as a psynet. Psynets are special in that, other than their servers, they require no physical infrastructure and they are inherently capable of instantaneous communication at any distance and across dimensional barriers. While it is possible for physical devices to access them, psynets are designed to be directly accessed by the minds of psionically active entities.

Other than the servers, which serve as a firewall and administrative access point, and are not actually computer servers, all of the “hardware” on the psynet is made from psionic energy and exists in its own psionic sub-space, that has been anchored to your Warehouse or Personal Reality. With appropriate study of the educational materials stored on the Psynet Server that comes with this purchase you can learn to create and design psionic computers and programs inside your psynet.

Other than a somewhat limited ability to interact with the physical world, as physical devices capable of accessing the psynet require special psionically active materials and components, the dimension housing the psynet is an ideal computational substrate, completely unlimited by things like energy requirements, heat management, spatial or temporal dimensions, limited data capacity, bandwidth, the speed of light, and just about any other limitation known to computer science. The psynet, as it is essentially made from “thought” itself, is also an ideal medium to host virtual reality systems on, whether they are for simulations, games, or social networks.

End users can read and transcribe skills, memories, and knowledge. They can access psynet VR while dreaming. They can send and receive messages composed of any amount of composite sensory information, from all five (or more) senses to simple text or audio. It is even possible for talented psionics to transfer their mind and soul onto the psynet, to either be transferred into a new body or to leave their physical form behind entirely. One of the most powerful applications an expert end user will find for the psynet is the ability to create what are essentially psionic neural implants that will allow them to augment their normal mental capabilities with additions usually reserved for digital implants, without having to actually shove a device into their heads.

These psionic implants can offer improved or even perfected memory, computerized mathematical ability, increased reflexes and even temporal compression (i.e. bullet time), and the ability to create and customize their own “digital” assistant, complete with heads up display. A smart end user may even be able to create a secure telepathic interface and firewall using the psynet, that can protect them from psionic intrusions like mind reading/control and other mental attacks.

It should be noted that any AI and even many VI that are transferred onto the psynet are more or less guaranteed to eventually develop a soul and true sapience, with all that implies. So unless that is something you desire, you should avoid running any “smart” systems or programs on the psynet.

Transmissions over the psynet cannot be intercepted or decoded by anyone other than their intended recipients. Through the primary psynet server that comes with this purchase you have absolute and perfect authority over who can access the psynet. It is up to you to design an authorization scheme to determine which users have access to the various areas of your network. All of these security features are backed by Jump Fiat.

The Psynet Server that comes with this purchase will form the primary backbone and administrative access point for the psynet attached to your Warehouse or Personal Reality, and while this instance of the psynet can be used absolutely anywhere, you may desire to create a separate psynet anchored to the primary reality of a Jump. This can be achieved by reverse engineering and replicating the Psynet Server itself, a process that can be aided by studying the educational materials stored on the server that comes with this purchase.

When a psynet server is activated outside of your Warehouse or Personal Reality, it will form a new psionic sub-space anchored to dimension or plane it was activated on. This new psynet instance is functionally identical to the one created by the server you purchased here, with the

caveats that it cannot be accessed inside your Warehouse or Personal Reality without using your primary psynet as an intermediary, and that only your primary Psynet Server's security is protected by Jump Fiat. Once activated, physically moving a psynet server into another dimension or plane will cause its associated psynet instance to slowly collapse over a few days until it is destroyed, a process that can be halted and automatically reversed by returning the server to its home dimension.

World Tree Seed (800CP - Magic): At the start of each Jump you will receive a single first generation seed for an extremely precious species of tree. Once planted they will start to produce large amounts of mana and lifeforce, releasing it into the surrounding environment, eventually causing the entire world in which it has been planted will become full of life and magic. Once fully grown its canopy will reach the upper atmosphere of the planet, but beyond that you may freely configure the world tree's appearance as you desire when you plant the seed.

Five years after planting a world tree will start producing fruit, the seeds from which will grow into lesser world trees, which can be used to form nodes in a planetary leyline network. This network can be used to speed up the production of mana and lifeforce, as well as control where mana flows and concentrates in the world. If one of these seeds is planted on a world without a world tree, it will instead grow into an actual world tree itself, although it must be planted with its fruit uneaten in order to do so.

If someone has received one of these fruits freely — that is, without theft, dishonesty, or violence — consuming it will bless them with a greatly increased lifespan and an enormous potential for practicing the magic arts, especially those arts aligned with nature, light, and healing. If someone has acquired one with less than honest methods, the fruit will instead curse them to experience all the suffering they have ever deliberately caused others through their whole lives, while providing little in the way of actual benefits.

World trees produce many other fantastic products, all of which can only be used by those who have received them freely. The sap is a powerful panacea capable of transforming all who consume it into their ideal physical state. The bark is completely proof against all magic and other supernatural effects that would harm its owner, and can be shaped in a forge as though it were iron, not to mention its potential for use in magical alloys. The branches can only be called magical superconductors and are a perfect material to craft magical foci from. The leaves can be compounded into various medicines and potions that can be used to improve one's physical strength and increase one's mana pool. Once ignited, the *harvested* roots of a world tree can never be extinguished and they will never be consumed by the flame, these world root flames have extremely beneficial effects on things cooked with them, resources refined with them, and items crafted with them. Homes constructed with the wood are much more comfortable than normal and are constantly protected by extremely comprehensive and powerful magical wards. The scent of its wood and leaves have potent calming effects that are beneficial for meditation and are capable of eventually curing any and all forms of mental illness with enough exposure. Unfiltered water drawn from wells within reach of the tree's roots is capable of meeting all of the nutritional requirements of all who drink it, removing the need to eat at all, an effect that can be acquired by any meal that was prepared with the use of this water. And, finally, the dew from those leaves can be used to create mana potions.

Greater world trees can act as an afterlife for souls that pass on within reach of the leyline network, which will gather all unbound souls to be stored inside the world tree itself. Souls will be stored in the roots — a hell in which the wicked serve as nourishment for others — the trunk — a purgatory for those who have lived quietly, where they pass their days in dreams as quiet as their lives — or the branches — a heaven in which the heroic and unselfish pass their days in bliss as their souls are nourished by the roots and the sky. If you allow it, the world tree's fruit can be used to facilitate reincarnation when one is shared by a loving couple who desire a child.

Although the reincarnated person will not have any episodic memories of their previous life, they will be born inherently talented in everything they used to be and will find themselves relearning all their past knowledge and skills before they are ten years old. Their lost memories can also be reclaimed once the reincarnated person reaches adulthood and consumes a world fruit, but only if they and their loved ones will not regret them doing so.

At some point before it reaches maturity a world tree, both lesser and greater, will develop a dryad like spirit that it can use as an avatar to interact with the world. The personality and magical talents of this spirit will reflect the culture and talents of those who live on the world of the tree. Once these spirits form they will begin to manage the ecosystems of their world, modifying existing species of flora and fauna to better adapt to the abundant mana and lifeforce being added to the world, and even creating entire new sub-sapient species from whole cloth to fill any needed roles. At some point a world tree will eventually attempt to create a species of sapient dragon like creatures, who are intended to use their unparalleled magical might to resolve issues in the world's leyline network that are beyond the reach of the tree spirits and to defend the world from existential threats.

If you encounter a tree with features or attributes you desire your world trees to share, you may fuse a first generation seed with it by pressing it to that tree's bark. This will transform the tree in question into a perfect hybrid of the two species of tree, sharing all of their strengths and none of their weaknesses. All unplanted world tree seeds in your possession and all world tree seeds you acquire in the future will grow into this new hybrid species once planted.

A world tree can only be planted in your Warehouse, Personal Reality, or other pocket dimension you own if it has an "outdoors" area with enough room for the tree to grow to its full size and some source of light at least as bright as Earth's moon. If you have no world tree seeds and there are no living world trees in a Jump or anywhere else you can reach, a new seed will be provided to you. While these world trees can be physically destroyed (with extreme difficulty), their spirits can survive by retreating into the leyline network, or, should you allow it, your own soul. From there they can join with a new seed in order to grow a new tree for themselves.

World trees, both lesser and greater, and their spirits are complete proof against all forms of corruption and subversion, and will only ever turn against you should you become an existential threat to their world, and even then they will be content to drive you away or just imprison you somehow until the end of your Jump. This protection is so strong that you could plant a world tree inside the most twisted depths of the **Warp** and it would be completely fine.

Infinity Zone (800CP - Fiat): By purchasing this Warehouse or Personal Reality attachment you will gain access to an infinite world that can be settled and/or harvested for resources. To start with, the Infinity Zone takes the form of a copy of Earth that never had humans or any other hominids evolve on it. Then, so long as you are within the planet's atmosphere at the time, whenever you travel past the **prime meridian**, whether you are flying, walking, floating, or swimming, you will be seamlessly transported to *another* copy of the Earth. This can be repeated indefinitely, you will never run out of planet to explore no matter how fast or how long you travel, this world is literally infinite. Each of these prime meridian delimited planetary surfaces are known as Terrestrial Zones.

In order to properly understand the scope of this purchase it is important to realize that the word "infinite" in this context is not at all hyperbolic or just another way of saying it is "super duper big", it is *literally* infinite. Even if you somehow subtracted an infinite number of Terrestrial Zones from this attachment you would *still* have an infinite number of Terrestrial Zones remaining.

Terrestrial Zones: Each Jump you may add two planetary patterns to the Infinity Zone that are copies of the resources and ecology (minus any sapient lifeforms) of planets you have personally visited that Jump. Once these patterns have been added, randomized copies of them will begin to appear when exploring new Terrestrial Zones. You may even encounter Terrestrial

Zones that are mixtures of two or more patterns, like a fusion of **Pandora** and **Thessia** for example. Note that even if you copy a pattern from an ecumenopolis like **Coruscant**, no Terrestrial Zone will ever manifest with any traces of civilization on or below its surface.

None of the animals found within the Infinity Zone that have not been introduced from the outside are even remotely sentient or sapient — no matter how complex or apparently social their behaviors, all the life forms native to the Infinity Zone are little more than biological robots programmed to behave identically to their apparent species.

Other than the initial copy of Earth, the continental configuration and distribution of biomes on the surface of each Terrestrial Zone is completely randomized.

Solar Zones: Each Terrestrial Zone comes with its own independent solar system, which are known as Solar Zones. Without the use of portals, Solar Zones can only be accessed by traveling to it from its corresponding Terrestrial Zone, as moving through orbital space will *not* allow you to transition to other Terrestrial Zones when passing over the prime meridian.

Other than the initial copy of Earth, the planetary configuration of each Solar Zone is randomized with a stable system of planets, moons, and other celestial bodies one might expect to find in solar systems. The star of each Solar Zone is always the perfect size, color, and brightness to support the ecosystems of its corresponding Terrestrial Zone.

Portals: The default method of accessing the Infinity Zone is through portals that can be summoned at will by anyone with permission anywhere inside the Infinity Zone or your Warehouse/Personal Reality. The maximum size of these portals is limited by the available space to form them within your Warehouse or Personal Reality.

When not using these portals to travel to specific previously discovered locations inside the Infinity Zone, they will bring you to a location that best fits the criteria (geography, climate, natural resources, local life forms, relative distance from specific Terrestrial Zones, etc) that the person summoning a portal had in mind when they summoned said portal. If you have teleportation or portal powers of your own (items and tech don't count), you can use them to teleport or open portals to anywhere inside the Infinity Zone you have been before, regardless of range and without needing to be inside your Warehouse or Personal Reality.

Additional Features: You may deploy copies of any Warehouse or Personal Reality facilities and/or attachments into designated locations within the Infinity Zone, although these copied facilities and/or attachments will share the same limits on any resources they generate or otherwise provide with their originals. That is to say, that deploying a copy of a workshop that generates one ton of raw materials per month, will *not* then provide you with two tons of raw materials when copied into the Infinity Zone.

You have an Intellectus that covers everything that was not always a part of the Infinity Zone, including the offspring of any species or individuals that you have introduced from outside that are born there, and things like self replicating artificial constructs like von neumann machines or nanites.

Drawbacks

You can only gain an additional 4000 CP from drawbacks unless otherwise specified. Companions cannot take drawbacks from this document.

Time Extension (+100CP): The duration of the next jump is extended by five years. While this drawback can be taken any number of times, you will only receive Points for the first one thousand years added to your Chain.

Rival (+300CP): A random named character from the canon story/timeline of the next Jump will receive 600 CP worth of perks (no items) from a single setting appropriate origin (complete with discounts) from this Supplement, selected either at random or by your Benefactor. They will receive these perks at the same time you are inserted into the Jump. While the mind and

personality of this rival will remain unchanged, they will never agree to entering a permanent alliance with you, to say nothing of becoming your friend. The best relationship you can realistically hope for with this person is to become a reluctant rival, while it will be quite easy to turn them into an enemy. They are also immune to the social, leadership, and charisma perks of you and your Companions. Despite receiving perks, this rival will not be aware of the Jump Chain or perks and they will not receive any extra intelligence about you or your Companions from this drawback. This drawback can be taken multiple times.

Exclusivity (+400CP): For the next Jump you lose access to all active perks that were not purchased from this activation of this Supplement. You may extend the duration of this drawback for an additional +200 CP for each extra Jump you extend it by.

Shut In (+600CP): Your soul cannot leave your Warehouse or Personal Reality. This drawback can only be taken once per activation of this Supplement.

Weakness (+600CP): For the Jump one random setting specific material (e.g. kryptonite, vibranium, mythril, element zero, etc) becomes your weakness, draining you of your powers until you are reduced to a level of strength and ability comparable to the average human. This effect extends roughly two meters around the material, and will rapidly dissipate once you leave that area until you are returned to full strength. If the setting of a Jump affected by this drawback does not have any notable setting specific materials, or all such materials are exclusive to unique objects, a random rare-earth or radioactive element from the periodic table will be selected instead, in which case at least five hundred grams of the material must be condensed into a single solid object in order for it to affect you. Taking this multiple times extends this drawback's duration by one Jump for each instance of this drawback you take.

Loan (+1000CP): In return for receiving zero starting CP on your next Jump, you receive that CP now. If your next Jump is a Gauntlet or doesn't provide 1000 CP for some reason, this loan will be repaid the next time you activate a Jump that provides 1000 CP as per normal. This may be taken multiple times, in which case this drawback will drain the starting CP from an additional Jump. This does not count against the drawback limit for this Supplement.

Companions & Followers

Companions are backed by CP and are therefore returned to you in a whole and healthy state the following day should they ever die. Companions cannot purchase Companions of their own unless otherwise specified.

Random Companion (100CP): A random named character from a random fictional setting becomes your new Companion. They can pick a single origin from this Supplement and will receive 600 CP to spend on any perks and/or items in this document. While this is indeed random, the selected Companion will never be someone who you would dislike working with or would be inclined to take actions you would violently oppose, and vice versa. This can only be purchased once per activation of this Supplement.

Little Friends (200CP): Your Warehouse or Personal Reality gains a hidden interdimensional passageway to a random set of worlds known to be home to various species of people of diminutive stature. Perhaps you will receive a visit from adventurous **Ewoks**, maybe you will wake up to a **Yordle** raiding your cookie jar, or maybe you will find an **Asura** in your workshop absolutely *disgusted* with your flimsy "robots". After you purchase this you are guaranteed a visit from some new tiny friends sometime in the next Jump, but any further visits will be completely unpredictable.

Your relationship with these little friends is less that of a superior and their subordinates and more of a diplomatic relationship between two governments, and comes with all the possibilities and responsibilities that entails. They will be inclined to listen to you — you *are* a Jumper after all and they know what that says about your competence — but they won't blindly follow your orders or put up with mistreatment, and if you piss them off they might just not show up anymore.

These little friends will only count as followers until you import any of them as a Companion, despite that, should they become permanently lost or die they will be returned to their world of origin unharmed but unable to return until the start of the next Jump. The interdimensional passageway is completely inaccessible to anyone but the little friends, indeed, no matter how hard you or anyone else looks you will never be able to even locate the entrance.

Brain Buddy (400CP): Depending on your chosen origin you will become the host of either an multidimensional alien entity linked to your brain (Metaphysics), an AI housed in a cerebral implant (Technology), a thought-morph (Psionic), or a spirit (Magic). Those with the Fiat origin may pick whichever they like. The origin of your new Brain Buddy will affect their specific inherent abilities and advantages, for example; the alien entity will grant you the effects of a random 200 CP Metaphysics perk from this document for free (but is otherwise locked behind your own senses and has no other abilities), the AI can be used as a brain-computer interface and personal assistant, the thought-morph has a suite of psychic powers and can interact with/maintain/protect your mindscape, and the spirit can use and perceive magic.

Your new tenant will be loyal to you and will never go rogue, become corrupted, or be subverted, so long as you don't mistreat them. They are very happy to live in your head, with all that entails, and are generally uninterested if not outright opposed to leaving it. Should you lose consciousness your Brain Buddy can operate your body for you, with your permission or in an emergency. If they so desire, your Brain Buddy may also manifest an intangible avatar that, by default, only you can see. This avatar cannot interact with the physical world on its own.

While they will share access to all of your perks so long as you are hosting them in your primary body/avatar (i.e. the one with your soul in it), *you* will only share your Brain Buddy's passive perks. Your Brain Buddy cannot take passive perks that only affect physical things, like perks that double their physical strength, or would grant them a biological healing factor, and they cannot take perks for things that require a physical body to work. Your Brain Buddy is restricted to taking Drop-In origins, and origins that will *not* grant them their own body or would otherwise separate them from you. Your Brain Buddy is backed by Jump Fiat to be immune to anything that could be considered harm or remove it from you while you are alive and still their host.

Your Brain Buddy can pick a single origin from this Supplement and will receive 600 CP to spend on any perks they are compatible with in this document. You may import a willing person to become your Brain Buddy. This can be purchased by Companions.

Hyper-Liminal Spider (600CP): Congratulations, you have acquired a very cute new spider friend! In order to properly earn headpats and scritches from her human she has developed the following ~~terrifying~~ useful powers and abilities:

She can rapidly teleport dozens of times per second anywhere they can perceive. She can freely phase through solid objects. She can freely reduce the effective size of her body, with or without affecting her mass. She can track and follow targets she has previously marked no matter where they go. She can form dimensional blades around their fangs and legs that can cut or pierce through anything lacking conceptual or Fiat based defences against such attacks.

She can perceive and travel through nearby parallel dimensions, alternate timelines, and/or **liminal spaces** by interacting with liminal boundaries like reflections, shadows, and/or corners. She can weave webs from her spinneret and/or the tips of their legs that are formed from

various mixtures of liminal spaces and warped spacetime. Depending on the specific mixture, these webs will have wildly different properties and esoteric effects, but the most common types of webs are cutting webs, indestructible webs, time stopping webs, and energy absorption webs. She is inherently immune to all of the effects of her webs.

She can create independent clones of herself that have all of her powers and abilities except for this one. These clones can be reabsorbed by her main body at will or whenever they are killed, fusing them back into a single person, something these clones are perfectly happy to do. Unfortunately, absorbing too many clones in a short period of time will have negative, if temporary, effects on her mental health leading to increasingly impulsive behavior.

If she is ever killed or critically damaged she can regenerate her body by molting. After molting her maximum size will grow roughly twenty percent larger and she will be more resistant to the type of damage that damaged or killed her.

Spider is a complete airhead that absolutely loves headpats, scritches, and food. Warning: spider-puppy eyes are a memetic hazard that completely undermines one's ability to resist her demands for headpats. Hyper-Liminal Spiders can be purchased by Companions. Limit one per purchaser.

Chosen Companion (600CP): You may choose a specific named character from any fictional setting to become your new Companion. This cannot be used to take omnipotent beings (biblical God, Death of the Endless, etc) or apocalyptic end bosses (e.g. Galactus, Darkseid, etc) as a Companion, and it must be at least theoretically possible for your Chosen Companion to accept a *nominally* subordinate relationship with you.

You may choose the specific point in your Chosen Companion's canon timeline from which they will be recruited. If you ever go on a Jump to their setting of origin, they can choose to be inserted at either the same point in their canon timeline you recruited them from, or at the normal start of the Jump. If you have used this to recruit multiple Companions from the same setting and they are being inserted into the Jump at different times, this will never cause alterations in the personal timelines of any of those Companions.

Your Chosen Companion will come with everything they need to survive and use their powers, skills, and other abilities to their fullest potential. This includes things like computer hardware and automated maintenance/manufacturing facilities for AI characters — which will be added to your Warehouse or Personal Reality as their own attachment, an extra-dimensional attachment to your Warehouse or Personal Reality that can house any demons, gods, forces of reality, or extra-dimensional aliens that might be empowering them, or even a source of replenishing setting specific resources they need to use their powers.

Your Chosen Companion may also elect to bring a small number of dependents — children, parents, siblings, significant others, etc — along with them, having them join you as Followers. These dependents can be recruited from any point in your Chosen Companion's timeline so long as it does not take place *after* said Companion's recruitment. These dependents are Fiat backed to return to your Warehouse or Personal Reality in twenty four hours if killed or lost, and will not age past their prime for as long as they remain on your Jumpchain. Any attempts to make these dependent Followers into Companions are contingent on the approval of your Benefactor in order to prevent abuse of this purchase.

Your chosen Companion can pick a single origin from this Supplement and will receive 800 CP to spend on any perks and/or items in this document and 200 CP to spend exclusively on items in this document. This can only be purchased once per activation of this Supplement.

Little Sisters (600CP): At the start of each Jump this perk will create a little sister Companion for you based on a randomly selected character named in that Jump's canon. While these little sisters do not have their progenitor's memories, the broad strokes of their psychology and personal interests will be largely the same, an introverted progenitor will result in an introverted

little sister, a jokester will result in a jokester, and so on. But the most obvious psychological changes between these little sisters and their progenitors will be their love for their eldest sibling and their desire for headpats.

These little sisters will share all of the powers, talents, skills, and expertise of their progenitors, even things like their physical strength will be identical despite the little sister being shorter than their progenitor.

These little sisters are protected by high-level plot armor from having bad things that are inappropriate for children happening to them. Enemies will never try to kill, maim, or otherwise traumatize them. At most they will leave them restrained after defeating them. They can still get killed by things like the planet they are on getting blown up by Death Stars, but, as they are Companions, they will be returned to you whole and undamaged the following day.

These little sisters will only start to age or otherwise grow up when they want to or when remaining a child for so long starts to harm their mental health. Unfortunately growing up means that they will lose the plot armor protection's outlined above.

"And You Get Superpowers!.. And Yo-" (800CP): Any entity with at least a resemblance of sentience (even VIs and pets like dogs and cats) may become Companions should the both of you agree. This is an option that will remain available to anyone who has yet to take it or anyone who joins your Chain in the future. They can pick a single origin from this Supplement and will receive 800 CP to spend on any perks and/or items in this document and 200 CP to spend exclusively on items in this document.

Companion Utility Perks

Warehouse Recruitment (Free): Anyone inside your Warehouse or Personal Reality at End Jump will be brought with you on your Jump Chain as a follower. They may return to their native setting at any time, with just a thought (don't worry no one will accidentally think themselves home). If anyone returns in this way they may not rejoin the Jump unless you take another Jump to their native universe.

Companion Keys (Free): All Companions can open doors or portals to your Warehouse or Personal Reality as though you have purchased keys for them. You may choose to withhold or remove this ability from any number of specific Companions at any time.

Skip Sleep (Free): Companions and Followers may choose to skip a Jump by pressing a "Skip Sleep" button next to their bed in your Warehouse or Personal Reality before going to bed. While they are in Skip Sleep, both they and the bed they are sleeping in becomes time-locked until the end of the Jump. The button cannot be used accidentally.

Freebies (Free): All of your Companions and Followers will receive their own copies of all of the perks you have or will ever receive for free without the use of an origin discount.

Companion Body Mod (50CP): All Companions get access to the same Body Mod Supplement with the same configuration as the Body Mod Supplement you are using.

Companion Origins (100CP): All your Companions may take one Origin and all of its associated freebies each Jump, including the Jump they were recruited on, even if you have not spent Points to add them as Companions that Jump. Companions cannot take Origins that cost Points when taking Origins this way.

Companion Template (100CP): When you spend CP to gain a canon Companion and fail to convince them to join you on your Chain, you will instead receive a unique crystal that contains a Companion Template. This template contains all of the powers, strengths, and weaknesses of

the canon character it was derived from. The crystal containing the Companion Template can be broken by anyone who is not already one of your Companions and doing so will fuse that Companion Template to their very being, granting them all of that canon character's power. This makes the person who broke the crystal a Companion. These crystals cannot be broken accidentally or by anyone who is not both willing and eligible to become a Companion. These crystals will always be returned to your Warehouse or Personal Reality should they ever be lost, stolen, or otherwise rendered inaccessible.

Sharing is Caring (100CP): Companions can choose to share a single perk with one other Companion each Jump in exchange for each of them taking a single drawback from that Jump with a value equal to the purchase price of said shared perk for no CP or other Points. Free perks do not require that anyone take any drawbacks.

Companion Protections (400CP): All your Companions are now also under the effects of all of your defensive perks. Perks that are not purely defensive in nature will only have their defensive aspects applied to your Companions. If you are unsure if a perk will be affected by this, it almost certainly isn't.

Notes