**Generic Multi-Versal Deathbattle**

**By Thaelin**

Your Jump-Chan has had an old, *old*, *OLD* debt called in, requiring them to *lend* you to one of their cousins. Said cousin is collecting individuals from hundreds of millions of alternate universes and timelines and tossing them into Tournament Style Deathbattles with each other, and granting prizes to the winners. The 'death' part of the Deathbattles *does* mean you need to kill your opponent, but the loser is immediately revived unharmed in mind, body, or spirit, as an *observer* until the tournaments are over. Wait, Tournament**s**? Yeah, there are *millions* of them going on simultaneously, each with different contestants from different universes and timelines, each competing to be the respective Champion of *their* Tournament.

During your stay, you'll fight every Monday, then have the rest of the week off to rest, relax, repair, re-equip, heal, practice, and try and find new gear and abilities. Come every Monday, you repeat until the whole tournament is over in a decade, though you *may* end up fighting more often depending on the Drawbacks that you take. You **will** be brought to the Arena at the designated time, teleported there, in order to force your compliance; you will wind up restored to the condition you entered at the end of the fight, so plan accordingly.

So long as you haven't lost or been disqualified, you will receive 250 credits each day as a basic living stipend; 'credits' are the only accepted form of currency in the tournament, so gold coins, dollars, yen, zenni, bottle caps, souls, slaves, favors, powers, or anything else *will not be accepted* at any of the vendors OR allowed between independent parties. You are given a large apartment/small house that you'll need to share with 5 others, but things like food, clothes, medicine, toiletries, upgrades, and the like don't pay for themselves. You are encouraged to bet on the matches when you can find a bookie, and are potentially able to make big bucks if your luck is in. While you can *buy* new gear or *win* it in the Tournament, unless you purchase it from this Jump-Doc the gear *won't* be Fiat backed beyond this Jump, so spend your credits with caution.

**Backgrounds:** You can choose one of the following options, **OR** be a Drop In that gains a 600 Stipend for BOTH the Generic Perk and Generic Item, with a single Discount in each.

**R-66YNot:**

When Lavos emerged, he unleashed not only meteors and radiation, but electronic worms and malware, driving most of your mechanical brethren insane. You were lucky to both be far enough away *and* at an insulated Dome, overseeing the installation of critical machinery, which protected you from all that.

The humans and other robots that were within the Dome could not open it for you without endangering everyone inside, so you set up residence just outside the entrance, to act as a door guard. For the next 300-ish years, you've been hunting down the local mutants and the 'feral' machines, killing the former and stripping the later of all parts and listening to those in the dome slowly go insane, kill one another, and/or starve to death. You had finally resigned yourself to being unable to make any *meaningful* positive changes to the world when a trio of new people waltzed in and awakened you during one of your sleep cycles.

That is how you came to travel with Crono, Lucca, Marle, Frog, Ayla, and Magus to kill Lavos and save time. Along the way, you've picked up several interesting abilities, were willing to try and improve the future, and even went to an Arena outside of Time itself. Then you had your after-Lavos Gate diverted to the Tournament…

**Perks:**

If this is your Background, you get all the following at a 50% Discount and the 100 CP Perk for free.

Precision Targeting 100 CP (Exclusive to **R-66YNot**): You have refined your area-of-effect attacks enough that they now longer threaten what you do not target. So long as you do not specifically target someone or something, your attacks cannot harm them *directly*. Now you can unleash electricity and strike only your foes, spin in place and blast laser without worrying about hitting innocents, and toss explosives around with reckless abandon without any worries!

Evolution through Engineering 200 CP: Despite being a robot, you don't really have a specific 'fixed' form anymore Jumper. Instead, you can add new parts, replace outdated tech, make upgrades, affect repairs, integrate weapons, and graft new armor plating to yourself at will. You

are able to alter your body to your own design and purpose (provided you have the parts, time, and tools), and will have any healing/restorative techniques treat them as part of you. After this Jump, this will apply to any form of biological or cybernetic enhancement applied to your metal *or* meat body. A second purchase allows you to apply these effects to *others* as well as yourself.

Experienced Robot 400 CP: You have reached the 'level cap' of 99, and used enough Tabs to max out your Strength, Magic, and Sped, learned all of Robo's Single Tech's, and gained the Shadow Element affinity. You are at the absolute *peak* of the capabilities offered in your hime universe.

Maker of Miracles 600 CP: You are a Savant in the field of creating Weapons, Armor, and Accessories, with all their inherent, imbued, and added special abilities. On top of that, You can learn new special attributes/enchantments quickly, and can stack them indefinitely on top of one another so long as they aren't *fundamentally* incompatible (an enchantment that makes the user weak to ice and another that makes them immune to it, for example). Any enchantments you know can be imbued into any item with nothing more than your will and magic.

*This does *not* mean you can ignore the need for specific materials or equipment (needing Dreamstone to make a Masamune, means *you need Dreamstone* and can't fudge that), only ensuring you can do so *under the right conditions*.

***Boosted*** Worker of Wonders: You can learn the fundamental cause and effect of any style of enchanting you encounter, allowing you the opportunity to innovate. You are capable of extrapolating from one enchantment and creating a brand new one based off of it (find a fire imbuing enchantment, turn that into a cold imbuing enchantment). Finally, you can create three levels of access on any item you enchant: Open, Limited, and Exclusive. 'Open' means anyone can use it, 'Limited' means you can exclude specific people or entire groups in exchange for making the item at least one order of magnitude more powerful than the Open item, and 'Exclusive' means that only *one* person can use it, with the item becoming two orders of magnitude more powerful than the Limited item.

**Items:**

If this is your Background, you get all the following at a 50% Discount and the 100 CP Item for free.

Robo-Surgery Gear 100 CP: Every *portable* tool that you'd need to repair, dismantle, or upgrade yourself or any other robot. This comes in a handy (and indestructible) leather pouch that no one can touch or open witnout your permission. If these tools or their pouch are somehow lost, stolen, damaged, or destroyed, then it/they will be returned to you the next day.

CTRL+C & CTRL+V Data Needle 200 CP: You gain six (6) of these one-inch long Dreamstone needles with each purchase. They can be painlessly, and without damage, inserted into a targets spine (or equivalent) to copy all of their scientific, mechanical, and magical knowledge. Once that has finished, taking between 48-72 hours, the needle teleports back to you and transfers all the knowledge it has copied to you. Once used, the needle is then useless until the beginning of the next Jump (or ten years, whichever happens first).

End Game Gear 400 CO: You start this Jump with the Dragons Tear accessory (Gives you an 80% Critical Hit Rate), the Apocolypse Arm (deals 9,999 damage on a Critical Hit, and single digit damage otherwise), Regal Plate (second highest physical defense, +10 Stamina, and +10 Magic Defense), and the Master's Crown (boosts all damage dealt by 25%, and grants Status Immunity).

Lab of Wonder 600 CP: This contains *any* and *every* piece of lab equipment you could ever need to advance, repair, enhance, upgrade, or in any other way work with or on the field of robotics. Contains enough Refined Dreamstone and Rainbow Shell parts to make one (1) item of truly *exceptional* quality each year, on top a daily refilling amount of high-quality spare parts that would fill a 55-gallon drum. Any equipment or tool that might grace the labs of Lucca or any of the Sages Balthazar, Melchior, or Gaspar can also be found here.

***Boosted*** Dreamstone Foundry!: Your lab now regenerates any used up Dreamstone, Rainbow Shell, and any *other* special material you provide after twelve hours. Any Weapon, Armor, Accessory, or robotic component that is constructed, repaired, upgraded, or worked on here will gain any three special properties of enchantments offered by any of the Weapons, Armors, or Accessories from any official game in the Chrono Series.

**X-Rock:**

You are Rock Light, middle brother of Blues and Roll Light, and you *decisively* ended the threat of Wily after his 8th invasion. You stopped him by creating *your own* robot army comprised of

thousands of copies of the original 6 Robot Masters, recruiting Dr. Cossak and *his* army of Robot Masters, calling in Duo, sealing off Wily's Skull Fortress behind a teleport interdiction field, and brute-forcing your way in. After cutting off Wily's head, you slapped it into a combination mind-reading and life-support machine, then stripped his brain bare of all his secrets and dismantled his entire operation.

Your father Dr Light, then spent several years managing to upgrade and retrofitting you to be 'X-Capable', while helping to fix the mess left behind by Wily. Then you were approached by someone, with a pitch that intrigued you by the opportunities represented in this Tournament…

**Perks:**

If this is your Background, you get all the following at a 50% Discount and the 100 CP Perk for free.

Imma Charging my Buster! 100 CP (Exclusive to **X-Rock**): Any integrated weapon you have may be charged up, potentially doing up to five times the normal damage after a three second charge time. Any weapon charged in this fashion does NOT use up any additional ammo or energy, due to Fiat backing.

Mega Mobility 200 CP: You have completely and totally internalized ONE (1) of three of the Mega Man series iconic movement abilities, the Slide the Wall Climb, or the Dash. Additional purchases can grant you one (1) of the others; **X-Rock** gets all *three* options for a single purchase.

- Slide: You can at anytime, slide on your side to (slightly) speed up, duck under incoming fire, or gain access to small areas. You are guaranteed to NOT stop sliding until you so wish, until you fall, or you happen to take damage.
- Wall Climb: You can stick to any solid, vertical surface, and slowly slide down it. With a bit of practice and control, you can jump up and back to climb any solid surface with ease.
- Dash: You are capable of reaching full running speed from a dead stop, OR tripling your maximum running speed for 5 seconds each time you use this. Using the Dash does NOT

cause additional fatigue or stress on you, and can be chained together infinitely so long as you have room.

Eye for Weakness 400 CP: You can spot any inherent weakness in a target at a glance, pick apart attack patterns, and even have a rough idea of how much damage (in regard to max health) each attack does. Head shots, joints, indicidual segments of an attack, specific vulnerabilities, all these and more are included. Elemental rock paper scissors has never been easier!

Variable Weapon System 600 CP: Each time you defeat a significant foe, you can copy a *single* key aspect of their abilities, at a slightly reduced level. Each V.W.S. ability gained in this fashion will never have less than 30 maximum shots, and will regenerate its ammo back to full after an 8 hour period. You can have up to 12 such V.W.S. abilities known at any given time; additional significant foes defeated would mean forcing you to choose between *discarding* an already known V.W.S. ability, or *passing* on gaining a new V.W.S. ability. Defeating a fire demon might grant you a flamethrower or explosive attack, a swordsman a powerful slash or stab attack, a weather controller might be a tornado/ice barrage/lightning bolt, things along those lines.

***Boosted*** *Multiple* Variable Weapon System: You can now have up to three V.W.S. ability's active at any given time, there is no longer any limit on the number you can know, and they fully regenerate all ammo/energy expended within 10 minutes. Finally, you start with all the weapons Mega Man Classic would gain after beating all the Robot Masters for his first 8 games, as well as what Mega Man X would gain after finishing his first 4 games.

**Items:**

If this is your Background, you get all the following at a 50% Discount and the 100 CP Item for free.

Mega-X-Buster 100 CP: You can change any and all limbs you have into a focused plasma ejection weapon. A normal shot has the power to vaporize a 2-inch square hole in hardened steel, and a fully charged shot can put an 8-inch square hole in tungsten; a normal, uncharged shot can be fired six times per second, and has a range of 5 kilometers in an Earth-like atmosphere. Unlike the normal Mega-Buster, this version can also apply Imma Charging my Buster! to Variable Weapon Systems if you have all three.

Super E-Tank 200 CP: This coffee cup sized can is able to fully restore all missing health and energy (of all types) *instantly* when used. Once used, it takes 10 days to refill itself. Only you and those you authorize can use this Item, though others can hold and carry it. Each additional purchase doubles the total number of E-Tanks.

Enker Spear 400 CP: You have a non-standard, specialized weapon system that you collected during your escapades before coming here, one from a Robot Master that *hasn't* faded like all the others. This Spear allows the user to siphon the damage they take into an attack, with the Spear enhanced attack dealing 5x to the target as what the user had absorbed. Once the Spears special attack has been activated, all damage within it is expended up and it has to 'build up' more damage before it can be used again; there is no ultimate upper limit to the amount the Module can hold, but *all* contained damage is lost at a rate of 1% every hour until empty. The spear is double ended and collapsable, can attach to either the back or thigh for transport, is indestructible, and can be summoned to your hand at will.

**M**assively **E**nhanced **G**iga **A**rmor 600 CP: A set of highly flexible armor, that reduces all damage you might take by 10%, with one type of energy/elemental damage (selected by you once per day) is reduced by 1/3. All fall damage is *completely* negated while wearing this for you (and everyone and everything you might happen to be carrying). Comes in the colors and style of your choice, but always looks like a spandex bodysuit with a helmet.

***Boosted*** X-Treme Armor: Now all damage you take is reduced by 50%, and once per hour you can select one (1) type of damage to have 90% resistance to. In all other aspects, it functions identically to the Black Armor from Mega Man X4.

**MK-35 Slay-Bot:**

You are the electronic descendant of Willow Rosenberg and Xander Harris. Xander was injured in one of his 'Assist the Slayer' moments, and ended up with crippling spinal-injuries that *should* have sidelined him his entire life. Buffy was relieved her friend could have a normal life, Willow was crushed he would be a paralyzed from the neck down and on life support, and the other Scoobies had a mixed bag of reactions.

Xander, being the super-geek he is, asked if they could whip up a spell to *temporarily* transfer his mind into one of the androids or even *gynoids* they had access to. He pointed out that so

long as he came back to his real body each night, which was already on life support *anyways*, there should be no major problems with doing so. Willow, Tara, and several others decided to look into it in their spare time, hired Andrew and his buddies to build a custom robot body for Xander, and tried it out.

You are the end result of 165 years of experimenting and advancements, a fully realized A.I. loyal to humanity as a whole, dedicated to protecting them from demonic molestation and predation. With all the advances made by a group of dedicated geniuses, inspired spell casters, and some unknowing investment by the Slayers Council, there are now several thousand *teams* of your brothers and sisters operating across the world. You were approached by a representative and told about all the incredible technology and magic on offer, and decided to try and get some for yourself…

**Perks:**

If this is your Background, you get the following at a 50% Discount and the 100 CP Perk for free.

Experienced Demon-Slayer 100 CP (Exclusive to **MK-35 Slay-Bot**): You have the memories of nearly two centuries of fighting and slaying monsters of all types, allowing you to swiftly and accurately remember any weaknesses said foes have and tactics they are likely to use. This ability automatically updates at the start of each Jump, or decade if that comes first, granting you a similar level of skill against a single broad type of foe for each purchase (Vampires, Demons, Trolls, Mummies, Giants, etc.).

Dabbler in Alchemy 200 CP: You have a natural talent for making alchemical mixtures. You can add several purely mundane items together to create literally magical effects. You start off knowing how to create a Bone-Knitting Lotion, a Cut-Closing Balm, a Blood-Restoring Draft, and a Hair-Growing Gel. As you gain more experience with your brewing, encounter more potions, and push your limits, you will gain more knowledge of what you can do, the skills to do so, and the ability to create proportionally larger batches.

Synthetic Slayer -Spirit Spreader 400 CO: Whenever a supernatural entity dies within a 100 foot radius of you or is directly killed by you, you take in all of the spilled spiritual energies (purifying it of anything demonic, devilish, corrupting, or in any ways harmful), and use it charge up an

internal ‘spiritual battery’. Once that ‘battery’ gets filled up, you can grant any person (male OR female) that you touch a copy of the Slayer Spirit, with all of the benefits and drawbacks that would imply. This Synthetic Slayer-Spirit CAN be stacked on top of itself, but when the wielder dies each individual Synthetic Slayer-Spirit will go flitting off to find a different host.

- Creating a Synthetic Slayer-Spirit takes massive amounts of spiritual energy, on the order of millions of normal humans, thousands of fledgling vampires, hundreds of normal vampires, or scores of Master Vampires. There is no maximum upper limit on the number of unused Synthetic Slayer-Spirits that your battery can contain. One Synthetic Slayer-Spirit is imbued into the purchaser when this is selected, *and* they start with a full ‘battery’ at the start of each Jump.

Technopathy 600 CP: You are able to sense, interface with, and control other non-sentient machines of all type’s and sizes within a 500-foot radius centered on yourself. This ability is silent and just as easy as talking, but *will* leave traces behind if you change anything (identical to what would have been left behind if you tried hacking into or physically compromising the system). You can *speak* to sentient machines just as easily, but are unable to *compell* them to do anything with this ability.

***Boosted*** Hive Mind: Now your ability to sense, interface with, and control machines is massively boosted, starting out at a 5-mile radius sphere centered on yourself. The more you try and ‘push’ your reach, the farther you can go with no upper limit. You can interface with and control an infinite number of machines within your radius, but only if they are designed for remote access/control. If your ‘main body’ is destroyed, you will automatically switch into any compatible body, and all Perks and abilities will transfer over along with your mind and soul.

**Items:**

If this is your Background, you get all the following at a 50% Discount and the 100 CP Item for free.

Anti-Possession and Demon Proofing Symbol 100 CP: A universally applicable Symbol that when put onto any physical object, it will passively prevent *any* form of possession, and will actively repel demonic, devilish, or malign spiritual entities (choose the design of the Symbol when purchasing this). For living beings, this can be a tattoo, brand, or deliberately inflicted scar; in clothing it can be a specific pattern in the stitching; in machinery a type of engraving,

enameling, or paint-job; no matter what form the Symbol takes, this kit *cannot* inflict any permanent, crippling, or unwanted damage on the recipient.

Slayer Kit 200 CP: Two dozen stakes, one gallon of Pope-Water in easily thrown vials and/water balloons, 6 silvered knives, 30 communion wafers, a pouch of sanctified, blessed, *and* Kosher salt (enough to make a one inch thick, ten foot diameter circle), $5,000 in untraceable clean cash, and an untraceable 'burner' cell. All of this replenishes daily if lost, destroyed, used up, given away, or sold.

- Pope Water is identical in all ways to regular holy water save three. Firstly, it stays Consecrated and holy permanently *unless* it is *specifically* contaminated or compromised. Secondly if you add any smaller amount of standard water to Pope Wayer, the Pope Water will instantly convert the regular water into more Pope Water, allowing you to 'breed up' a large stockpile of it. Thirdly is the fact that Pope Water is at least a full magnitude more effective and damaging against demons, devils, and undead.

Divine Peach Grove 400 CO: A breeding sanctuary of a uniquely useful wood for vampire hunters, in a square Warehouse Attachment measuring 50 miles on a side. Divine Peach trees grow as fast as bamboo, they can be alchemically treated to be as durable and able to be sharpened like steel, it absorbs and retains holy water like a sponge, and it can strike all forms of demon, devil, undead, or spirit and damage them as if they were a normal mortal. It also bears delicious fruits all year round (even in the depths of the bitterest winter), fruits that always have whatever needed nutrition that the consumer needs to survive.

- This purchase comes with a cadre of Follower caretakers, the instructions needed to properly work the wood, and the alchemical formula for altering the harvested wood. If the Grove is damaged/depleted/destroyed/harvested from, it will be fully repaired or replaced at the beginning of the next Jump (or after one decade has passed, whichever comes first).

Slayers Scythe 600 CP: A unique weapon, combining aspects of a wooden stake/spear on one end, and a lochabar axe on the other, it is perfectly balanced to your hand, never breaks or dulls, cannot be used against you or yours, and it increases the efficacy of all your magical and psionic abilities by an order of magnitude when used as a focus.

***Boosted*** Ascended Scythe: your Slayers Scythe has been heavily consecrated, meaning any wounds it inflicts on demonic, devilish, or undead foes *do* ***not heal***. Any demonic, devilish, or

undead foe struck by your Slayers Scythe is treated is if they were a normal mortal, and if the targets physical body/shell/avatar dies from a wound inflicted by this weapon, it is unbreakably bound to not interact or interfere with the mortal realm for 1,000 years *after* your death *or* departure from that universe.

**Ghostbuster Johnny-5:**

In NYC, the Ghostbusters had an odd job come walking through their wall, a ghost asking them for help in 'Busting *another* ghost. Benjamin Netinyarhi had walked for most of a year to find them, to avenge his death, the death of his friends, his friends children, and to rescue an innocent. See, the bastard love-child of a Gremlin and a Poltergeist stumbled across the ranch-house that Newton and Stephanie Crosby were living in.

The Gremli-Geist could affect organic matter, but only to violently rip it asunder, and targeted the Crosby family. Johnny 5 was the single survivor, but *only* managed that by fleeing into a hidden safe-room. His own internal power supply, the generators he had access to, and the vehicles he could reach were insufficient to reach any *other* inhabited area, so he was stuck where he was.

Benjamin and the 'Busters snuck in, rescued J5, and captured the Gremli-Geist. Benjamin gave them the bank account information he had promised, said goodbye to J5, and passed on to the next life. J5 decided to go with the 'Busters, partially because he had nowhere else to go, partially as thanks for keeping him from slowly going insane, and partially to prevent others from suffering through what happened to his family. While working with them, he helped to streamline their technology, fortify their base, refine their operating procedures, acquire competent help for Janine, and actively acted to rehabilitate several of the ghosts in the Main Trap. He was told, when approached about the tournament, that there *might* be ways for him to resurrect his friends…

**Perks:**

If this is your Background, you get all the following at a 50% Discount and the 100 CP Perk for free.

Need Input! 100 CP: You have a mind *designed* for the retention of and long-term storage of massive amounts of data. You can *always* pull up any pertinent information you know instantly, you have perfect indexing of information, and you *cannot* be forced to forget anything *or* have your memories changed against your will.

Multi-Target Tracker 200 CP: A side effect of your military grade sensor package and programming, is an integral ability to track an infinite amount of targets at once. No matter the number of your foes, you will always be able to differentiate between individuals and track specific people without flaw. The only limits are the acuity of your sensors and their reach.

'That's *His Majesty* the Robot' to you, buddy 400 CO: You have the skill, training, natural charisma, and experience to lead a sizable nation. You gain the knowledge to properly lead and govern all lands and peoples who come under your control. This ability will scale to match the size of any new lands and peoples you acquire, swiftly expanding to cover them equally.

Smarts of Spengler, Crosby, and Netinyarhi 600 CP: You have received in depth training from three geniuses and it *shows*. From Egon Spengler you learned how to safely create experimental cutting-edge technology, that will never fail in such a way as to be a danger to yourself or others, simply fail to work. From Newton Crosby, you've gained advanced programming skills and great insight into the workings of computers, greatly boosting your ability to write programs, defend your own systems while attacking others, and the seeds needed to create full A.I. with time. From Benjamin Netinyarhi, you've learned how to create streamlined and efficient robotics products, letting you design powerful, robust, and yet compact designs with no extra components or unneeded matériels.

***Boosted*** Overflowing Intellect: Your mind is a thing of beautiful elegance, and a treasure beyond measure. You now think 10K times faster than before, specialized for quickly reverse engineering any form of new technology, as well as identifying *and* eliminating any weaknesses in said technology with the same speed and ease. With all of that added up, you can now push technology forward by *multiple* decades every year, if you put your mind towards that goal.

**Items:**

If this is your Background, you get all the following at a 50% Discount and the 100 CP Item for free.

An Ectoplasm-Powered Heart 100 CP (Exclusive to **Ghostbuster Johnny-5**): Your new heart provides you with a formidable amount of raw power that can be easily tapped into. Any built-in or integrated *energy* weapons you have are able to attack twice as fast, deal twice as much damage as they normally would, have twice the accurate range, and neither they nor you *can* ever run out of power.

Upgraded Anti-Ghost Gear 200 CP: A proton-pack with three independently firing neutrino-wands that cannot overheat or misfire, a positively-charged slime thrower that refreshes as fast as it depletes, the full spectrum of spiritual sensors, and three empty (and unbreakable) ghost traps. The neutrino-wands default to having one mounted on top of each forearm, and one in an over-the-shoulder mount.

Body by N.O.V.A. 400 CO: You have the body of a somewhat human-ish robot. It has a head, two arms, a torso, and tank-style treads instead of legs. You have a steerable parachute installed on your back, along with an anti-armor laser housed inside an over-the-shoulder mount, and a series of lock picks and multi-tools installed in a hip-mounted manipulator/pseudo-arm. In any Jump you go to this body will be made out of state-of-the-art military hardware, is capable of withstanding several direct hits with anti-armor weaponry, and will never tire so long as it has power.

- If combined with Upgraded Anti-Ghost Gear, the anti-tank laser is kept and able to be fired independently.

The Blade of Kings and Avalon 600 CP: Excalibur, the Blade of Kings, bestows the following boons to the wielder:

- Its blows cannot fail to strike true
- It will instantly and cleanly strike through all obstructions
- It grants perpetually clear and unobstructed sight in all situations
- It will always return to the scabbard upon the breaking of the dawn.

The scabbard, also known as Avalon, grants the following boons:

- It halts the users aging
- It keeps the user from catching/being affected by/passing on any form of poison/toxin/disease
- It prevents any form of unwanted blood loss
- It eliminates all forms of fatigue
- It ensures that no blade drawn from it can ever dull or break
- It cannot be removed from you without your consent.

Neither The Blade of Kings nor Avalon can be wielded without your permission, and will sear any entity that dares to try.

***Boosted*** And the lands to go with it: You now have a Late Bronze Age-Early Iron Age Kingdom or Queendom, roughly the combined size of the British Isles *and* Australia. The inhabitants will obey you, your representatives, your decrees, and are enthusiastic about the changes you might bring; any new sophonts born or built in your territory can gain this obedience and enthusiasm as well if you so wish. They live in a land rich in natural resources, from high quality minerals, coal, wood, various forms of plant and animal life and more, which all gets replaced at the beginning of each Jump (or decade if that comes first). Any other properties that are imported into this one will see all these abilities spread into the new.

**Pretty Penny Polendina:**

Instead of her cannon introduction, she was revealed to the top Atlas brass by her father, and they were less than impressed with her. Things like “waste of resources”, “cost inefficiency”, and “perverted abomination against nature” were all thrown around, and then the order was given for her to be scrapped. She was in shock, and her father tried to bundle her away, only to be seized by the Atlas Military Police, causing her to try and ‘rescue’ him.

During the struggle, not only was her father killed, but so were all of the MP’s and most of the top brass. Not only was she denied acknowledgment of her personhood, but she was arbitrarily deemed a collaborator with the Grimm by the survivors, and orders to kill her on sight were issued. No going to Beacon, no meeting Team RWBY, no getting friends, just hiding out in various parts of the wastelands, avoiding human, faunus, and Grimm alike. Then one day she ends up meeting someone who *doesn’t* attack her on sight, someone who is *kind* to her, and

*friendly*, someone who offers her the chance to make new friends, and all she has to do is agree to participate in a little game…

**Perks:**

If this is your Background, you get all the following at a 50% Discount and the 100 CP Perk for free.

Warrior who prowls the dark to vanquish evil, I illuminate your path and Ignite your Soul 100 CP: You have had your Aura unlocked, granting you the basic set everybody has access to, enhanced speed and strength, the possibility of developing a Semblance, knowledge of how to infuse your Aura into weapons, a skin-tight forcefield, and the ability to awaken Aura in others.

Aura runs off of a pool of internal energy, and once it is depleted all the above abilities vanish until the pool *completely* refills. The time it takes for someone's pool to refill enough for them to use their Aura again takes between three and ten days depending on how fast their ability to recharge is.

A Person is a *Person* is a ***Person***, dammit! 200 CP: From now on Jumper, things like ethnicity, religion, sexuality, political orientation, origins, and presence/absence/type of super-powers do *not ever* factor into how others treat you. Instead, they focus on the actions they know you have taken, the company you keep, and how you treat others. If purchased a second time, this can be applied to any children/creations you currently have or *will* have in the future.

Synthetic Soul, Special Semblances 400 CP: You have unlocked your own Semblance, an extension of your Aura, a core facet of your personality and true self given a manifest form. Whatever it is, when someone sees your Semblance they will always acknowledge that it fits you. Your Semblance, if properly used, will always be as game changing as Super Saiyan was in the Dragon Ball Universe when it was first unveiled.

- This could be like Ruby's 'extreme speed and sakura petals', Blake's 'Clone and teleport', Yangs's 'absorb damage and explode', or something similar in power and versatility.

Aura Master 600 CP: You are able to treat your Aura like a muscle, meaning the more you use it the stronger it will grow. There are *seven* areas you can improve in, which are are follows:

- Amount refers to the maximum amount of Aura you have available for use.
- Regeneration refers to how quickly your Aura can be recharged after it is used.
- Efficiency refers to how much Aura is needed to do any specific task.
- Reactivity refers to how quickly and easily you can manipulate your Aura and Semblance when under pressure or surprised.
- Range refers to how far you can effectively project your Aura and Semblance while still maintaining control.
- Space refers to the amount of area your Aura and Semblance can be easily projected into.
- Finesse refers to the level of fine control you have when using your Aura and Semblance.

Each person is slightly different, so no one single way of improving will always be right, and there *is* an ultimate limit (though quite high) on how far any person can push their Semblance in any one area.

**Boosted:** Improvement Booster: Your Aura grows in explosive leaps and massive bounds, and now has no ultimate ceiling on how high it can grow. You no longer need to worry about losing control of your Aura enhanced abilities, as you will only use as much as you *actually* want and no more. Any Aura you expend will be replaced within an hour, no matter how much you ultimately have.

**Items:**

If this is your Background, you get all the following at a 50% Discount and the 100 CP Item for free.

Mecha-Shift Weapons 100 CP (Exclusive to **Pretty Penny Polendina**): You have a set of weaponry that utilizes Dust, enhancing all their capabilities and stats, while also making them highly effective at killing ONE type of enemy (chosen at the beginning of each Jump or decade, unless selected otherwise it automatically defaults to Grimm), cleaving through all armor and resistances to reach the weak-points. Each Mecha-Shift Weapon can change from a melee weapon to a ranged weapon in a split second, allowing for *excellent* tactical flexibility. If it/they are ever lost, damaged, or broken, you will receive a replacement 24 hours later that includes any improvements and upgrades that you may have made.

Dust Reserves 200 CP: You receive a compliment of five full reloads for any Mecha-Shift Weapons you may have each day. Each additional purchase of this will double the amount of reloads you receive. If you do *not* have a Mecha-Shift Weapon, you will gain a similar amount of reloads-worth of refined Dust.

Built of BLANK-Immune Components 400 CP: Your body is made out of specialized components, components that are completely unaffected by *one* specific type of energy or damage. By default, this energy/damage is designated as 'electromagnetism', but it can be changed at the beginning of each Jump (or decade if that comes first).

Aura Trainer 600 CP: A *very* comfortable recliner inside an egg shaped pod, designed to push your Aura and Semblance growth to the limit. While this will never *break* your Aura, it *will* be exhausting and fairly painful, but will let you increase all 7 of your Aura abilities by 10% after each 8-hour day spent within until you reach your peak.

**Boosted:** Semblance Sculptor: This modification lets you *change* what your Semblance is and how it works. Since you are changing the fundamental base of yourself, it will be exceptionally painful, with the bigger the changes the more painful it is and longer the changes takes to happen.

**Bunny Rabbot-Prower:**

You are one of the leaders of the Freedom Fighters after Sonic and Sally were killed by Eggman in the opening days. You ensured you were fully Robotized by Tails *and* completely reprogrammed, so the FF would have both a powerhouse and a rallying point. Eventually you managed to escape to a new planet away from Mobius, whereupon you were De-Robotized and set about establishing new colonies across New Mobius.

Deciding you actually *liked* what you had, you willingly underwent full re-Robotization to be the protector of New Knothole once again. When you were approached for the Tournament the power you could earn was not something you sought for yourself, but for the people you'd be returning to, *that* was another story *entirely*…

**Perks:**

If this is your Background, you get all the following a 50% Discount and the 100 CP Perk for free.

Robian Raider 100 CP: You have the base abilities of an exceptional Mobian. You have a multi-hour sustained jogging speed of mach 1, you are capable of casually lifting and throwing up to 15 tons, and are able to absorb blows that would turn a normal human being into soup-with-bone-chunks. You are also half the size of a human, and are physically an anthropomorphized animal of your choice (choose at the start of each Jump or decade).

Metal and Meat, Meat and Metal, it's all the same 200 CP: You have spent a goodly portion of your life as both a Robian *and* as a Mobian, letting you figure out most of the similarities between the two. *Now* it doesn't matter if something is meat or metal, you can use your knowledge of one to affect the other. The greater your knowledge about machinery, the better you can work on living bodies and vice-a-versa. So knowing how to perform a heart transplant could let you replace an engine, knowing how to repair a CPU could let you do brain surgery, things along those lines. Conversely, knowing how to *incapacitate* or *damage* machinery would translate into similar knowledge on living bodies and vice-versa.

Explosive Overclocking 400 CP: Kaio-Ken! Oops, wrong series. You are able to turbocharge your physical abilities, granting yourself up to a 5x multiplier for a period of several minutes. Be warned that this is only meant to be used in short bursts, as heavy or prolonged use *will* damage you (possibly even permanently cripple or kill you). The more robust and durable your body and components are, the longer you can maintain Overclocking and the higher you can push the multiplier.

Specialized Components 600 CP: For ONE (1) hour each day, you can choose to activate specialized components that will have one of two effects.

- **Cobalt Crusader:** These components grant you exceptional speed, agility, traction, and endurance. You'll be the equal to Archie Comics Sonic the Hedgehog in every way, save for being able to use Chaos Control and his Super/Ultra forms.

OR

- **Crimson Crusher:** These components grant you exceptional strength, durability, and endurance. You'll be the equal to Archie Comics Knuckles the Echidna in every way, save for his connection to the Master Emerald.

***Boosted:** Combined Components: You can now have the best of both worlds, the speed and agility of the **Cobalt Crusader**, and the strength and durability of the **Crimson Crusher**, combined into the **Purple Powerhouse**. If you find a complete set of Chaos Emeralds, you can even go Super Jumper for five (5) minutes.

**Items:**

If this is your Background, you get all the following at a 50% Discount and the 100 CP Item for free.

Duranium Plating 100 CP (Exclusive to **Bunny Rabbot-Prower**): Tails Prower worries about you, so he made you this formula for an incredibly potent alloy. Its an exceptionally durable metal that doesn't increase your weight at all. No matter how strong you are now or later become, these plates will always be able to nullify damage equal to *twice* your offensive output. You gain enough to build/refit an entire robotic body your size each Jump, and the schematics needed for creating more Duranium Plating.

Forcefield Onion 200 CP: You have managed to cobble together a device that has the Mass Effect, Star Trek, Star Wars, and Mjolnir MKVIII shields (in progressing order of closeness) surrounding you in a bubble about 2 feet beyond the maximum reach of your arms and legs. These various shields are layered independently of each other, they are tuned so that they don't interfere with each other, they will allow any attack *you* make to pass through them without issue, and each will automatically recharge within 10 seconds of being depleted. If you find other scientific based shields, they can be integrated into this system with remarkable ease.

Freedom Fighters Kit 400 CP: Fighting an evil genius hell bent on dominating the world and turning everyone on it into mindlessly obedient robots means having a collection of weapons to fight *with*. You will receive the following weapons, and the schematics to make more/upgrade them:

- Hard-Light Kukri: This cutting short sword, modeled after the weapon of the Gurkas, is basically a handle that projects a cutting edge that is a Hard-Light and Plasma sandwich.

The outer blade is a forcefield with length and depth but no width, with an inner core of energized plasma that can be vented through channels in the Hard-Light layer, giving this blade the ability to cut through most anything as well as burn/melt it. The handle has a powerful battery within it, but it can only hold 30 minutes worth of use before needing to be recharged or replaced. Comes with both under-the-arm- and hip-holsters.

- Coil Gun: Having an up-close weapon is great, but being able to eliminate enemies at a distance is *also* a good idea. This large pistol uses overpowered gravitic focusing rings to rapidly accelerate a kinetic slug to the target. Each slug is a cylinder two inches long, half an inch thick, and is propelled at 5,000 yards a second, comes in a magazine of 12, and are carbon coated to prevent melting from atmospheric resistance. Each day you have 6 magazines that respawn fully loaded. Comes with both under-the-arm- and hip-holsters.
- Shaped Charges: You have 3 of these coaster sized explosives that can stick to any solid surface, be detonated by remote command, and have a payload that can be set to be between a bottle rocket or 1 metric ton of TNT. Since these *are* Shaped Charges, you can direct the blasts in any (combination of) direction(s) you wish mentally. Each expended Shaped Charge will respawn 8 hours after use.
- Disrupter Grenades: Pseudo-EMP's, that are able to temporarily disable and scramble all *targeted* machinery and computer systems. Each of these 6 soda-can sized Grenades is able to affect an area up to a 25 foot radius, but will only affect the targets you designate. All used, lost, damaged, or destroyed Grenades will be replenished within 2 hours, and come with a bandolier to carry them in.

Chaos-Amulet 600 CP: You have the tiniest *fragment*s of one of the destroyed Chaos Emeralds on you, barely the size of a grain of sand, locked away in twelve pieces of power-enhanced jewelry. Those fragments makes it so you are Embodied Chaos to things like Destiny, Prophecy, Foresight, Precognition, predictive algorithms, and even personal experience. Anything you do, anywhere you are, what you might be saying, cannot be foreseen or protected against, as everyone/-thing fails to predict what you are going to do, instead seeing/predicting things that are *possible* but *wrong*. These Amulets can take the shape of any piece of jewelry (ring, necklace, piercing, bracelet, etc.), but cannot be stolen, damaged, snagged, or grabbed by any form of outside force. You start this Jump wearing one of these Amulets, and have eleven extras that can be distributed to others as you wish.

***Boosted:** Chaos-Reactor: You have a power generator with a large-ish chunk of a Chaos Emerald, nearly a *tenth* the size of a dime! This generator will provide all the effects of the Chaos-Amulet to any property you own that it is installed into, *and* to anyone within its grounds.

The Chaos-Reactor will also provide guaranteed sufficient power to run the entire property in perpetuity, only it cannot be destroyed, it cannot be removed by anyone you don't designate, it produces no pollution or radiation, and it is the size of a 1-Liter soda. Once a Jump, or decade if that comes first, every Chaos-Reactor will be able to spontaneously double *either* itself *or* the set of Chaos-Amulets.

**Generic Perks:**

Having Inserted *after* surviving the preliminary round of fights, your bets on yourself have earned you a 1,600 CP Stipend to spend in this section **only**.

Minor Magical Knowledge 50 CP: Each purchase of this grants you any 2 Cantrips from the 5th Edition of Dungeons and Dragons (selected from *both* the 2014 and 2024 versions). These Cantrips do NOT increase in power or damage, perpetually staying at level 1 ability unless you gain 5E D&D Class (in which case they progress as normal).

- Each additional purchase will add 2 more Cantrips to the amount known per purchase.

Altered Entry Time 50 CP: This Perk will allow you to start any Jump *after* this one up to 5 years earlier or later, with each additional purchase increasing the time by potentially up to an additional 5 years.

Altered Exit Time 50 CP: This Perk will allow you to extend your stay in every Jump *after* this one by up to five years, with each additional purchase extending the exit period by up to another five years. Once you have reached the 'original' exit time, you can end the Jump whenever you wish if things get boring (or dangerous, or whatever) with but a thought.

Bardic Performance 50 CP: For the base cost you can project your voice like you have a concert grade speaker for a throat, allowing you to be clearly heard in a 500 foot radius. You can have your voice cut through the din of battle and other peoples voices with ease, but only be discernible to those you wish, allowing you to send orders and messages with assurance that no one unwanted can hear or intercept them.

- One man Band 50 CP : Now you can include music and backing vocals for any songs you want to sing, even being able to perfectly remix the beat and alter the lyrics on the fly.
- Theme-Song Power-up 50 cp: Any ally who can hear your voice or music gains 10% of your strength, stamina, speed, durability, and agility as long as they are within your range. This will stack up to five times, granting any allies 50% of your wombat prowess.
- Terrifying Presence 50 CP: Any enemy who can hear your voice or music has 10% of their strength, stamina, speed, durability, and agility drained from them as long as they are within your range. This will stack up to five times, draining from any foes 50% of your strength, stamina, speed, durability, and agility.
- Extended Range 50 CP: Each purchase of this doubles how far your voice and/or music can be heard.

**E**xperience **G**athering, **A**mplification, and **D**istillation **S**ystem (Variable) CP: The E.G.A.D.S. is a synthesized knock-off of the learning speed's demonstrated by both Cultivator's and Exalted's. You have chosen to be one of the first users of the commercially available version, enjoy!

- 50 CP: The E.G.A.D.S. grants you a 10x multiplier speed on all forms of learning, training, and EXP gains you make, from any and all sources.
    - 100 CP: The E.G.A.D.S. gives you a 100x boost following the same rules as the **50 CP** level.
        - 150 CP: The E.G.A.D.S. The gives you a 1,000x times boost following the same rules as the previous version.
- 100 CP: You can share the various levels of purchased E.G.A.D.S. boost with anyone studying, working, or fighting directly alongside you.

Whats a 'toilet' anyways? 50 CP: All forms of waste and/or pollution that any body you inhabit produces is utterly purified into harmless bio-matter and teleported to where it can do the most good. Dead skin, loose hairs, bodily odors, sweat, urine, excrement, flatulence, and everything else *not* mentioned all now a thing of the past. If you so wish, you can choose to produce any waste products/pollution again at will.

- Slow Spread 50 CP: You can grant up to 5 people each day a copy of the base Perk through physical contact. Each additional purchase will double the maximum amount of people you can bestow this on each day.

- Ranged Infection 50 CP: You can grant the base Perk to anyone you can see/sense unaided.
- Divert the Tide 50 CP: You can now reduce the entirety of a woman's menstrual cycle to nothing, just as with all the other waste products.
- Rapid Inducement 50 CP: You can grant a copy of the base Perk with as many purchased Modifiers other than this one to as you wish to any target.

Retroactive Law 50 CP: Each purchase of this allows you to design and pass a single Law or Rule for every future Jump you go to, for a single country, government, or faction. The Law or Rule cannot be something that violates human rights, or the American Constitution and its Amendments, and *must* be physically possible for those it targets. The Law or Rule can be applied on the city, state, or federal level as desired, but once it is chosen it cannot be changed until the start if the next Jump, or a decade passes if that comes first.

Dedicated Domesticator 50 CP: You have obscene skill in training and teaching domesticated (or close enough) animals. Dogs (including wolves, coyotes, dingos, hyenas, and foxes), small cats (including housecat, bobcat, cougars, mountain lions, pumas, and cheetahs), and equines (including horses, zebras, donkeys, ponies, and mules) can all be trained by you in a mere two weeks to the utmost limit of their species. Not only will this training of yours stick, but can be passed down from generation to generation, completely altering the base instincts of those affected. Any animal among those three groups (at least those NOT desperate, drugged, or diseased) will automatically see you as 'first among equals' at worst and their obvious, rightful leader at best, and will be willing follow your lead, making you virtually immune to attacks or molestation by them.

- Warmblooded Friends 50 CP: You can apply ALL aspects of the base Perk to every type of land-dwelling mammals and mammal adjacent animals you encounter.
- Coldblooded Friends 50 CP: You can apply ALL aspects of the base Perk to every type of snakes, frogs, lizards, and all other amphibian/reptile adjacent animals you encounter.
- Avian Friends 50 CP: You can apply ALL aspects of the base Perk to every type of bird and bird adjacent animal you encounter.
- Aquatic Friends 50 CP: You can apply ALL aspects of the base Perk to every type of aquatic animal and sea-life adjacent animals you encounter.

- Crawly Friends 50 CP: You can apply ALL aspects of the base Perk to every type of lifeforms that aren't closely adjacent to any of the previous options that you encounter, such as insects, arachnids, slugs, worms, snails, and the like.
- Friend Ascender 50 CP: You can cause any animal that falls into any category you have purchased to awaken to full human level intelligence, reasoning, and speech. This will NOT on its own change their bodies, leaving them an intelligent person in the body of a feral animal.
    - Friends on Two Legs 50 CP: You can now cause any target of Friend Ascender to become more and more humanlike, including fully human level intellect and speech capacity. Whether or not you choose to stop at the 'Bugs Bunny' stage, progress to 'humans with animal ears and tails', make them totally indistinguishable from 'normal' humans, completely feral, or something else is entirely up to you.
- Friend Crosser 50 CO: You are able to create Chimeras by breeding those animals you have trained. You WILL have complete control over which aspects, body parts, and instincts are passed on. If you want a flying cat or a shark with arms, this will allow that.

If a Friend falls into more than one category and you have at least one category purchased, you can apply the full potential of this Perk you do not need to cover all the categories.

Limited Omniglot 50 CP: Each purchase of this Perk allows you at the start of each Jump to select any 5 languages found in any Jump you are in, or have previously been to, and become completely fluent in reading, writing, speaking, and understanding it as if you were a native speaker. At the start of each Jump, you can choose to forget any of the languages this grants you in exchange for another. This DOES include explicitly magical or secret languages, if those are available.

When purchase isn't ownership, then piracy isn't theft 50 CP: Now in every Jump/universe you go to, if the holder to an Intellectual Property, Copyright, Trademark, or Patent makes no widespread commercial use of said Intellectual Property, Copyright, Trademark, or Patent for 10 years, then it is released open source to the public. There will also be no Loot Boxes, no Micro-transactions, no overly expensive platforms OR games, and no discontinuing of services or servers.

- Fan Content Forever! 50 CP: Now, anyone can release *their* version/mod of any Intellectual Property, Copyright, Trademark, or Patent without running into legal trouble, at least so long as they don't accept money for *their* version.

Item Integration 100 CP: You can take up to three man-portable weapon systems, sensors, armors/defenses, or propulsion systems chosen at the start of each Jump, and have them seamlessly integrated into your body *without* counting against any limiting factors you might have. If the integrated item in question is damaged, runs out of energy, or expends all its ammunition, you can divert some of your own energy into it to bring it back to a 'pristine' state (the more powerful and complicated the item is, the longer it will take and the more power it will require). All integrated items are *fully* concealed in your body until extended/extruded for use. Can be purchased as many times as you wish.

Personal Space 100 CP: You've purchased your very own, personal, pocket dimension that's hidden away from all observation and access by others. You have the equivalent of a cube that has one (1) mile on each side worth of storage capacity. Anything placed within your Personal Space is kept suspended in time, so food doesn't spoil, active time-bombs won't detonate, and frozen objects stay frozen as long as they are in there. The four limitations of this Perk are 1) you must physically touch what you wish to put into storage, 2) you cannot put anything *alive* into storage, 3) this does *not* come with a list or inventory of what is stored within it, and 4) this Perk does NOT grant you resistance or immunity to any damage something you are trying to store might do to you (grabbing a 'handful' of molten metal *will* injure you if you don't have the appropriate immunities).

- Increased Space 50 CP: Your storage space has been increased to a *ten* (10) mile cube. Additional purchases will each add an additional decimal point to the size of the cube**.**
- Invasive Space 50 CP: You can grant one person per week their own copy of your Personal Space, plus any other purchased Modifiers you wish to give them.
    - Kudzu Space 50 CP: People that you use Invasive Space on are now able to grant Invasive Space *and* Increased Space (if applicable) as well.
- Running Inventory 50 CP: You are able to keep a flawless and perfect running tally of not only what is *currently* in your Space, but *everything* that that has ever been in your Space. Now, nothing short of a Drawback or other Benefactor intervention will be able to prevent you from recalling what you have stored.

- Distant Entrance 50 CP: You now no longer need to *touch* things to be able to place them into your Space, you just need to both be within 100 yards of them and be aware of the thing in question.
- Life Safe 50 CP: You can now safely store and remove living things in your Space, though they are also kept suspended in time while they are in there. You can also choose to sterilize objects by leaving behind all the bacteria, viruses, germs, and other contaminants on them when putting them into your Space.

Anything kept in a Space when the owner dies will be randomly, but *harmlessly*, distributed across an area 1,000x larger than the volume of the Space.

The Camera LOVES Me 100 CP: You have epic, legendary even, levels of talent and acting chops. You alone could elevate the cheesiest, cheapest, most hackneyed, cliche ridden schlock-fest into the highest possible cinema, even if you are in it for only a few minutes in a single scene. You never forget your lines, miss a mark or cue, never accidentally have your face out of frame or *in* frame, or give anything less than a 100% completely believable performance. These effects can be applied to a *single* film category per purchase as taken from the following list: Action and Adventure, Comedy, Crime, Drama, Fantasy, Horror, Musical, Mystery, Romance, Sci-Fi, Thriller, Western, Documentary, and War.

Conjure Food and Conjure Water 100 CP: You have been gifted arcane knowledge, allowing you to turn any of your magical energies into nourishing food and drink. This will start off as simple slices of bread and water, but will progressively scale with your experience and practice to become any form of finger-food and drink, to full on feasts. Anything made in this fashion will always have all the consumers required nutrients and calories, no matter what form it takes or what it tastes like; dishes, utensils, chairs, and tables can all be created as well with this, but will vanish when the meal is completed *or* if they are used for a non-dining purpose.

- A second purchase allows you to teach this magic to anyone else with magical ability/potential.

Variable Engineering and Robotics Integrated Technology 100 CP: Hmm, it seems you've been educated in the use of Protoculture an/or manufacturing items that use it. Each purchase of this Perks allows you to select ONE (1) option from the following list:

- Design, Basics: You have entry level knowledge on how to create new designs of transforming Mecha and spaceships using Protoculture. While you *can* create new designs, upgrades, and improvements, it will be a slow and tedious affair with *many* mistakes, ruined prototypes, and a plethora of odd quirks in the final product.
    - Design, Intermediate: You are able to create new designs for Protoculture fairly easily. You not only know the common pitfalls and mistakes, but also how to avoid them, meaning any new designs, upgrades, and improvements are produced faster with considerably fewer mistakes and wasted resources.
        - Design, Mastery: Your Protoculture designs are absolutely sublime, with all the rough edges, faults, and quirks identified and removed at the first draft, allowing only the most perfect finished product possible.
- Piloting, Basics: You can pilot any *civilian* vehicle made with Protoculture technology, albeit only *barely*. You can point it in the right direction, keep it on course, safely accelerate and decelerate carefully, and can take off and land air-craft with difficulty. The reason for the difficulty is that Protoculture vehicles and weaponry are as much directs by the *mind* as the *body*, forcing specific mental thought patterns to use them.
    - Piloting, Intermediate: Your ability to pilot civilan and military Protoculture vehicles is considerably improved, equal to that of Rick Hunter at the end of the first Robotech War. While you won't be the absolute 'best of the best', you can now stand comfortably in a gathering of the *second* best without shame.
        - Piloting, Mastery: Your skills at Protoculture piloting is equal to Max Stirling now, putting you in the top 0.0001% of pilots. You can while half asleep pull of maneuvers and techniques that others could never do on their best days, and can take advantage of every scrap of potential in your machine steed unhindered by the limits of your flesh body.
- Building and Repair, Basics: *Designing* Protoculture vehicles and robots is one things, actually *building* them is another thing entirely, and now you have a foot in the door in that front. You are able to build, diagnose, and repair any Protoculture derived technology and equipment you encounter, at least if you work slowly and continuously double-check the schematics.
    - Building and Repair, Intermediate: Your ability to work on Protoculture technology has reached the level where you are able to build, diagnose, and repair it quickly and consistently at 'normal' working speeds.

        - Building and Repair, Mastery: Your ability to work on Protoculture technology is now nearly obscene. You don't even need to pay *attention* anymore, able to build, diagnose, and repair it at a machine-like pace with *zero* chance of failures or mistakes.

Trained by Pops Racer 100 CP: For every vehicle you *mostly* design or build (2/3 of the work must be done by you), you can double the safe upper limits of ONE of the following for each purchase:

- Acceleration: The amount of time needed to reach the vehicles top speed from a stop while under ideal circumstances.
- Braking: The amount of time needed to bring the vehicles speed to zero while under ideal circumstances.
- Top Speed: The vehicles maximum velocity while under ideal circumstances.
- Turning Radius: The amount of space needed to safely perform a 180 degree turn in the vehicle while under ideal circumstances.
- Fuel/Energy Efficiency: The amount of operational time the vehicle has while under ideal circumstances before needing refueling/recharging.
- Maximum Weight Limit: The amount of additional weight the vehicle can carry while under ideal circumstances without negatively impacting its operation OR the surface it travels upon.
    - You *can* use multiple purchases in a single area if you wish, doing so will increase the multiplier by 1 each time.
    - If you make at least 4 purchases of this Perk, you will also gain the ability to create and install any of the functions of every version of the Mach 5 from every official source without negatively affecting the vehicles operational capabilities in any way.

Ready Jumper One 100 CP: You have had a massive amount of information dumped into your head, all concerning a singularly specific set topics. Each purchase of this Perk allows you to choose *one* (1) of the following

- Programming Equal: You can match James Donovan Halliday in his knowledge and skill in designing video games, his knowledge of the 1980's, and his ability to code and program

computers (minus the ONI and any abilities granted from his OASIS Super-User abilities). You explicitly do *not* gain any of his negative/toxic attitudes and mental proclivities, only those you would consider a net positive.

- Marketing and Business Master: You have reached the level of skill of Ogden Morrow in finance, marketing, advertising, and running a business. You will never have any difficulty with people betraying you, engaging in industrial sabotage/espionage, or failing to do their very best for you with what they have been given. This will expand to include any businesses you have already purchased *and* all future acquisitions. You will NOT have any ability granted to him by his Super-User status on the OASIS, or access to his personal fortune or property.
- Unparalleled Artist: You are the equal to Kira Morrow in terms of artistic skills, both computerized and in the real world. You can always ensure that what you envision in your head is properly presented and expressed, provided it is in fact possible (flaws in a chunk of marble *will* ruin a statue, for example).

If you puchase all three, then you also gain for free:

- Three Friends, Finally Re-United: You gain all the knowledge and skill needed to create both the OASIS and the ONI, along with the ability to grant temporary or permanent Super-User status to anyone using that hardware. You will, after several decades of experimentation and effort, be able to completely remove the 12-hour time limit of the ONI, *and* convert the UBS files into stand-alone digital beings without needing to win both of Hallidays contests, or using the Rod of Resurrection.

Rite of Retroactive Inheritance 100 CP: Any child you bear, sire, create, or adopt, can (if you so allow) gain any new Perk, racial ability, or skill you acquire, as if they had been born with their own Fiat-backed version. This Rite takes a minimum of one hour to perform per adoptee, requires constant physical contact between you and the affected child(ren), while otherwise being entirely mental.

- For a second purchase, you can remotely update *any* child you have performed the Rite on, as well as remove, limit, slow, and otherwise alter their ability to access and use anything gained via the Rite.

Basic Builder Skills 100 CP: You have been tutored by Steve (or was it *Alex*?) in the art of breaking, collecting, and placing Blocks. You are able to perform any of the actions a player in

Java Minecraft can *without* any equipment or Mods. You do NOT have an Inventory, but DO start with the Action Bar and a 2x2 crafting table to start off with.

- Storage Space 50 CP: You now have an Inventory identical to the ones possessed by Alex and Steve, including a full set of slots for armor and your off-hand. Additional purchases do NOT increase the size of your Inventory, but rather increase the Stack Limit for each Item/Block type.
    - Silken Touch 50 CP: You …seem to have absorbed a small amount of talent from the Endermen. You are able to pick up *any* solid Block without needing to break it, either to place it down elsewhere or store it directly in your Action Bar/Inventory.
- Job Block Master 50 CP: Once each week you can instantly create one (1) Job Block of any type without needing to spend resources to make it. Additional purchases add one (1) more Job Block to the weekly limit.
    - Trading Expert 50 CP: When you place a Job Block, you can set what Trades the Villager who uses it will offer, and at what price (where applicable).
- Engineer 50 CP: You know all the ins and outs of crafting with Redstone, can always identify and fix *any* problems, while also constructing them at a speed-runners pace.
    - Spawner Builder 100 CP: You know a deeply held secret, how to create Spawners. While it does take 6 entire stacks of Soul Sand, two stacks of Redstone Blocks, and one stack of Netherite Blocks, you *can* make them, though once placed they cannot be moved without breaking them. You can create Spawners for Zombies, Skeletons, Spiders, Cave Spiders, Silverfish, Piglins, Hoglins, Wither Skeletons, and Blazes.
- Easy Enchantment 50 CP: You do not expend EXP when making Minecraft Enchantment, you can stack as many of them (that are compatible) on any item without running out of 'space', and are able to erase Enchantment you made on any Items at will.
- Spread the Wealth 200 CP: You can grant one (1) person per Jump any or all of the Basic Builder Skills you have purchased for each purchase of this Modifier, including this Modifer.

Second star to the right… 100 CP: Did you swallow a fairy or something? You have gained the ability to fly at up to 5x your jogging speed, while only exerting yourself as if you were walking. This flight is completely natural to you, allowing you to maneuver freely as you go. This flight

leaves behind temporary glittering dust and the trill of a xylophone, making it not particularly stealthy *or* sneaky.

- Temporary Shares 100 CP: You are now able to empower the dust your flight leaves behind, allowing anyone with a significant portion of their body covered in it can fly the same as you for one hour. Each additional purchase will double the flight time. Do note that there is NO warning on when the Dust will wear off, one second the recipient will be flying as if it is natural and the next plummeting out of the sky.
    - Longterm Loan 100 CP: You can grant ONE (1) person per Jump a copy of both the base Perk and as many copies of Temporary Shares as you have. Each additional purchase increases this by ONE (1) person but also increases the cost by 50 CP.

Minor Xanthian Talent 100 CP: You have been gifted with a Talent by a benevolent Demon, a Talent that is bound to your very soul. By default, this Talent will be relatively minor but still useful in specific circumstances (like being able to absorb and emit sunlight to illuminate your way, having the ability to fly at your walking pace for 30 minutes a day, the ability to float on all fluids like it's saltwater, you can create transparent and still images, etc.), and this Talent is considered an intrinsic part of you that cannot be overwhelmed/suppressed by outside sources and is under your total control.

- Moderate Talent 100 CP: Your Talent, following the examples set up for the precious version, can be MUCH more powerful and with fewer drawbacks to them. Your light absorption and emitting can now be from any source of light, you can fly for 5-6 hours at 30 miles an hour each day at higher altitudes, your ability to float also includes *some* resistance to the fluids you are floating on, your images can move and are solid seeming, etc.
    - Magician Class 200 CP: You are now one of the top dogs in Xanth power-wise, at least amongst the mortals. Your Talent is obscenely powerful, and will be able to act as a Trump-card in many situations due to its (usually *minor*) limitations and general flexibility. You could absorb light and heat from all sources and use them to create lasers and flamethrowers, you could safely carry a dozen people with you as you fly at hypersonic speeds without a time limit, your images become full blown Illusions capable of tricking *all* the subjects senses, etc.
- Unnaturally Talented 100 CP: You have broken one of the tenants that rule mortal magic and Talents in Xanth, 'only one Talent per person'. Each purchase of this Modifier allows you to buy another Talent of any tier you have already unlocked.

- Multigenerational Talent 100 CP: By purchasing this Modifier you ensure that any children you have, or adopt (before any 'natural magic' or bloodlines could be reasonable expected to emerge), will also gain a Talent in the same metaphorical 'weight class' as yours. A *second* purchase of this allows for a faithful inheritance, with their Talent being identical to yours if you wish.
    - If this Modifier is purchased in conjunction with Unnaturally Talented, you must buy this for *each* Talent slot you wish your children to inherit.

Transmat Apprentice 200 CP: You have been tutored by an alien brain in one of their most controlled technologies, that which allows them to transport targeted matter between solar systems instantly. You know how to build, repair, troubleshoot, operate, and even upgrade a very basic Utrom Transmat device, which can send or summon any matter across interstellar distances with pinpoint precision. This *does* take an exceptional amount of power to do, and any machine you make will require a several hours of maintenance cycle before it can be used again.

- Transmat Journeyman 200 CP: Your knowledge and skill have expanded, allowing you to use a Transmat device with much greater skill and precision. You have the ability to reach anywhere within a single galaxy, and can use the device up to 20 times before shutting it down for a 30 minute maintenance cycle.
    - Transmat Master 200 CP: Your title of 'Master' is well earned in regard to this device. Your reach is now anywhere within the known universe, and can be used continuously *without* need for maintenance, *ever*.

Right of the Conqueror 200 CP: This Perk allows you, once per Jump (or decade if that comes first), to claim anything of someone you defeat. The claimed thing is not only be transferred to you, but it becomes Fiat backed as if you had bought it with CP. The person defeated *must* have the opportunity to defend themselves, no matter how futilely, or this won't activate; so no dropping a nuke on a city, or poisoning someones food, blowing up their car, slitting their throat while they sleep, sniping them from a mile away, or anything else along those lines. Simply knocking out, immobilizing, or otherwise incapacitating the target will also work, you don't *need* to kill them.

- This Perk can be taken multiple times, each time doubling the number of things you can claim; you can choose to either take multiple things from one person, or a single thing from multiple people each time you activate this Perk.

Six Powers Mastery 200 CP: Each purchase teaches you ONE (1) of the Six Powers at base level, and unlocks the ability to learn the *Seventh* Power if they first manage to master the other Six. Choose one of the following per purchase:

- Soru: Shave: Learning this gives you the capability of doing 'anime super speed' at will. Can only be used in short, straight-line bursts to begin with, but proper cardio and training can lessen the strain this imposes and let the user do this at will, both increasing their top speed and allowing using this with their full range of normal motion.
- Geppo: Moonwalk: The user makes a stomping step while in the air, and creates a shockwave they can use as a temporary platform to launch themselves from, allowing them to make mid-air dodges or 'run on air'. More advanced versions let the user perform this for less effort, to treat water as if it were solid ground and 'run on water', as well as making these platforms by *punching* the air (or using any other extremity).
- Shigan: Finger Pistol: The user can flex the muscles in their index finger and make a debilitating finger poke capable of piercing any flesh. More advanced applications can extend the technique to the users entire hand and forearm for even more lethal effect, or any other appendage that is sufficiently 'fingerlike'.
- Kami-e: Paper Art: The user is able to feel the wind of incoming attacks, and let their body fold like paper to avoid being struck. Sufficiently skilled users can use this to gently float upon the breeze or to contort their bodies to squeeze through small spaces. A fast enough or broad enough attack can still hit you, and this technique does nothing to *reduce* any damage you take.
- Rankyaku: Storm Leg: This version has been altered to be used with a kick, punch, *or* any bladed or pointed weapon, you can cause the lash of wind to shoot off your weapon towards the target. The Storm Leg is just as damaging as the normal attack would be, simply able to be effective at several hundred paces. Higher level users can control the flight of individual Storm Legs after they are flung, and create multiple Storm Legs with each attack.
- Tekkai: Iron Body: The user can flex all their muscles, making their body as hard and durable as iron for a few heartbeats. This hardening is done at the cost of being able to move, but with training you can learn to both increase the hardness of your skin and be able to retain a chunk of your increased defenses while still having full mobility. Does *not* work against most energy based attacks, and there comes a point where the increased defense can be overcome by sheer overwhelming power.
    - Rokuogan: Six King Gun: You've figured out a mysterious technique, one that only Rob Lucci has rediscovered, how to project a close-range blast of force that can

shred a targets organs without interacting with anything else it hits. While normally quite draining to the user, proper practice and refinement will allow you to extend the range this is effective at, and to use this with the same amount of effort as the Storm Leg.

Anti-Adaptation Modulation 200 CP: You seem to be the anti-Borg, as your unarmed and integrated-weapon attacks *cannot* be adapted to. More than that, the longer you fight a specific foe the more effective you are in harming them, as you are able to adapt your strikes to overcome their physical- and metaphysical- defenses. You can remember up to 10 separate targets at a time, but must take several seconds each time you wish to switch between them before this effect will engage.

- Juggernaut Strikes 100 CP: You now no longer have a limit on the number of targets you can remember, you are able to switch between them instantly, and you can learn of their weaknesses within seconds of engaging with them. Finally, you can declare any ONE type of enemy/species to be your mortal foe once per Jump, doubling both your base attack speed against them and the damage you do to them.

White Counsel Worthy 200 CP: Each purchase of this grants you a significant level of talent in using ONE (1) of the *Dresden Files* elements of magic (Earth, Fire, Air, Water, and Spirit/Force), more than enough to be considered eligible for membership into the body that oversees the wizarding population. With each purchase, you may also (or instead or) select one (1) broad *area* of magic to be particularly well skilled in (such as opening/closing portals to the Never Never, summoning and binding beings, performing exorcisms, thaumaturgy, evocation, erecting wards, creating magical potions, enchanting objects, creating veils and glamours, divination, necromancy, etc.).

- The purchases will have enough strength, precision, control, finesse and flexibility for you to be in the top 90-95% of your age bracket, and frequent practice will see each of them continuously grow without limit. In essence, you will have the raw strength and stamina of Harry Dresden with the finesse and precision of Molly Carpenter.
- If you buy this you *will* posses the Hex, the unconscious and irrepressible forced destruction of technology around you, with the more magic you are working meaning the faster, more widespread, and more thorough the damage will be.
- You WILL find yourself bound by the 7 Laws of Magic if you take this: 1) Thou shalt not kill, 2) Thou shalt not transform others, 3) Thou shalt not invade the mind of another, 4)

Thou shalt not enthrall another, 5) Thou shalt not reach beyond the boundaries of life, 6) Thou shalt not swim against the currents of time, and 7) Thou shalt not open the Outer Gates. Breaking *any* one of them will see irreparable damage to your mind and soul, and the minds and souls of anyone you perform said magic on, twisting your mind into believing that the best way to fix any problem you get into is with *more* violations.

Materia Maker 200 CP: You have been taught a highly specific form of ritual magic, allowing you to expend magical energy to make basic Green Materia and Blue All Materia. Through practice, you will eventually be able to learn to create all the different types of Materia from Final Fantasy VII, eventually even becoming able to create brand new Materia based on magic from other worlds you have been to with enough practice.

- An additional purchase allows you to create Materia Slots in weapons and armor, as well as grant the None, Double, and Triple growth rates in said items with enough practice. Finally, you will be able to artificially inflate the experience earned of each piece of Materia during its creation, allowing you to unlock higher level spells and functions by spending an order of magnitude more mana during the creation process.

Wasteland Wonder Worker 200 CP: Each purchase of this will grant you the full knowledge and skills needed to not only personally make but create mass production facilities for ONE (1) of the following Fallout technology branches (including all the various types of ammo if/as needed):

- Melee Weaponry: Everything in the Fallout games that doesn't require ammunition/powercells and is meant for hand-to-hand or melee combat is covered here. Brass knuckles, boxing gloves, spears, sledgehammers, Super-Sledges, bats, knives, and anything else goes here. If you also buy Generic Energy Weapons, you will be able to create any of the special melee weapons that use energy fields or do energy damage. Additionally, you gain the equivalent of maxed out skill in both the Unarmed and Melee Weapon Skills.
- Laser Weaponry: You can produce all of the Laser weapons from any of the Fallout games, no mater how rare, delicate, and expensive or experimental they might be. Additionally, you gain the equivalent of maxed out skill in the Energy Guns Skill (this does NOT stack with the bonus from Plasma Weaponry). If you also buy Computer Technology, then you can also create laser communications systems and fiber optics.

    - Generic Energy Weaponry: Any weapon from the Fallout games that use Fire, Electricity, Radiation, and all other forms of energy that don't fall under Laser or Plasma will be covered by this purchase. If you also buy Melee Weaponry, you will be able to make items like Power Fists, the Shishkabob, and other similar weaponry.

- Plasma Weaponry: You can produce all of the Plasma weapons from any of the Fallout games, no mater how rare, delicate, expensive or experimental they might be. Additionally, you gain the equivalent of maxed out skill in the Energy Guns Skill (this does NOT stack with the bonus from Laser Weaponry). If combined with Explosive Weaponry, then you create Plasma and EMP Grenades/Mines/Explosives.
    - Generic Energy Weaponry: Any weapon from the Fallout games that use Fire, Electricity, Radiation, and all other forms of energy that don't fall under Laser or Plasma will be covered by this purchase. If you also buy Melee Weaponry, you will be able to make items like Power Fists, the Shishkabob, and other similar weaponry.
- Kinetic Weaponry: All the 'normal' types of guns that don't use energy or explosive payloads in the Fallout games can be found here. From the BB gun, the pistols, the carbines, the SMG's, the shotguns, the rifles, the machine-guns, and the mini-guns, everything but the gauss/rail guns. Additionally, you gain the equivalent of maxed out skill in the Small Gun Skill.
    - Gauss Weaponry: You can create all the railgun and gauss weaponry found in the Fallout games. If combined with the Generic Energy Weaponry selection, you are able to create rounds that are on fire, deliver electric shocks, are radioactive, or some combination of the previous.
- Explosive Weaponry: You have all the knowledge and skill needed to create all the rocket launchers (and their ammo), mines, dynamite, plastique explosives, and anything else that is designed to explode when used properly in the Fallout games. Additionally, you gain the equivalent of maxed out skill in both the Big Gun and Thrown Weapon Skills.
- Civilian Transportation: From the Giddy-up-Buttercup toys, to bicycles, to the Highwayman series, to trains, to boats, to planes, you can create any of the civilian grade vehicles found in any of the Fallout games. Additionally, you gain the equivalent of maxed out skill in both the Driving and Outdoorsman Skills.
    - Military Transportation: You can create any of the military vehicles found in the Fallout games, humvees, tanks, Verti-Birds, Hellions, APC's, submarines, aircraft carriers, and anything else that was ever produced there. By purchasing any of

the weaponry selections, you can upgrade any vehicle you make to include said weaponry.

- Medical Technology: You receive an intense series of training in the various medical and first aid fields available to the public, granting you the equivalent of maxed out skill in both the Doctor and First-Aid Skills. You will *never* misdiagnose or suffer a critical failure while using these Skills and can work 10x faster than a normal operating theatre.
    - Cybernetics, Bionics, and Genetic Enhancements: You have access to both the restricted military and private medical knowledge and skills. You can now perform any of the experimental surgeries and enhancements found in any of the Fallout games. If combined with Chem Production, then you can also create all the various forms of FEV, as well as limit/eliminate any the side effects of anything you create with this Perk, provided you spend enough time and resources (the FEV you create will never escape containment or be spread accidentally).
- Computer Technology: You know how to produce any of the computing technology found in the Fallout games, from the entire Pip-Boy series, to the various computer terminals, to the various supercomputers, including the holo-tapes. These will be profoundly robust, and guaranteed to be immune to EMP's and hostile hacking/infiltration/compromising. Additionally, you gain the equivalent of maxed out skill in the Repair Skill.
    - Robotics Technology: You are able to produce any of the robots from any of the Fallout games. The Mr. Handy/Gutsy series, Robo-Doctors, Rocket-Bots, everything the Calculator can produce, anything that has NO significant organic components is now available for you to produce. If you have also purchased Medical Technology you can transfer any brain into a brain-bot body, as well as create cyber-dogs, and be guaranteed to have it succeed every time.
- Chem Production: Everything simple Stimpacks, to Buffout, to Mentats, to Jet, to Nuka-Cola, to Rad Away, to Rad-X, and any other form of consumable, healing, or buffing item found in any of the Fallout games can now be produced by you. If you also purchased Medical Technology, then you will be able to create your own versions, varieties, and knockoffs with a little work, even be able to reduce or eliminate the side-effects (or intensify and/or guarantee them, if you so wish). Additionally, you gain the equivalent of maxed out skill in the Science Skill.
- Basic Armor Technology: Any non-mechanized form of armor, whole or partial, found in any of the Fallout games can now be produced by you. Vault Suits, the various form of

leather armor, the assorted metal armors, the Combat Armors, the Tesla Armors, all of it *aside* from the Power Armor suits/pieces.

    - Advanced Armor Technology: All the various forms of Power Armor that are found in any of the Fallout games can now be produced by you.

- Light Utilities and Industry Technology: You can produce any of the mechanical and electrical power sources, water purification, plumbing, heating, and air conditioning for private residences and small scale industry found in any of the Fallout games. You can create enough heat/water/power/AC to handle either 5 small homes or a single small scale industrial building at a time. If combined with Basic Armor Technology, you can produce any of the civilian housing shown in any of the Fallout games.

    - Heavy Utilities, Industry and Infrastructure Technology: You can produce any of the mechanical and electrical power sources, water purification, plumbing, heating, and air conditioning for a plethora of residences (up to small city size), large scale industry, and the infrastructure system found in any of the Fallout games. This will allow you to provide water, heat, AC, and power to a massive number of people easily, provided you have to tools, materials, and labor available. If combined with Advanced Armor Technology, you can produce any of the military facilities and Vaults found in the Fallout games.

        - Each purchase will give you the knowledge and skill needed to make ALL the items and tools related to that area of knowledge, while also letting you create workarounds, use non-standard supplies/construction techniques, and synthesize replacements as needed with no loss in quality.

        - You are able to reverse engineer anything you come across that would fall into any of your purchased categories, with the specific samples that are more advanced and farther away from what you know taking proportionately longer to understand and properly reproduce.

Wound Transfer 200 CP: You have been granted an odd superpower, the ability to 'heal' those you touch by transferring their wounds to yourself, with the target having their very own healthy flesh appearing instantly while your flesh is damaged/disappears/rots/etc. Any 'damage' you take in this manner heals 10x faster than normal, but only to the degree and amount you would be able to heal normally. If you try and absorb a wound that would kill you, you get a short, sharp spike of pain in your head, and find yourself releasing the target. You *can* choose to

absorb the entirety of a wound all at once, or to only do it a section at a time, whichever is more convenient for you.

- Mind Healer 200 CP: Grants you the ability manifest your targets mental issues as tangible constructs. If the construct is defeated or destroyed within a 15 minute period than the issue is laid to rest and will not reoccur, otherwise it fuses back into its progenitor in a weakened state proportional to the damage inflicted on it. The construct WILL have abilities and tools/weapons appropriate for the root issue, allowing you to (potentially) plan around them. Outside assistance is perfectly acceptable in defeating the construct, what matters is *that* it is defeated, not *how* it is defeated.
- TRUE Transference 200 CP: You can transfer damage and/or mental illness between any two or more targets, provided you are able to touch all of them. This does NOT require consent from either party, and CAN be used to kill.

Bloodhunter Training 200 CP: The first purchase of this grants you the abilities of a 5th level Bloodhunter from 5E D&D, of the sub-class of your choice. You will *also* know how to create the necessary magical potions, draughts, and injections needed to initiate new members into your Order, including the ability to synthesize anything that is needed. Each additional purchase allow you to unlock one additional sub-class, while simultaneously increasing the users Bloodhunter levels in each individual Order by an additional 5 levels each time.

- You (and anyone you turn into a Bloodhunter) will be able to take a maximum of 5 Feats for each purchase of this Perk, assuming the Bloodhunter reaches level 20, each of which *will* be considered Fiat Backed for the user. This will also allow any purchases of Minor Magical Knowledge to advance in power as normal, as if you have made any purchases of that Perk with a Feat.
- If you have purchased two or more subclasses, an additional payment of **100 CP** will allow you and any Blood Hunter you create to use one separate Crimson Rite from *each* of the subclasses simultaneously at no extra payment.

See Wikidot: https://dnd5e.wikidot.com/blood-hunter for more details.

Marvel Enhancement Expert 200 CP: You've received a great boon, you have received all the needed expertise needed for a specific comic book enhancement and the enhancement itself. Each purchase of this *also* grants you the knowledge on how to safely and perfectly perform *one* (1) of the following on anyone:

- Erskine Formula: You've cracked both the secret to producing Vita-Rays *and* reverse engineered the serum used to make Captain America! You have peak human strength, speed, stamina, durability, agility, reaction time, and drug resistance. While this wont *extend* your life, it *does* mean that you age gracefully and with minimal loss of your physical and mental abilities. Essentially, a combination of the mental stability of the *616* version with the maximum potential of the *MCU* version.
- Web-Weavers Totem: You can grant people the powers of Cindy Moon, otherwise known as Silk. She has all the powers of Spider-Man, with *slightly* less strength but higher speed, agility, and reaction time, a *much* more sensitive and powerful Spider-Sense, and the ability to shoot organic webbing out of her fingertips (which dissolves into genetically inert dust after 1.5-2 hours). Anyone who receives this will NOT be able to be sensed ***OR*** fed upon by The Inheritors/Ancients, instead permanently *weakening* them by 1% for each second of attempted 'feeding'.
    - Anti-Inheritor: By purchasing this a second time, you've become an oddity amongst the Totemic Beings, one who can turn the tables and turn their predators into prey. When confronted by any supernatural eater of souls/essences, you can sprout a bone spear from the bottom of each wrist and vampire-like fangs. If the target is stabbed or bitten, a steady percentage of their powers and abilities are purified of any corruptive influence and drained into you; if the target dies from this draining, then they die *permanently* and cannot be resurrected by any means, while you gain *all* their power.
- Perfected Infinity Formula: You now no longer physically age past your prime, never forget anything (though you may need a bit of time to remember *specifics*), and will not ever suffer from heart attacks, strokes, aneurysms, diabetes, organ failure, or any other 'natural' form of disease or death. You will, unfortunately, need to take one dose of this Formula every day for at least one full *year* before it becomes permanent.
- Fearless Demon: You have superhuman, bordering on supernatural, senses. Which senses? *All of them*, sight, smell, taste, touch, and hearing, on top of gaining a sixth sense that functions similarly to a radar. Your *touch* is so fine that you can read print on a page by the feeling the differences between the ink and the paper, you can determine what everyone within 100 paces of you has eaten for the last three days by *smell*, you can *hear* the individual muscle fibers working in someones body on the other side of a concrete wall, you can *taste* every last chemical in anything you eat, you can *see* like both an eagle and an owl, and you can track the movements of others with your radar sense as a series of silhouettes and outlines. You are able to not only turn any or all of these enhanced senses on and off at will, you can alter their sensitivity up and down as

far as needed at will. You never need to worry about sensory overload, nor being having you radar-sense overwhelmed.

- Tenth Guardian: You know the *proper* manner to coat someone's bones in a foreign substance without killing them, crippling them, poisoning them, inhibiting their red blood cell production/movement (well, unless you *want* to do that) or having any other negative affects. You can choose whether or not the target can have retractable eighteen-inch long claws of that substance, up to 8, that emerge from their extremities. By purchasing this you get your bones coated in adamantium by default, but can choose any other material you have access to. It *is* advised you wait until the target has ceased growing before applying this, *unless* you can also add Unstable Molecules (or something similar) to the substance to ensure that the coating on their bones will be able to grow with them.
- Howlet-Wilson Injection: You gain a healing factor equal to the potency of the cinematic Deadpools of the Fox movie Wolverine. Bullet wounds and stabs will disappear in a few seconds, burns of all kinds will be healed within a minute, and it will only take an hour at *most* to replace a lost limb. This version is guaranteed to NOT fuse with any diseases, disorders, cancers, tumors, or the like, preventing you from looking like a piece of half-rotten jerky. Finally, this Injection will extend your projected lifespan by a factor of 10 (assuming you diet and exercise right and don't suffer an accidental or violent early death).
    - This will also apply to all forms of energy or powers you *might* have also regenerating at the same speed as your body. If your powers are reduced to fragments, embers, or dust within you, this will reconstitute them back into being whole again.
    - Any bodily alterations, enhancements, or improvements can be chosen to be kept or rejected as wished, but may be reapplied later if rejected.
- Blazing Body: You have the same powers and potential as Johnny Storm, the Human Torch. Having been bombarded with cosmic radiation that altered your very DNA, you can summon up and surround yourself with intense heat and flames. You also posses the ability to control your own flames, sending out constructs made out of fire, absorbing other flames and extinguishing them, even being able to see thermal energies. As you practice and experiment with this, your flames will grow both more powerful and easier to control.
- Explosion Tempered: Your skin has been hardened, almost forged, into near impenetrability, while your muscles have been enhanced to the point that you can

punch an M1 Abrams into scrap with ease. While your skins durability and your muscles density and toughness do make for formidable defenses, they *aren't* absolute and *can* be overloaded if exposed to a strong enough attack. A slight irregularity from the original formula is that you can turn this 'on' and 'off' at will, and even set it to automatically turn off if specific circumstances are met.

You automatically know how to build any machines and create/synthesize any needed materials needed to perform these Enhancements. These Enhancements *can* be combined with each other, but only after fine-tuning the formulas to ensure proper compatibility with each other and the target. If you are ever granted another form of Enhancement, or figure out how to make one on your own, this Perk will allow you to mass produce it just as safely as the ones you have purchased. Anyone who is both *alive*, and in possession of an *organic physical body* can benefit from any of these enhancements; powers granted by this Perk and any others a recipient might gain now become voluntary in use and can be controlled with only a minor effort of will.

You can purchase any of the selections at a Discount if you wish, with the powers only being being *temporary* and vanishing after 30-36 hours. These temporary powers require a ten day 'cooldown period' before they can be reapplied, as the recipients body needs time to readjust from the effects.

Numbers speak to me 200 CP: You have a head for numbers, for calculating the likelihood of something happening nigh instantly. You are deadly at the craps table, a terror at the horse track, and virtually never fail at the stock market. All non-specialized forms of math are now also dead simple easy for you to perform, with the specialized forms taking considerably less time and effort to both learn and perform.

- People speak to me 100 CP: You can now read people like Steven Hawking would read a children's introductory ABC book, allowing you to rapidly and accurately deduce what they are going to do in nearly any given situation. No one can successfully lie to *you*, and with a little effort you can get them doing your wishes.

Consumer of the Crystalline Oculus 200 CP: You drank dragon-marrow broth served out of a petrified oracular Cyclops's retina. This allows you to automatically and continuously pierce all forms of illusions, glamors, holograms, disguise, concealment, lies, and misdirection you perceive, until you learn the mental tricks to shut it down and bring it up on command.

Universal Energy Pool 200 CP: Any Perk, Power, Item, or Reward you currently have (or later acquire) that refers to any specific energy type you possess, can now work with *all* forms of energy you possess. So a Chakra booster Perk could work with a Mana regeneration Perk and a Chi finesse Perk just fine. The different forms of energy are all pooled together and all the energy will be treated as one; in settings/systems that have an upper limit on mana/whatever, this is removed and this Perk will act as an uncapper for growth.

PTS-Deez Nutz! 200 CP: You don't suffer additional mental breaks or issues, always being capable of pulling through with panache and aplomb. This means you are cured of all *previous* forms of mental trauma, as well as highly resistant to all forms of mental influence in the future.

- You can share Deez Nutz! 50 CP: You can grant the base version of this Perk to one willing individual per week through physical contact. The new recipient will be healed and immunized against any further mental issue in the future.
    - Have you seen the infection on Deez Nutz! 100 CP: You can now perform Share Deez Nutz! once per week on anyone within your line of sight, granting the recipient a copy of *all three* of these Perks, allowing them to act as a beneficial 'disease spreader'. You, and any other target, can be selected multiple times by this to increase the number of times you can pass on Share Deez Nutz!.

Magical Tattooists 200 CP: You have received tutoring in the ways to make magnificent body-art, specifically in the application and removal of inks. You can make any form of inking from highly-stylized to the photorealistic renditions of whatever you wish, and 'erase' old tattoos with ease by magically (and *painlessly*) siphoning the ink out. Any tattoo you apply is fully healed within 3 hours, will never fade, and is never more than mildly uncomfortable at any time during the application. You can apply or remove a tattoo at the rate of square 6 inches on a side per minute, assuming base human stats. These tattoos *cannot* ever be damaged, scarred over, or duplicated, your work is so good that doing so is impossible. So great is your skill, you can even tattoo things like stone, metal, and ghosts, or even the entirety of *yourself* (somehow).

Patented Jumper-tech 200 CP: You are able to ensure that any knowledge, skill, technique, special ability, or form of technology you use is unable to be reverse engineered and/or copied by anyone you don't allow to do so. If you *do* let someone reverse engineer something, you are able to rescind your permission and strip that knowledge *away* from them at any time you wish.

Re-Worker 200 CP: You have gained the ability to alter, reforge, change the shape of Fiat-backed Items, and combine any of them you have at any time. You are able to do so *without* destroying the item, removing whatever makes it special, or changing its capabilities in any way you do not specifically set out to do. As a side effect, you can Import any Fiat-backed item into any other item *and* split them apart again at will *without* needing to wait for the start of another Jump.

Paladin's Aura 200 CP: Each purchase grants you training in a *Diablo 2* style Paladin Aura. You can have as many as you wish, but can only have the Aura's of one purchase active at a time. By default, these Auras affect all viable targets within range equally every 5-8 seconds, but because you are paying CP for them you can select whether any individual *will* or *won't* be affected as you so wish. Each Aura has a base radius of 50 feet OR 10x the users height/length, whichever is greater in any given form.

- Blazing Heart Aura: You gain the equivalent of 20 skill points in both *Resist Fire* and *Holy Fire*. The first makes you completely immune to all forms of heat and flame, plus it extends to all allies and non-combatants within the Aura. The second means that every enemy within its radius will take moderate Fire damage every 5-8 seconds. You and any ally within that radius who makes an unarmed or weapon attack will also deal five times the damage the Aura deals in Fire damage per attack.
- Icy Eyes Aura: You gain the equivalent of 20 skill points in both *Resist Cold* and *Holy Freeze*. The first makes you completely immune to all forms of cold and ice, plus it extends to all allies and non-combatants within the Aura. The second means that every enemy within that radius will take moderate Cold damage every 5-8 seconds. You and any ally within that radius who makes an unarmed or weapon attack will also deal five times the damage the Aura deals in Cold damage per attack.
- Fulminating Hands Aura: You gain the equivalent of 20 skill points in both *Resist Lightning* and *Holy Shock*. The first makes you completely immune to all forms of lightning and electricity, plus it extends to all allies and non-combatants within the Aura. The second means that every enemy within a that radius 10x will take moderate Lightning damage every 5-8 seconds. You and any ally within that radius who makes an unarmed or weapon attack will also deal five times the damage the Aura deals in Lightning damage per attack.
- Healing Soul Aura: You gain the equivalent of 20 skill points in both *Prayer* and *Cleansing*. You and every ally within its radius will be healed for 2% of their maximum health every time the Aura activates, and be cured of/immune to all poisons and

diseases. This Aura is Fiat-powered by your purchase, with no need for any recipient to spend Mana or magic to use it.

- Back Breakers Aura: You gain the equivalent of 20 skill points in both *Concentration* and *Redemption*. The first skill doubles your defenses, and allows you to make attacks without being interrupted or distracted by being attacked in turn. The second skill allows you and any ally within its radius to instantly convert any dead foe(s) into health and mana/magical energies, the more powerful the foe equals greater gains.
- Stalwart Defiance Aura: You gain the equivalent of 20 selections of both *Defense* and *Resistance*. The first skill allows you, and all allies within its radius to take 1/5th the damage from any *physical* attack received. The second skill allows you, and anyone within its radius to take 1/5th the damage from any *magical* attack received.
- Vicious Vigor: You gain the equivalent of 20 selections of both *Thorns* and *Defiance*. The first skill allows you and all allies within its radius reflect 5x the damage they from any melee attack back to the inflictor. The second skill allows you, and all allies within its radius to deal 5x the normal damage from a melee attack against any form of demon, devil, or undead.
    - Expanded Aura 50 CP: Each purchase of this will double the radius of *all* of your Auras, both those purchased here *and* from other Jumps.
    - Stackable Aura 50 CP: You can have two additional Aura purchases active simultaneously for each purchase of this.
    - Accelerated Activations 10 CP: You can purchase this Modifier up to 4 times to increase the speed of its activations. The first purchase of this will let your Aura activate every 2-4 seconds. The second purchase of this will let your Aura activate every 1-2 seconds. The third purchase of this will let your Aura activate every 0.5-1 seconds. The fourth, and final, purchase of this will let your Aura activate every 0.25-0.5 seconds.

Jack-of-all-stats 300 CP: Each time you increase any one of your physical, mental, magical, or spiritual abilities, *all* of the others will simultaneously be raised by 25% of the increase. You are now perfectly aware of *exactly* how far you can push your body/abilities before you start to hurt yourself, the most effective methods to improve yourself in any area, and the best ways to recover from exerting yourself (mentally and emotionally as well as physically).

Empowered Windtunnel 300 CP: Someone took a mighty big gamble and *lost* to you it seems. You now have a magical vortex imbedded in one of your limbs, just waiting for you to summon it forth. When activated, your limb creates a magical tornado that compresses anything caught up in it and sucks it into the vortex, *potentially* destroying it utterly. Anything caught in the vortex that is 5x or less your strength is shredded to dust, while anything more powerful than that will be able to essentially ignore this. The vortex starts with a range of 25 feet, but frequent use combined with meditation can allow indefinite but slow growth.

Gaia's Champion 300 CP: The physical embodiment of a planet has chosen you as one of its champions. Each purchase of this Perk will allow you, at the start if each Jump or decade, choose ONE (1) of the following abilities to have as an intrinsic part of you:

- Earth: You are now a geokinetic, able to shift and shape all forms of earth and stone around you into whatever shapes you can visualize. The range that you can control is roughly half a mile in radius, but that can be 'pushed' up to 3 times that in moments of extreme mental stress and/or trauma. You have a passive echolocation sense that will allow you to sense the presence and composition of the various earth and stone around in the same range of your control, with the greater accuracy the closer the earth is to you.
- Fire: You are a pyrokinetic now, able to generate and manipulate heat in all its forms at will. The range that you can control is roughly half a mile in radius, but that can be 'pushed' up to 3 times that in moments of extreme mental stress and/or trauma. You are able to sense the amount of ambient heat around you in the same radius, with the closer the heat is being easier to sense.
- Wind: You've awakened your aerokinetic abilities, able to freely manipulate all gasses within a half mile radius at will. The range that you can control is roughly half a mile in radius, but that can be 'pushed' up to 3 times that in moments of extreme mental stress and/or trauma. You are able to sense disturbances in the atmosphere around you in the same radius, with the closer and more violent the disturbance is being easier to sense.
- Water: You've discovered hydrokineric abilities, allowing yo to manipulate, shape, and move all forms of water. The range that you can control is roughly half a mile in radius, but that can be 'pushed' up to 3 times that in moments of extreme mental stress and/or trauma. You are able to sense the amount of water (in all its forms) around you in the same radius, with the closer the water is being easier to sense.
- Heart: You are a telepath now, able to sense the thoughts of others and gently manipulate them, though animals are the easiest and if people are aware they *can* fight

it. The range that you can control is roughly half a mile in radius, but that can be 'pushed' up to 3 times that in moments of extreme mental stress and/or trauma. The closer the target thinking the thoughts are to you translating to being easier to sense.

- Deputy Champion Chooser: Once per year for each purchase of this, you can grant a single person a copy of ONE (1) of your Champion powers.
- By all your powers combined…: The radius of your Champion powers now grows with use, the more you affect things at the edge, the farther the edge extends from you.
    - I am Captain PLANET!: If you have purchased all five Champion powers, you can temporarily sacrifice the use of them to cause them to form a friendly, sentient elemental being who will defend you and advance your agenda. They have 10x your radius, and 10x your power to use. Any other Perks or Items you have that enhance elemental/mental power, range, and control are similarly boosted. Once used, these Perks canNOT be used again for one (1) month.

True-Name Ward Maker 300 CP: You know how to make a magical protection, a single Ward, that can be applied to any permanent, non-mobile property you own. Any *peaceful* entity that passes over the line gives you their True-Name automatically, in such a manner as to not harm or corrupt you, but only for the duration of their stay. Any *hostile* entity that passes over the line *permanently* gives you their True-Name automatically, in such a manner as to not harm or corrupt you. Using the True Name of any entity or person in a spell sees the magic becoming at least two magnitudes more potent, and the spell will *always* be able to penetrate any defenses or resistances with a similar amount of ease.

Kyber Cultivator 300 CP: You have been bestowed the power to psychically create, grow, shape, and merge Kyber Crystals in *any* color and design you wish. Each Kyber Crystal you create is exceptionally good at focusing and streamlining energy flows, and will never crack, break, deform, warp, or disintegrate under any energy loads they are exposed to. Your Kyber Crystals are capable of 20x the energy focusing potential for 1/10th the size in comparison to *any* other material you will *ever* come across. You can create/grow the equivalent of a single 1 inch cube of Kyber Crystal for every hour of dedicated effort you put forth, with prolonged practice only serving to both increase the amount grown and decrease the time taken.

Signature Move 300 CP: At the start of each Jump, you can choose a single attack, spell, maneuver, or other technique you know, and have it be always, guaranteed, to be performed and land flawlessly once per fight. This can be bought multiple times, allowing for either multiple uses of the same Move, or using a different Move instead (potentially leading into a *combo* Move if you wish).

NOTE: Just because you are guaranteed to *pull off* a Move does NOT mean it will be *effective* against a specific target. Shooting a Red Dragon with a Fireball will do *no* damage, for example.

Unnoticed means Unstoppable 300 CP: Your powers, magics, technology, and all other abilities are odd, they never seem to show up on any scans, sweeps, or attempts to detect them untill you *specifically* show them to others. While this might not seem very potent, a side effect means that any powers, magics, technology, and all other abilities that you *haven't* shown cannot be suppressed, inhibited, blocked, or otherwise removed from play.

Grapplers Friend 300 CP: Whatever they used to build you, it was *worth* it several times over. You are always considered to have the edge in leverage, and sufficient weight to lift/throw/push/pull anything you technically have the strength for. Normally, there is a limit to what someone can lift, carry, throw, or manipulate with just their own strength, but for *you* that limit has been removed. As a final bonus, you will never damage what you are carrying or lifting, nor the ground beneath you, unless you so wish it.

Marvelous Tech-Knowledge 300 CP: Each purchase will bestow you with the knowledge needed to create (and improve upon) some of the iconic gear from the superhero/villain crowd, granting you ONE (1) of the following:

- Cephalopod Systems: Doc Ock tentacle harness, without the fear of the user being influenced/controlled by their extra appendages. This system is from the *Spider-Man TAS* cartoon, meaning it also includes a suit of low-power power armor. Two additional 'arms' can be added to this system for each payment of **50 CP**.
- Goblin Gear: You will have the schematics for some of Oz Corps most classified R&D placed in your head, including the Goblin Glider (able to lift itself and up to an additional 3 tons 10,000 feet into the air and travel at 300 miles an hour), the Goblin Armor (capable of negating all kinetic impacts equal or lesser than a point-blank 12 gauge shotgun slug), Pumpkin Bombs (can be thrown or dropped from the Glider, comes in fragmentation, disintegration, incendiary, smoke, anesthetic gas, and conclusive,) Goblin

Stars (Razor sharp throwing stars), Razor Bats (Target seeking drones with razor sharp blades attached),and Goblin Rockets (fired from the Glider, same power as an RPG at 1/10th the size).

- Shi'ar Anti-Gravity: You have extensive and thorough knowledge and experience in designing, building, modifying, powering, installing, and removing anti-gravity devices. Your devices combine small size with exceptional strength, with a unit the size, shape, and weight of a golfball being able to lift a heavy loaded 18-wheeler into low orbit, and the upper limits of weight increasing the larger the unit.
- Badassium and Repulsor Tech: The second power core for the MCU Tony Stark, plus his iconic 'flight stabilizers' that double as weaponry. These will be the versions designed for his Mark V suit, but will *only* include the power source, boots, and gauntlets, *not* the rest of the suit.
- Molecular Rearranger: A bit of technology lifted from a destroyed (and wiped) Ultron unit, this piece of machinery will allow the user to mentally alter the shape of any material they touch. The more durable the material, the more energy and time it will take to change, but not even supposedly 'indestructible' materials are immune.
    - NOTE: The user MUST understand both the molecular structure of the solid material they are changing, AND be able to visualize the final desired form.
    - The user can only affect things down to the *molecular level*, hence the name, and canNOT be used to alter things on the atomic or lower level without other Perks, Items, or Powers.
    - Affecting enchanted/magical materials requires the user to posses at least TWO of of the following: the ability to dis-enchant the material, be the one which *made* enchantments, or be two *orders* of magnitude more powerful than the enchanter.
- Ironmonger Suit: This is less of a suit of 'power armor', and more or a wearable mini-mech, with the 'pilot' sitting in the chest area and using motion controls to direct the suit. Comes with heavy ablative armor, forearm-integrated Gatling guns, retractable shoulder-rocket launchers, and under-the-wrist flamethrowers. While it lacks the maneuverability and agility of the average Stark-Suit, it compensates for that with sheer durability, endurance, and overwhelming firepower.
    - NOTE: This suit *does* come with a single power-cell to run the suit, but without a properly designed *generator*, the suit will need to frequently change out the power-cell(s) when in heavy use.

- Shocker System: This suit, while somewhat silly looking, is VERY good at absorbing and dispersing kinetic energies and blunt-force trauma, making the wearer completely immune to all blunt damage not done with significant superhuman might. It also comes with a set of vibrational projection gauntlets that lets the user hyper-compress air and send it out as shockwave attacks and shatter almost any solid target (though using them *without* the suit is likely to shatter the users *arms* as well).
- LMD: These are the schematics for an incredibly lifelike robot, utterly indistinguishable from a baseline human in looks. You now have the knowledge and skill needed to build, repair, upgrade, program, and update these robots, allowing you to make indistinguishable duplicates of people, even being able to mimic MOST superpowers. Do note, that only the knowledge and skills that YOU have can be programmed into them, which might allow for those sharp of mind to catch your robots and expose them.
- Trapsters Setup: You have an exceptionally deep knowledge of both adhesives and solvents of ALL kinds. You can attach any solid to any other solid, do so without creating a mess OR damaging any component, and dissolve the bonds, all with a trivial amount of effort. The solvents you can create are able to break molecular bonds, dissolving the target into a slurry/powder of the pure molecule(s) *including living flesh*, so care must be taken with all applications. These chemicals and equipment can be used to make very effective knock-off webshooters if so desired, though the 'webs' notably *don't* dissolve after a few hours.
- Power Nullifier: These ability to strip others of their abilities is now yours. You can build external devices capable of suppressing the 'powers' of others, IF you are familiar enough with how said powers work. These Nullifiers can be short lived but portable (collars, cuffs, harnesses, etc.) items attached to the target, but will have a relatively short lifespan before needing a recharge, however they will have 100% effectiveness. They can also be stationary systems that broadcast an energy field to accomplish the same thing, but can't be fine tuned to each individual, making this version more of a *suppressor* (though you CAN have multiple overlapping fields) than a ***Nullifier***.
    - All the knowledge gained from these Perk selections are intuitively synergistic, being capable of not only *integrating* with other knowledge bases but doing it *exceedingly* well.

Guardian of Earth 400 CP: You are the Pretty Protector/Dashing Defender, Sailor Earth! You have it all, the transformation sequence, the magical clothing, the magic spells, everything one of Sailor Moon's Sailor Scouts would have. When transformed into a fuku'd Sailor or formal-

wearing Defender, you find your physical abilities multiplied by 5, you gain a high level of resistance to ambient magic and AoE spells, can sense the presence of all forms of demons and devils as well as hostile spirits, and have a perception filter that keeps those unaware of your identity from finding out.

You specialize in magics dealing with, and are enhanced by the *presence* of, plant-life of all kinds: your **Wooden Palisade** conjures up a series of tree trunks to act as a shield/barrier; your **Entangling Embrace** sends out vines, grasses, and ferns to snare targets; your **Oaken Hammer** conjures an animated tree to serve as a mobile attacker/defender; your **Verdant Outrage** sends forth a blast flower seeds and tree nuts that penetrate into targets and rapidly begin to sprout (potentially killing them outright or inflicting damage over time); and your **Photosynthetic Purification** allows you to remove curses, poisons, and toxins from a radius measured in city blocks. Your sailor fuku/tuxedo is a lilac and emerald combo, with pink highlights. You are skilled enough to NOT need a transformation object or focus for your magic, but creating/using one will make things faster and smoother for you.

- Super Mode 200 CP: You have practiced and pushed yourself enough that your transformation itself has increased in power, granting you a 10x multiplier in physical abilities, and your spells can be fired thrice as fast and deal quadruple the damage while you are transformed.
- 'Hail Mary' Power 200 CP: Sometimes, your best simply isn't good enough and you need a miracle, which is where *this* comes into play. Once a Jumper, or decade if that comes first, you can overload your Guardian magics to achieve something far beyond what you are normally capable, this can range from resurrecting some friends, exorcising a demon from someone they've spiritually fused with, nullifying a planet-busting attack, sealing a target harmlessly away, dealing an attack that removes the target from all of existence, purifying a planet of pollution/corruption, there is little this cannot do. The downside is that ALL of your Guardian magics, powers, and Modifiers are 'burnt out' for two (2) years from this point, and cannot be used again until the cooldown is over.
- Guardian Awakening 200 CP: Once every 90 days, you can cause the awakening/emergence of similar Guardian magic and powers in a single target of your choice. They must be the focus of a planet, moon, or asteroid/comet large enough to have at least a 0.2 gravity well; no Guardian can share a planetary focus with another Guardian, with the most powerful (magically speaking) hogging the connection and preventing any others from using it. If you have purchased Super Mode and/or 'Hail

Mary' Power, they have the *potential* to gain the same, but must work towards meeting that goal on their merits.

- Rapid Awakening 100 CP: Any Guardian you Awaken gains in power and experience 10x faster than normal until they gain access to their Super Mode and/or 'Hail Mary' Power, if available, then their growth rate slows down to normal.

After this Jump, you will have complete control over the look and style of your transformed self, as well the method *of* transforming.

Safety Sharded 400 CP: You had a *potential* Trigger Event, or were in the process of having one before your Benefactor intervened, leaving you with only the powers with none of the trauma or drawbacks. As luck would have it, you got a Jailbroken copy of a Shard from *Worm*. This lacks the Conflict Drive, technological black-boxing, psychological damage/manipulation, Tinker Fugues, Thinker headaches, or reporting-to-an-alien-intelligence-via-brain cancer that would otherwise be inherent to this power. You may select any ONE (1) of the following per purchase:

- Walking Armory: You get a version of Miss Militia's powers. You can create any weapon you have personally seen or handled (ammo included), even things that would be considered mad/super-science weapons. These weapons will always be composed of between two to four colors (your choice at the start of each Jump) instead of the 'standard colors'; these weapons and ammunition are made out of a variable energy field that reconfigures itself to your wishes. The only limits are 1) the weapon must be portable by a single, un-augmented, adult human, 2) the weapon cannot be in any way magic, 3) you can only manifest one weapon at a time per purchase, and 4) the weapon cannot house or contain virtual/artificial/transferred intelligences within them. Lightsabers, Phasers, and Gravity-Hammers are ok, but Frostmourne, Excalibur, and Mjolnir are not. You start with 5 years of practice with this. Additional purchases of this will add an additional weapon that can be manifested, *with* all the previous limitations.
- Energy Siphon: You get a version of Grue's powers. You are able to emit and control a pitch-black, smoke-like substance, that absorbs all forms of non-kinetic energy that touches it. Light, sound, heat, electricity, radiation, all are affected by this; you are able to see and hear perfectly fine while within this cloud, and can grant similar levels of immunity to individuals if you wish, starting with one person and expanding exponentially as you practice and push yourself. While particularly powerful energy attacks CAN disrupt your cloud, you are able to fine tune it to only affect specific energies in exchange for contrastingly greater efficacy against that energy. You start by

being able to cover a 100 foot radius sphere with this 'smoke' at a time, and practice will both expand your reach, density of your smoke, and allow you to shape it more precisely; practice, meditation, and experimentation will allow you to disperse/absorb greater amounts if power with no upper limit. You start with 2 years practice with this.

- Scale-to-Threat: You get a version of Lung's powers, granting you a moderately enhanced body and pyrokinesis to start with. As you are put in danger and/or feel anger towards someone, you will start to grow in size, increasing your physical and pyrokinetic abilities proportionately, with the size increase also serving to heal any damage done to you. At a certain point, you will find yourself sheathed in polished steel-like scales, then you will take on a quadrupedal stance as you grow wings, turning you into a Western-style dragon. There is no ultimate upper limit to the size you can grow to, though you can shrink down at anytime you want. You will be able to pick up new tricks and uses for your pyrokinesis as you experiment with it. You start with 18 months of experience with this power.

- Micronization: You get a version of Armsmaster's powers. You are a master of *efficiency*, usually shown by being able to reduce any form of mechanical or manufactured item down to 1% its normal size *without* negatively affecting its efficiency, power, and/or combat effectiveness. You start with all the knowledge and practical experience that Armsmaster had at the beginning of *Worm*, in everything *except* his Nano-Thorn technology, granting you 10 years of practice with this.

- Exotic-Effect Items: You get a version of Bakuda's powers. You excel at creating items that can handle virtually *any* situation, before they inevitably self destruct in a flashy manner. Create timestop bombs, missiles that generate explosively growing crystals where they hit, implanted suicide-bomber payloads, anything you can think of that has a limited lifespan you can create. Since your projects all eventually get destroyed, you'd better hope you have a good source of materials and plenty of patience to continually rebuild your load-outs. You start with 2 years worth of experience with these powers.

- Mad Maxine: You get a version of Squealer's powers. "You can make ve-hicles and ve-hicle accessories." These aren't just regular, run of the mill vehicles (though they can be if you want), but super vehicles like the Mach 5, Gadget Mobile, Batmobile, Gunstar, X-Wing... Anything that is considered *part* of a vehicle, *attaches* to a vehicle, is *powered* by a vehicle, is *towed* by a vehicle, *interfaces* with a vehicle, or is *fired* from a vehicle can be affected by this ability. You gain 10 years worth of experience with this power, and can pilot/drive any vehicle you make/work on with near perfection.

- Ultimate 'Healer': You get a version of Panacea's powers. You are a tactile bio-kinetic, able to both sense and alter the structure and functions of anything biological with the merest touch. Whenever you choose to use this power (you can choose to turn it on or off as you wish), you can get a complete breakdown of the targets biology, any injuries or diseases, a sense of what improvements you can make, and what any side effects will be for any change you make will be. Yes, you can alter brains, yes you can changes people's physical sex, yes your changes can be all inheritable/genetic if you wish, and yes they will persist until you (or someone with similar powers) changes them again. The three limits to this power are your imagination, the amount of bio-matter you have to work with, and the fact that it takes several seconds to make any single change. You start with 3 years worth of experience using this power.
- Totemic Imbuing: You get a version of Dauntless's powers. Everyday, you will generate one Charge, that you can Imbue into an item to improve its abilities and performance. Each Charge grants a minor, but noticeable, permanent improvement to the items capabilities (and possibly appearance). Every 50 Charges you unlock a special ability thematically linked in someway to the item, like extended range or faster rate-of-fire for a projectile weapon, increased cutting power for a bladed weapon, resistance to a specific damage type for armor, greater movement speed/abilities for footwear, etc. Each item can hold up to 100,000 Charges. Each Charge you consecutively spend on a single item reduces the time to generate the next Charge by 10 minutes. You start with 3 months of experience (and Charges spent on any *single* item you own) with this power.
- Courier: You get a version of Strider's powers. You are able to teleport anywhere within the gravity-well of a planet so long you have either line-of-sight or exact GPS coordinates. You are able to bring along any matter within a 500 foot radius of you that you wish without issue, so long as it doesn't intersect with any matter upon your arrival; the more practice you have with this power, the larger the radius will become. There are no limits on how *swiftly* you can teleport, but each teleport is as physically depleting as several minutes of swift jogging, so repeated use in a short period can leave you exhausted. The act of teleporting does not make any noise or light to betray your arrival or departure, preventing anyone from tracing you in that fashion. You start with 5 years of experience using this power.
    - Power Seeder 100 CP: The first purchase of this Modifier will allow you to grant ONE person per Jump a **single** one of your purchased Blessings each year, with each additional purchase doubling that number. Multiple *different* Blessings can be granted to an individual (if you have bought them) without ill effect, but granting someone multiple copies of the same Blessing has no effect.

- Natural Network 200 CP: By using Power Seeder on at least 4 people in each Jump, you will create a completely secure new Shard Network with those powers managed by an autonomous copy of your mind that will follow any directives and rules you wish, including the conditions needed to cause Triggers. Any additional Shard-based powers you acquire can be added into the Network if and as you wish
- These powers will function similarly as the ones you purchased, the Network can be set up to only grant Triggers in the manner of your choosing (whatever you decide is appropriate criteria at the start of each Jump), and you will ultimately have Admin authority over the powers users.

Power-Plex 400 CP: You have undergone and been granted an enhanced version of Scott Duvall's research, allowing you to absorb kinetic energy and convert it into electrical power *without* needing to have a large portion of your body fused with ceramic plating. This electrical power can then be unleashed as you wish, as an attack, to power machinery, put into batteries, create light shows, your imagination is the limit.

Unlike the original version, you will be able to generate and contain an *unlimited* amount of energy without having accidental or forced discharges, and have the ability to *control* the electricity beyond just shooting it out in torrents. You will be able to *shape* the power, bend it around targets, make it strike specific spots instead of following physics, channel it through other objects, basically acting in true 'comic book physics' instead of 'Real World physics'.

- The power you expel can be *any* form of non-kinetic energy you wish, chosen at the start of each Jump, electricity is simply the default setting unless changed. Do note, that while you *are* immune to the power you generate and shoot, *other* sources of that same energy will still affect you as normal.
    - Another **300 CP** will grant you all the knowledge needed to replicate the process you underwent, and even to alter the type of energy that can be generated to the recipient. Each recipient can only have ONE type of energy they can generate, and cannot have it changed in Jump once applied, so choose carefully.

Psychic Spark 400 CP: You have gained all of the psychic abilities shown in the movie *Chronicle*, specifically weak telekinesis. Or rather telekinesis that *starts out* weak, barely able to lift a soda

can, but will continuously grow in power, range, finesse, and multitasking the more you use it. The growth rate is 25% a week across all four 'stats', assuming that you are willing to push yourself. This version doesn't even cause nosebleeds when you're straining with it, how nice.

Another **300 CP** will allow you to share this Perk with one (1) person every 30 days, granting them access to it as if it were a natural part of them and their world, including all but guaranteeing any children inheriting this as well.

Master Mixer and Alloyist 400 CP: You can craft with *anything*, no matter what it might be, and mix any numbers of 'anything' together to get a functional whole. Iron? Easy peasy. Stone? Simple. Ice? A bit finicky, but still doable. Lightning? Just needs special tools. Darkness? Only needs a few modifications to the process. On top of that, when crafting multiple materials together you can choose which of the properties to include from each material, *at each step* of the process and end result. Finally you craft 10 faster than normal, and your skill *in* crafting increases at a similar level.

Another **300 CP** will allow you to share this Perk with one (1) person every 30 days, granting them access to it as if it were a natural part of them and their world, including all but guaranteeing any children inheriting this as well.

Azerothian Class 400 CP: Each purchase of this grants you Grandmastery in a single Profession, as well as a single selection from the following options:

- Blessed by the Nar'uu: You have gained access to every skill, ability, Specialization, and Talents that the World of Warcraft **Priests** have ever had access to.
- Order of the Silver Hand: You have gained access to every skill, ability, Specialization, and Talents that the World of Warcraft **Paladins** have ever had access to.
- Child of the Emerald Dream: You have gained access to every skill, ability, Specialization, and Talents that the World of Warcraft **Druids** have ever had access to.
- Speaker to Spirits: You have gained access to every skill, ability, Specialization, and Talents that the World of Warcraft **Shamans** have ever had access to.
- Walker of the Wilderness: You have gained access to every skill, ability, Specialization, and Talents that the World of Warcraft **Hunters** have ever had access to.
- A Knower of Secrets: You have gained access to every skill, ability, Specialization, and Talents that the World of Warcraft **Mages** have ever had access to.

- Knife in the Shadows: You have gained access to every skill, ability, Specialization, and Talents that the World of Warcraft **Rogues** have ever had access to.
- Armored Bulwark: You have gained access to every skill, ability, Specialization, and Talents that the World of Warcraft **Warriors** have ever had access to.

While this *does* start you out at 'level one' of equivalent skill and knowledge for every purchases Class, you will find yourself rapidly increase in knowledge, finesse, and power through using this 'in the field', until it reaches the level cap. You will be in the top 1% of every measurable capability in any Class you buy.

Blood of the Belmont 400 CP: You have managed to finagle your way into a distant cadet-branch of a *literally* sacred bloodline, one that is universally effective against all forms of demons, devils, undead, and general monstrosities. When you cast a spell or make any physical attack, you can choose to convert some of your endurance into holy power, enhancing the damage dealt and increasing the chance to overcome any defenses on the target. The more each *specific* spell or attack is used, the less energy is used to power it, until eventually it takes none at all. Against a single type of stereotypically 'evil' enemy per Jump/decade, your spells and attacks will find themselves exceptionally effective, dealing 5x the normal damage and ignoring their defenses entirely.

- An additional **300 CP** will allow you to share this Perk with one (1) person every 90 days, granting them access to it as if it were a natural part of them and their world, including being able to have any children inherit the potential to use this as well.

Starborn 400 CP: You've smooth-talked your way to becoming a being that has *great* metaphysical significance. At the start of each Jump (or decade if that comes first) you can choose one broad type of being, and become immune to all corruptive effects and beguiling from them, while also always having significant magical 'leverage' to use against them and having your spells being 5x more effective against them. You also are now immune to the Hex from *The Dresden Files* (unless you choose to manifest it), as well as being immune to the consequences of breaking *The Dresden Files* 7 Laws of Magic with this.

- An additional **300 CP** will allow you to share this Perk with one (1) person every 90 days, granting them access to it as if it were a natural part of them and their world, including being able to have any children inherit the potential to use this as well.

Sparky Combat Techniques 400 CP: You've had your mind and body sculpted as if you had been the lifelong practitioner of three separate martial arts that appears in *Girl Genius*, but they can be trained up to becoming progressively better with time.

- You have been trained as a **Kolee-Dok-Zumil** from War-Queen Zantabraxus of Skifander, which translates somewhat to 'Master and Pupil', but also 'Whetstone and Knife'. This has given you incredible reaction times, flexibility, striking speed, acrobatics capability, and high level of skill with a broad variety of swords and knives. This is a combat style that while is 'merely above-average' against humans, it excels at fighting things that are monstrous and/or considerably bigger than the practitioner. Your starting point is being the equal to Zeetha from the first time she appears.
- You have gained a solid understanding of **Norwegian Sweater Fighting**, building dense, compact muscles that are able to unleash devastating power, reduce blunt impacts by at least 80%, and eyes that can find any hidden passageway or hiding spot. An unexpected bonus is the ability to fall from any height without taking *any* damage. Unfortunately, all these abilities are only usable while the user is wearing a handmade sweater. You start at about 20% the ability of Othar Tryggvassen in his first appearance.
- You have gained the abilities in stealth, infiltration, sleight of hand, and chemical knowledge training of a **Smoke Knight**. The chemical training include not only the apication of chemical cocktails, but the identification and neutralization of them as well, on top of a comprehensive 'inoculation' protocol that makes you virtually immune to all but the most exotic and potent brews. You start at the level of Violetta when she first appears.
- Once per Jump, or decade if that comes first, you may grant anyone you wish a copy of this Perk in its entirety.

Armor Symbiote 400 CP: You have been fused with a Gelderians symbiotic, full-body prosthesis, which is capable of turning even the average, out-of-shape teenager, into a combat machine that could take on an unprepared Viltrumite. The Symbiote works by creating a suit of power armor which takes your physical capabilities and amplifying them exponentially, being able to form armor, weapons, tools, and propulsion proportional to how strong you are *without* it. Reach peak human and you could stall a Regent level Viltrumite for a decent amount of time, and if you can *exceed* that benchmark there is no telling *how* powerful you can become with this.

The Symbiote is capable of creating a multitude of different forms, shifting to both match what the user wishes AND creating weapons as needed. Any energy weapons created by this Symbiote serve as a perfect focusing agent, doubling the range, damage, and accuracy of any other *inherent* energy projection abilities you have. Any *solid* weapon or tool created by the Symbiote must remain connected to it physically in some way, if it is severed or separated it will immediately fall apart into inert dust. While this Symbiote can *shoot* solid projectiles it cannot *create* them itself, forcing you to acquire any bullets, rockets, mines, darts, etc. and load them before hand.

- For an additional **300** CP, you can unlock the Adaptation and Manufacturing Protocol (or A.M.P. for short), allowing your Symbiote to observe any different forms of technology you come across, passively upgrade and alter itself to improve performance, and assimilate specific provided examples. This later *will* require you to obtain specific materials and tools, depending on what you already have duplicated, as well as do internal crafting of any desired *physical* munitions.

Ghost Jumper 400 CP: Like Danny Phantom, you're half alive, half ghost. You start out with all the abilities he demonstrates in the first episode of the show as powerful as he showed them to be. Over time you can unlock all the abilities he demonstrated, but the timing and potency of those abilities *will* depend on the natural affinity for them on the possessors part. By default you will have the ability to go invisible, become intangible to physical objects, shoot ecto-blasts from any body part you wish, and sense when other spiritual entities are near you; when transformed, the color scheme of yourself and whatever you're wearing becomes inverted and you speak with a distinctive reverb effect that will serve to *help* disguise your identity.

- Dark King 200 CP: You start off with the strength and powers of Dark Danny, including the Ghostly Wail, duplication, and flaming hair.
- For an additional **300 CP**, once every 90 days you can grant a copy of the base Perk to anyone you wish. This Perk will be able to be passed down to any children you have if you so wish.

Bat-Family Prep-Time 600 CP: The single *worst* thing a member of Batman's Rogues Gallery can do, is give Batman time to develop counters to their gear and tactics. Once every six months per purchase, you can retroactively develop a hard counter to a single aspect to (nearly) *anything* that a foe can threaten you with. Facing someone with ice-creating energy weapons resistant to melting? You've altered your armor to shed the energy and/or ice. Facing someone with the skills to stop your heart with a touch? Developed extra muscle control to move that nerve-

cluster/pressure point out of the way. Direction-changing eye beams that erase people as strong as Superman from existence headed your way? You've spent the time learning how to dodge and outmaneuver them. After the fight in which this is used has ended, the benefits will rapidly fade away and leave you at your 'normal' capability.

Favored by the Fans 600 CP: The crowd really, *really*, ***really*** loves you! This boost of popularity from uncountable trillions cheering you on removes any and all limits on your mind, body, and soul, allowing you to continually and *rapidly* increase in skill, knowledge, and power so long as you make even a modest effort. If you are willing to actually push yourself, the results will be an *exponential* growth rate. Finally, you can choose ONE (1) Charisma boosting Perk and make it part of your Body-Mod, and unable to be removed, inhibited, modified, or suppressed in *any* way without your express permission and intent. This acts as a **Capstone Booster** for certain Perks *and* Items.

Noblebright Scion 800 CP: You've been mutated significantly, receiving the physical, mental, spiritual, and psychic abilities that *would* have been demonstrated by either the Second or Eleventh Primarch. This means your body is purified of all corruption and taint, you have a body 12 feet tall, all the extra organs as designed by the Emperor, plus a biological generator for untainted geneseed. This generator can produce 1 geneseed each week, and will be able to flawlessly convert any human (or species capable of breeding with humans) you so desire into a Primaris Marine of your Legion/Chapter, with all the enhancements that would otherwise need to be implanted growing in naturally.

You, and all your Legions, possess one of the Aspects of the Emperor he chose you to embody. The Second *would* have been the embodiment of a master terraformer, being able to convert even the most contaminated, polluted, and lifeless hellscapes into lush and verdant garden worlds in *at most* three months of effort (assuming the proper support elements). The Eleventh would have been the embodiment of the demon binder, being able to create structures that repel and/or lock away demons, devils, undead, spirits, and all other forms of malign existences, preventing any daemons from manifesting or any Warp entity from contacting the physical realm us g entirely mortal construction methods and materials. You can only choose ONE of these abilities to embody, but any Astartes made from your geneseed *will* carry the same potential (albeit to a lesser degree).

For an additional **600 CP**, your geneseed production is increased to 10 a week, your Astartes can each produce 1 geneseed a year, and both you and your Astartes demonstrate the abilities embodied by the *other* Primarch.

**Generic Items:**

Having Inserted *after* surviving the non-ranked preliminary round of fights, your bets on yourself have earned you a 1,600 CP Stipend to spend in this section **only**.

Anything that allows you to create/spawn additional people/help *will* still work, but those additional people can*NOT* fight alongside you in the Tournament. During this Jump ALL properties will be connected to your Warehouse, which you will receive if you did not already have.

There are several **SPECIAL** Items on offer in this Jump. If you buy the base version of the Item, you will retain the ability to buy additional Modifiers in *other* Jumps using that Jumps points. These **SPECIAL** Items will be listed with THIS coloring in the title to differentiate them from the normal Items.

Anime Training Gear 50 CP: This Item can take any form of clothing or accessory, it will always fit the wearer comfortably, it always smell and feel freshly laundered, it will never stain, it will never snag/rip/tear while in use, it breathes and sheds water magnificently, and the simple act of *wearing* it counts as moderate exercise and exertion *without* fatiguing the wearer. Any calories consumed beyond what is needed for 'normal life' while wearing this Item will see the excess converted into additional bodily improvements. These boosts will stop being effective once you hit peak 'normal human' levels, and will only work for one person you designate in each Jump. By default, this Gear will take the form of a martial arts gi unless you specifically change it.

- Moderate Gear 50 CP: This version has all the same capabilities as the base model, but can push the user to moderate super-human levels, stopping at about the same level of physical capability as Spider-Man.
    - Top-Tier Gear 100 CP: This Item now has no ultimate upper limit to how far it can enhance its wearer, allowing you to keep improving to no end as long as you continue to wear it.

- Big Box 'O Gear 100 CP: You gain a trunk that will always have an armload of the desired level(s) of Gear you have purchased, allowing you to pass them out to others as you see fit. These additional units can be shared with others, but only if the previous user permanently foreswears any connection to the Item.

Pawtucket Patriot Brewery 50 CP: You very own, entirely automated, Brewery that can produce up to 10,000 bottles every 6 hours. This Brewery will supply its own ingredients, machinery, bottles, and trucking to deliver the product, but *will* need workers to run the machines. You will also need to ensure clean and sanitary conditions in the Brewery, maintain the equipment, and ensure delivery to any customers and/or stores. You can also make cans/bottles of ***Duff*** beer here if you wish, instead of/in addition to Rhode Islands trademark brew.

- Brewery Employees 50 CP: Your Brewery now comes with enough hired employees to work a single 8-hour shift every day per purchase. These employees will be hired from the inhabitants of each Jump, be exceptionally well paid, with extravagant benefits.
- Sterile Brewery 50 CP: Your Brewery, and all its equipment and ingredients, are now always in pristine condition when being used. Fears over the health inspectors are now a thing of the past.
- Automated Brewery Delivery 50 CP: It seems that Stewie Griffins gotten involved in things, as your customers can now order online and have the product teleported to them through time! This is Fiat-backed so only adults of drinking age can order this way, and the delivery method can*not* be intercepted or redirected.
- Faster Production 50 CP: Your Brewery can now produce up to 10,000 bottles of beer every *hour*, potentially increasing your profit vastly.
    - Warp Factor 50 CP: Now your Brewery is able to produce up to 10,000 bottles a *minute*, granting you even higher amounts of profit. Additionally purchases will add another 10,000 bottles a minute, if you *need* that much beer.
- New Products 50 CP: You are capable of splitting off production capacity in order to create seasonal variations, different types of beer (Coors, Michelob, Bush, Budweiser, etc.), entirely different forms of booze (wine, tequila, vodka, whiskey, etc.), or even just plain old bottled water. Each purchase will allow your Brewery to create ONE (1) additional product lime without causing problems, though you will still have the same 10,000 bottle ceiling on total production.

- Additional Location 50 CP: You've gotten your hands on another Brewery, with all the Modifiers bought for the first one! This additional Brewery can be placed as close to the first as you wish, but canNOT be conjoined, fused, or merged with it.

Azeroth Crafting Supplies 50 CP: Each purchase of this ensures that you will receive a weekly resupply of Apprentice-level crafting materials for ONE (1) Profession, enough to make 80 of any single recipe.

- Journeyman Crafting Supplies 50 CP: Purchasing this Modifier means you also receive a weekly resupply of Journeyman-level crafting materials for ONE (1) Profession, enough to make 40 of any single recipe.
- Expert Crafting Supplies 100 CP: Purchasing this Modifier means you also receive a weekly resupply of Expert-level crafting materials for ONE (1) Profession, enough to make 20 of any single recipe.
- Artisan Crafting Supplies 150 CP: Purchasing this Modifier means you also receive a weekly resupply of Artisan-level crafting materials for ONE (1) Profession, enough to make 20 of any single recipe.

Bottomless Flask 50 CP: You gain a single metal Flask the size of a Soda can, with a top/opening of your choice that can be easily opened one-handed. This Flask can produce a continuous stream of whatever mundane (i.e., room-temperature, non-hazardous, non-magical) item it has stored forever, all the while maintaining it in the same condition as when it when in, and will not transfer any form of damage to the holder or wielder of the Flask. At the start of each Jump after this, you gain one additional empty Flask to fill as you wish. Cross-contamination and backwash *can* happen with the base version if you aren't careful, so be warned.

- Capacity Increase 50 CP: Each purchase of this will add a digit to the number of Flasks you receive at the start of each Jump. This Modifier can be purchased up to 5 times, giving you a maximum of 100,000 empty Flasks at the start of each Jump.
- Purity Protection 50 CP: When each Flask is filled, this enchantment acts to prevent the contents from becoming contaminated in any manner that you do not wish, keeping any grain/flour dry, water unfouled, molten metals pure, etc.
- Enchanted Manual 50 CP: You additionally receive a Manual that will teach any reader how to make their *own* flasks. All that is required is enough magic, an appropriately sized

contained, and some time to cast the spell/ritual. The reader will also gain access to any appropriate Modifiers you have bought as well, if you wish it.

- Magical Enchantment 100 CP: Each purchase of this will allow you to upgrade the Flask to contain and generate contents that are inherently magical, supernatural, hazardous, or other form of Meta-Material (magical potions, holy water, molten adamantium, etc.). The only limits are the amounts of time and magic you have to expend to enchant the Flasks, and these additional Enchanments can *only* be laid on a Flask *during* the creation process.
- Size Increase 100 CP: Each purchase of this will allow you to change the size of each Flask up to 2x the normal size or shrink it to half the normal size. There will be no increase in power or time for shifting the size of the Flask in this manner.

Cabin on a Flying Island 50 CP: You gain a rustic 5-bedroom cabin on a 5 mile radius, one mile thick disc of earth and stone suspended 500 feet in the sky. The Island can be raised to be between 'just above ocean level' and 'near low planetary orbit', but cannot *leave* atmosphere *or* completely submerge; The Island has an x/y/z axis movement speed of up to 5 miles per hour, controllable by you and those you designate while on the Island. By default, the cabin has an outhouse, a well with pump for water, and gas powered lighting, heat, and refrigeration; you start with enough gas to last 2 years of constant use, after which you will need to either refill the tanks or upgrade the system. The Island has truly *excellent* soil, perfect for all forms of farming and timberland, if that is your desire.

- Size Increase 50 CP: Each purchase of this doubles the radius of your island *and* its thickness. Your cabin will always stay right in the center of the circle, unless you specifically choose to move it.
- Accessibility Array 50 CP: You can teleport anyone and anything you wish within 10x the radius of the Island up to or down from from it. This can be done with folding space, creating stationary portals, converting the target into energy and siphoning them through subspace, or some other means entirely, and cannot be blocked, diverted, or tracked in any manner you do not allow.
    - Secured Island 50 CP: The Array will act to protect your Island from invaders, unwanted guests, and attacks by teleporting them *away* from itself. You can choose how high in the air they appear, their rate of speed, and the direction they are facing when they are removed.

- Fae Servants 50 CP: You gain the perpetual loyalty of a bunch of minor domivoi and polivoi fae, who have agreed to travel with you and tend to your house, fields, lands, guests, and all other properties. Anything planted on this Island will always grow to the best possible quality, never become diseased or molested by insects/animals, and grow to full size in 1/10th the normal time, while your house, its contents, and your clothes will always be cleaned and mended to the degree you wish.
- Remote Controls 50 CP: You gain a mental connection to your Island that allows you to command changes to its movement and orientation at will, no matter where you are. A second purchase will allow you to add additional, lower authority level, users as you wish.
    - Atmospheric Controls 50 CP: This grants you a mental connection to your Island that will let you alter the weather, time of day, and season at will. You can create or negate hurricane force winds, have a bright summer day during a winters night, rainstorms or drought, all at your whim and fancy. You have ultimate authority over this connection, you can add or remove other users at will, and can set things up to be as controlled or random as you wish. Any precipitation produced from this Modifier canNOT be exported to other areas *outside* of your Island, it will simply disappear into the nothingness from whence it came.
    - Environmental Controls 50 CP: A simple mental connection that will let you alter the lay of the land as you wish. Create a series of mountains, add or remove lakes and streams, anything that is a naturally occurring land formation but is not alive can be altered to your Island in real time.
    - Mobility Enhanced 50 CP: Your Island now has an atmospheric cylinder (extending the Islands radius both above and below it, plus 10% its radius past its edges) that allows it to travel both underwater and into outer space without issue. Its new top speed can see it move up to 50 miles an hour safely, double that if you are willing to run the risk of flinging people about and uprooting buildings and trees. This also allows you to rotate the Island while still keeping gravity in its relative 'down' within the cylinder. Each additional purchase will double the maximum 'Safe' speed.
- Matryoshka-Island 50 CP: Your cabin gains an elevator system and stairwell that extends up past and phases *through* the roof, and into a non-Euclidean space that is a near identical copy of the Island. This *second* Island can apply as many or as few Modifier you may have bought, independently of the first Island, and can be completely customized

without impacting the first Island. Each additional purchase of this Modifier will add another layer to this series of Islands.

- Wildlife Preserve 50 CP: By default, this is a sanctuary for domesticated riding birds (think emu, ostrich, and cassowary) but it can accommodate *any* being of below human level intelligence. Once per Jump for each purchase, you can pick any *one* animal that has existed in any Jump you have been to (whether it has gone extinct or not) to appear on here with a population *triple* the size needed for sustainable breeding efforts. All nutritional, housing, sociological, and medical needs for the animals are included in the purchase. Each additional purchase of this Modifier adds another type of animal to what you can house for each Jump.
- Plant Conservatory 50 CP: You have all the necessary materials, nutrients, manuals, and seeds/cuttings needed to completely cover the surface of your Island in one type of plant or fungus. This plant/fungus could be any variety that currently exists or previously existed in 'the real world' or any Jump you have ever been to. This *does* include blatantly magical plants or fungus, so long as it is not sentient and sapient. Each additional purchase of this Modifier will allow you another choice of plant or fungus. If you have purchased the Matryoshka-Island option, you can intermix the types of plants as you wish; you have purchased the Matryoshka-Island and Wildlife Preserve options, you can intermix the types of plants and animals as you wish.
- Meta-Material Mine 50 CP: You can choose for the Island to have a large amount of any one meta-material (from any Jump you have been to) be present in easily gathered nodules. These meta-materials will slowly regenerate over the course of the Jump, granting you the option to have a continuous supply if carefully managed. In new Jumps with meta-materials, you must purchase this again to gain access to the new material type you desire. (meta-material is being defined as something like Tiberium, Mithril, Vibranium, Uru, Kryptonite, Latinum, and the like; a unique material found only in that uni/multi -verse).
- Stocked Pantry 50 CP: You have all the food ever served in every Jump you ever go to kept in storage, including drinks, sauces, spices, side dishes, and condiments. Unfortunately, these comestibles cannot be *removed* from the Island, and will rapidly disintegrate unless they have been consumed.
    - Over-Flowing Pantry 50 CP: You can now produce enough food every hour to feed all of Africa for an entire day, with food that *doesn't* disintegrate when removed from the Island now appearing. Every additional purchase doubles the amount of food produced per hour.

        - Perpetual Pantry 50 CP: Your food is now without limit in how much you can create at a time. If you also have Accessibility Array, you can use that to automatically send food and drink anywhere within its effective radius.

- Unseen 50 CP: You can make your Island, and everything, on it completely undetectable by *any* means at will. There will be no shadows cast, no winds altered, no radar profile showing up, no differences in background radiation, no mysterious heat sources, or *any* **other** type of sign to alert anyone or anything of its presence. A second purchase of this Modifier makes it so you can choose to make it *selectively* detectable to those you wish.
- Untouchable 50 CP: Your Island, and everyone and everything authorized to be *on* it, will automatically phase through anything that encounters it unless you specifically de-authorize them. For a second purchase, your Island will also be considered inviolate to all alterations unless you allow it, allowing you to simply bulldoze your way through obstacles with it.
- No Borders, No Visas 50 CP: Your Island will never cause an incident by crossing national/county/state/city boundaries, so long as the Cabin itself stays outside of the airspace of National Capitals and military bases (unless your receive *permission*, at least).
- Modern Conveniences 50 CP: Your Cabin now has modern plumbing, heating, air conditioning, and lighting, guaranteed to function in perpetuity with no pollution, never needing repairs, needing resupply, or failing in any way. Welcome to the Upper-Middle Class, Jumper!
    - Expanded Space 50 CP: Your Cabin now gains an additional story to it for each purchase of this Modifier. If your Cabin is exceeds 5 stories tall, you will gain an additional wing off of the main Cabin that has the same housing capacity**.**
    - Decadent Luxury 50 CP: Your Cabin now has levels of comfort approaching that of the uppermost 1% of the 1%, automatically updating to have the best of the best from every Jump you go or have already been to. Bathe in Champagne every hour, have solid gold toilets that get replaced after every use, have actual diamonds in your chandeliers, use a large heated lake as a swimming pool, go nuts.

Franchise Owner 50 CP: Each purchase of this grants you ownership over a single restaurant chain bigger than 'single small town business'. Whether this is McDonalds, Dominoes, Taco Bell, or some *other* business, it's all yours. Your Franchise locations have unlimited stock, they never become dirty, they never have health-code violations, they offer excellent wages and benefits,

and all consumables and/or toys ever serves there are purchasable. If you buy *more* than a single Franchise, you can mix and match the services offered within a single location.

- If bought an additional time *separately*, you can ensure all that all victuals served are perfectly balanced for the consumer (nutritionally speaking), and will never cause the development of *unwanted* fat or health problems.

Vegan Friendly Meat Shop 50 CP: This is a highly sophisticated and automated butchers shop, that has an animal cloning facility in back where they get their products from. All the animals (domesticated livestock or wild game that could have been found on Earth in the 1900's) are created off of genetically perfect templates and are created without brains, having cybernetic connections to replace their entire spinal column, brain, and brain stem, allowing for guilt-free enjoyment of all animal products. This shop will be able to provide enough product to supply up to 50 adult, active, human beings with food every 24 hours.

- Faster Production 50 CP: Your Shop can now produce its products one (1) hour faster. When you reach a 1 hour turnaround, this Modifier can be purchased once more to reduce the time to 30 minutes.
- Expanded Capacity 50 CP: Your Shop can produce twice as much product in the same amount of time for every purchase of this Modifier.
- Leatherworker 50 CP: Your Shop can now produce all manner of leatherwork and hide from the animals, along with their meat. Includes separate premises to sell these in.
    - Furrier 50 CP: Your Shop can now produce fur, feathers, scales, teeth, claws, ivory, and *all other products* along with their meat. Includes separate premises to sell these in.
- Extra Location 50 CP: Your Shop can now have ONE (1) extra location, with as many or as few of the Modifiers as you wish, located anywhere in each Jump.
- Extinct Meats 50 CP: Your Shop can now produce product made from *any* animal that has ever existed on Earth in any previous time period. Additional purchases of this Modifier will allow for meat products from any single alien planet you have been to.
    - Magical Meat Selection 50 CP: Your Shop can now have products from blatantly magical and/or psychic animals, all you need do is gain a DNA sample (from blood, fur, bones, hoof scrapings, etc.) to start things off. This canNOT be used on entities both sentient and sapient.

- Modified Long Pork 50 CP: Your Shop can now clone human blood, tissue, and organs, as desired. Such products will always be disease free and can be safely and freely used as transplants safely. In Jumps with biological non-human people, each purchase of this Modifier will allow you to create similar products for ONE (1) race.
    - This Shop will never produce any pollution or waste, while providing the equivalent of ethically-sourced Wagyu beef from an infinite variety of animals. All without needing to harm a single thinking being OR waste time growing them OR feeding them.

Cherry P.I.E. Formula 50 CP: You receive a design for a specialized anti-zombie round, intended to be mass produced for the .22 caliber. This round is the lovechild of a tracer and a frangible round, designed to penetrate into the skull and shatter into white-hot fragments that destroy the brain entirely via incineration. The copy of the Pyrotechnically Initiated Explosive Formula you receive can be made out of modern day 'standard' bullets, casings, primers, and propellents, and even have their calibers changed to match your intended weapon. No rounds made with this Formula will *ever* over-penetrate its target, and will never cause an explosion/spray of bone, blood, or brain matter from its target.

DMSO Stockpile 50 CP: You have a large medicine chest stuffed full of a unique, and unique*ly* useful, medicine from a futuristic dystopia. Apply this medicinal paste along with any other medicine or drug to the skin of a target, and the other components will be instantly absorbed into the bloodstream of the target. Each week this Stockpile will completely replenish itself, having enough doses for 500 average adult human men; this Stockpile also includes the recipe needed to create more DMSO if and when it as needed. Additional purchases double the total number of doses per week.

Universal Cure 50 CP: Each purchase of this allows you to preemptively disperse agents to completely cure any combination of up to 5 diseases, cancers, tumors, and disorders before the start of the Jump. They will be *completely* eradicated, without any remaining anywhere, even as samples, and *cannot* be reintroduced. Multiple purchases are additive and stack on top of each other.

Farnsworth-Special Ray Gun 50 CP: This is a *very* cheesy, 1950's style ray gun that looks very much like a toy. It is, in fact, a very real example of Mad Science from a possible future. Designed and built by the multiple times great-nephew of an accidental cryogenics victim, this Ray Gun has an unlimited charge and is *highly* modular and can be exceptionally increased in power. The unaltered base has an accurate range of 300 feet, damage is roughly equal to a .38 caliber pistol, is moderately accurate, can fire one energy beam every 3 seconds, and has a diameter equal to a dime.

- Upgrades: These are handled a bit *unusually* for this Item, you already have all the components needed and 5 slots for them, but can buy more slots for 50 CP each.
- Damage: Police Issue: Now the Ray Guns shots deal the energy weapon equivalent to a .45 caliber pistol with each attack. The damage from this Modifier and all others in this section can be added, ignored, and scaled up and down as wanted.
    - Military Issue CP: Now the Ray Guns shots deal the energy weapon equivalent to a .223 caliber rifle with each attack.
        - Special Forces: Now the Ray Guns shots deal the energy weapon equivalent to a .50 caliber rifle with each attack.
- Range: Police Issue: The Ray Gun now has an accurate range of up to 3,000 feet.
    - Military Issue: The Ray Gun now has an accurate range of 1 mile.
        - Sniper Issue: The Ray Gun has an accurate range that is now 'line-of-sight'.
- Burst Mode: Double Tap: There will now be a mode to fire *two* shots each time the trigger is pulled. Delay between shots is reduced to 1.5 seconds.
    - Burst: Now you have a third mode, allows for bursts of five rounds with each trigger pull. Delay between shots is reduced to 0.5 seconds.
        - Saw Gunner: Your really stepping into the big leagues with this one! Now there will be a continuous stream of energy beams so long as you hold down the trigger. Delay between shots is reduced to 0.001 seconds.
- Shot Size: Medium: The size of each energy beam can be increased up to the size of a golf ball without negatively impacting its damaging capabilities.
    - Large: The size of each energy beam can be increased up to the size of a baseball without negatively impacting its damaging capabilities.

        - Extra-Jumbo: The size of each energy beam can be increased up to the size of a basketball without negatively impacting its damaging capabilities. For buying so many upgrades, you can also narrow the beam to the width of a strand of spider-silk or anywhere in between.

- Special Options: Beyond the 'standard' options, Farnsworth also included modules of a few of his more esoteric ideas, for 'field testing purposes'.
    - Punch Gun: Instead of lasers, you can choose to send out beams of pure kinetic energy, pushing against the entire body of the target. While still *technically* lethal, this is also of great use if you're wanting to push things around or punch someone at a distance. The amount of energy sent can be modulated, anywhere from a tiny pinprick to full power, depending on what you decide is needed.
    - Disrupter: The energy beams you shoot now have the ability to interrupt and disperse any other energies they encounter. This lets you shoot a fire out, or nullify a lightning bolt by the simple expedient of shooting it, though powerful enough energies *can* overwhelm this.
    - Laser-Taser: When you shoot a beam, you can also choose to add in a severe electrical jolt to the target. The upper capacity of this is tied to the amount of upgrades chosen in the Damage section, but can be scaled down as wanted, from 'carpet-shock' levels to 'Zeus is offended by me'.
    - Icethrower: The beams are now absolutely *frigid*, causing rapid onset frostbite, freezing water into ice, and extinguishing flames. Again, this can be scaled down if desired.
    - Microwave: The beams are now invisible to the naked human eye, instead causing them to heat metal and stone, cooking organic targets from the inside out and interfering with electrical systems.
    - Ricochet: You can now cause your beams to harmlessly bounce after hitting targets of your choice, up to 5 times before causing damage. Additional selections expand the number of bounces by up to 5 each time.
    - Sonic Screech: Now you can use your Gun as a megaphone! Oh, and also use it to emit devastating sonic pulses capable of shattering solid objects.
    - Melee Mode: Being able to shoot someone 'way over there' is great and all, but what happens if they get up in your face? That's where this comes in handy, allowing you to switch your Gun into the hilt of a one-handed close combat

weapon. Each selection of this upgrade will allow you program in up to 5 different weapons that will have the same durability of well made steel.

- Multi-Wielding: For when just one Gun isn't enough. This upgrade allows for the creation of an additional weapon each time you draw the Gun. This upgrade will create enough Guns to fill each of the owners hands (or equivalents) as needed.
- Invisible Beams: Your beams are now completely undetectable until they *hit* something, at which point all that can be determines is that damage was dealt, the location of the damage, and the angle of the damage.
- Silent Shots: Your beams now make no noise when fired and traveling, no matter the medium they pass through or strike.
- Non-Lethal: Ah, good choice. Sometimes you don't want or need to *kill* your target, which is where these come into play. Each selection of this upgrade allows for the addition of ONE (1) of the following:
    - Knock Out: Now your beams cause peoples nervous systems to lock up, after rendering them unconscious. This is extremely painful, and most people *will* try to avoid a second dose.
    - Float Shots: Anyone struck by this will experience several seconds of null-gravity, with the time dependent on the power level of the shot.
    - Giggle-izer: Any target struck by your Gun starts laughing. This might seem underwhelming for the price, but this is the 'bend in half and laugh until you're sick' laughing, effectively incapacitating them without hurting them.
    - Bowel Evacuator: The *messy* side of non-lethal rounds. Any target struck by this beam will immediately lose control over their bowel and bladder. Even worse is if they're 'empty', then it will force them to start passing fat and blood. If used multiple times in rapid succession, the target *can* die, so be careful.
    - Bald Ray: When the trigger is pulled, the beam emitted will give any flesh it encounters an excellent depilatory treatment, guaranteed to kill off all hair in the exposed area(s) for 2 years (or permanently if held for 10 seconds). Excellent for threatening those insecure about their appearance.

- Maglite: Turn off the damage, making the Gun all flash, no bang, by turning it into a flashlight. This can be disabled and reenabled at will.

Synth-Womb Facility 100 CP: This 10-story building contains a highly sophisticated and delicate series of machinery. The first floor is designed entirely around the business end (reception, examination rooms, consulting, etc.), is tastefully subdued, and can put anyone in it at their ease. The other 9 floors are a series of tiny rooms, just big enough for two adult humans and a 'water cooler'. That water cooler is actually a synthetic womb and uterus, capable of taking any DNA samples from two (or more) donors and converting them into a viable, fertilized egg it will carry to term. Each additional purchase both doubles the locations and the height of the buildings.

Magical Ore 100 CP: You have received not only a pallet with 100 pounds of magical metal ingots, but also the tools and written instructions needed to properly work with it. The first purchase of this will *always* be for the special metal used to make horseshoes for Binky, the Pale Horse that Death from Discworld rides. This metal, if worked according to the directions, will allow anyone wearing shoes/shoe inserts made with it to stand/walk/run on the air as if it were solid ground *and* to do so unnaturally swiftly and with minimal fatigue.

- Additional purchases will allow you to receive 100 pounds of any other Magical Ore or metals you wish, as well as the tools and written instructions to work it.
- You will receive an additional 100 pounds of (each of) these Magical Ore(s) at the start of each Jump, or decade if that comes first, after this one. Any additional Magical Ore(s) bought can be changed at the beginning of each Jump.
- This does *not*, in fact, have to be ***ore***. Any form of magical, or somehow 'special', material that can be found in other universes can be taken. Vibranium, Mithril, Kryptonite, Uru, wood from the Minoa tree, wood from Yygdrassil, magical dyes, Wraithbone, dragon-glass, etc, are all selectable with this Item.

Passive Eugenics Kit 100 CP: You receive a small handheld scanner and injector combo. You can use the scanner half on a target within 50 feet and get a breakdown of all their *potential* negative biological and genetic expression. After the needed 10 minutes of scanning, the injector will produce a retroviral cocktail custom tailored for them that will remove all genetic predispositions for cancer, depression, alcoholism, addiction, allergies, intolerances, and all

other physical and mental diseases (anything that lands of the Spectrum will NOT be affected by this Item) from any *future* children they have.

- Eugenics Booth 100 CP: Your Kit is now increased in size to a one-person Booth. This Booth is capable of fitting any willing user inside it, will be able to analyze the user instantly, and will also apply the cure to the users genetics in any area covered by the Kit. These Booths *will* be able to be found in any major metropolitan area.

Trunk of Magic Tricks 100 CP: You've bought a trunk full of all the books and equipment needed to effectively teach any single person everything needed to get an 'O' in every subject taught at Hogwarts for the first year; that grade is dependent on the subject being willing to exert themselves and really *push* on the study and practice, being willing to spend 6-8 hours a day 5 days a week on this, lesser efforts will grant lesser results. Each person taught by the items in this Trunk will be able to pass on their magic to any children they have via normal inheritance rules.

- Next year 50 CP: This Modifier can be bought 3 times, each time granting another years worth of schooling, topping out at year 4. If you wish N.E.W.T. level schooling, they must be bought on a 'class-by-class' footing.
- Larger Student Body 50 CP: Each purchase of this Modifier *doubles* the number of people who can be taught at once via the Trunk's contents.
- Painted Helper 100 CP: Each purchase of this will create an Expandable Painting of a teacher in a single class. This teacher will be knowledgeable, patient, and willing to work with the students to figure out the best way to achieve results. They will only posses the knowledge needed to teach the first 4 years worth of material, *unless* they are also combined with the purchase of N.E.W.T. Specialization, where their knowledge expands to fill the new years in their speciality.
- N.E.W.T. Specialization 100 CP: Each purchase of this Modifier allows you to select ONE (1) of the following to take at a professional level starting years 5, 6, and 7:
    - Defense against the Dark Arts: This class is all about developing the ability to recognize hostile situations, identifying the appropriate actions, and then take it. Mostly focusing on self defense, it does offer a decent grounding in single-person magical combat and **extremely** basic small group tactics.
        - If selected a second time, this is class is upgraded to Auror level training, granting the students the potential to reach (or even *exceed*) similar levels of skill as demonstrated by Alastor Moody. Upon completing the course

through their N.E.W.T.'s, the student will receive a set of Fiat-backed Dragonhide Combat Robes.

- Transfiguration: The magical ability to transform things from one form to another, at least temporarily. While you'll start off doing seemingly useless things like turning matchsticks into needles, you can end up creating living statues to perform complicated dance-moves and technical labor.
    - If selected a second time, you can even learn to *keep* the things you transfigure changed indefinitely, reaching or exceeding the levels of skill as Minerva McGonnagall. Upon completing the course through their N.E.W.T.'s, the student will receive a set of Fiat-backed Animagus Ritual books to allow them to 'become their inner animal'.
- Charms: This is the 'catch all' category of magic, that allows for a broad spectrum of seemingly random abilities and effects. You can cause items to grow, shrink, change color, float in the air, move as if fired from a gun, turn invisible, create sound/odors at will, and nearly all healing spells and information gathering spells fall here. Unlike Transfiguration, *this* class has a myriad of spells that can be made permanent quite easily, though they are also effectively a series of 'one-trick ponies'.
    - A second selection allows the student to reach the same level of skill and precision as Fillius Flitwick. Upon completing the course through their N.E.W.T.'s, the student will receive a set of Fiat-backed Dueling Arena to practice in.
- Potions: The ability to brew magical concoctions from ordinary and magical sources. The end result can vary between simple burn salves and pimple treatments to bottled luck and long lasting magical comas. This is one of the most dangerous classes to take, as even slight mistakes can lead to explosions of magical slop all over the place, causing some affected bizarre interactions on those affected.
    - If taken a second time, the student can reach or exceed the same levels of skill as Sevarus Snape. Upon completing the course through their N.E.W.T.'s, the student will receive a Fiat-backed Masterwork Cauldron, Silver Knife, and Stirring Rods.
- Herbology: The breeding, moving, harvesting, and processing of any type of magical plant. Some magic plants are useful in their raw form, like Gillyweed, most are used in potions, and some are incredibly dangerous on their own.

Proper care and breeding can turn a little time and effort into a steady paycheck, or a hedge-maze into a living landmine AND barrier.

- If taken a second time, the student can reach or exceed the same levels of skill as Pomona Sprout. Upon completing the course through their N.E.W.T.'s, the student will receive a set of Fiat-backed pruning shears, watering cans, dragon-dung fertilizer bags, and everything else used at Hogwarts to plant, grow, harvest, and process magical plants.

- Care of Magical Creatures: Gotta know 'em all! There are hundreds of different types of magical creatures in the world, and each one needs different resources to grow, environments to be happy, and handling to be safe. This class teaches you all of that, from the night useless Flobberworm, to potentially dangerous hippogryphs, to the lethal-beyond belief dragons, hopefully allowing you a long and happy life with all of your limbs.

    - If taken a second time, the student can reach or exceed the same levels of skill as Rubeus Hagrid. Upon completing the course through their N.E.W.T.'s, the student will receive a set of Fiat-backed animal pens and feed, enough to care for any animal (magical or not) that you find.

- Arithmancy: Ah, numbers, such a fascinating field of study! This class is all about finding, identifying, and tweaking numbers in magic to find the absolutely optimal outcome for any given situation. Whether thats 'how much eel spit goes into this new potion' to 'how many times can you split your soul before it's *too* much', this is an incredible and vital field of study for any academic and/or researcher to have.

    - If taken a second time, the student can reach or exceed the same levels of skill as Septima Vector. Upon completing the course through their N.E.W.T.'s, the student will receive a set of Fiat-backed magical calculator that will always produce accurate results.

- Study of Ancient Runes: Runes are one of the most oft overlooked and frequently underutilized tools in a witches or wizards arsenal, at least the ones who go to Hogwarts. These runes whether they are painted, tattooed, engraved, burned, gilded, inlaid, or applied in some other manner, will allows a specific outcome to happen indefinitely as long as magic continues to flow into the runes. This can range from creating light, to making flames that can only heat/cook specified objects, to having weapons with edges that never meed sharpening, to having clothes that actively resize themselves and repel stains, runes can do it all. The

downsides are that the runes are their own unique language, with their own sentence structure and grammar, the time it takes to apply them, and the fact that a single misspelling or mistake can ruin the whole project.

    - If taken a second time, the student can reach or exceed the same levels of skill as Bathsheda Babbling. Upon completing the course through their N.E.W.T.'s, the student will receive a set of Fiat-backed Rune-Script Binder that contains the names, spelling, definition, and uses of every rune you come across.

- Astronomy: The study of the sky, the heavens, and how they interact with each other. This will also ensure that you can navigate by sun and star no matter which Jump you are in, and can always find any changes/special planetary objects/obstructions with ease in any Jump or situation you find yourself in.

    - If taken a second time, the student can reach or exceed the same levels of skill as Aurora Sinestra. Upon completing the course through their N.E.W.T.'s, the student will receive a set of Fiat-backed Telescopes and magical journals with infinite space for writing calculations and findings about stellar subjects.

- History of Magic: Anyone who passes this class gains exceptional faculty acquisition and retention abilities, able to rapidly take in data about the history of any demographic they are a part of, collate and sort it, and use that to draw forth *accurate* conclusions about current events.

    - If taken a second time, the student can reach or exceed the same levels of skill as Cuthbert Binns. Upon completing the course through their N.E.W.T.'s, the student will receive a set of Fiat-backed History books that automatically update to include in-depth details for political and military blunders in each Jump.

- Muggle Studies: Anyone who passes this class gains exceptional faculty acquisition and retention abilities, able to rapidly take in data about the history of any demographic they *aren't* a part of, collate and sort it, and use that to draw forth *accurate* conclusions about current events.

    - If taken a second time, the student can reach or exceed the same levels of skill as Charity Burbage. Upon completing the course through their N.E.W.T.'s, the student will receive a set of Fiat-backed History books that will automatically update to include all publicly available history for that Jump.

- Divination: This is the *single* most imprecise and subjective option offered at Hogwarts, based not on fact, logic, and extrapolated information, but hunches, guesswork, and instinct. You'll gain mastery over telling the future by reading tea-leaves, crystal balls, tarot, and performing augury (reading the entrails of slain animals).
    - If taken a second time, the student can reach or exceed the same levels of skill as Sybil Trelawney. Upon completing the course through their N.E.W.T.'s, the student will receive a set of Fiat-backed talent for Prophecy, the ability to make a *single* correct prediction once a Jump/decade.
- Restricted Section Expansion 100 CP: Paying an additional expense allows you access to the 'forbidden knowledge' kept away from the general public. This knowledge, and what can be done with it, isn't so much *better* than the standard knowledge than it is more obscure, harder to defend against, harder to undo, and more difficult to control without a natural affinity or specific bloodline. Each purchase of this modifier will greatly expand a single selection in the N.E.W.T. Specialization area.

- Quiet Casting 200 CP: This course takes a full year of 6 hour days worth of study to learn, but offers the ability to cast *any* spell or use any technique without needing to use any verbal requirements.
- Unarmed Magic 200 CP: This course takes a full year of 6 hour days worth of study to learn, but offers the ability to cast *any* spell or use any technique without needing to use any wand, components, or reagents needed.
- Still Spells 200 CP: This course takes a full year of 6 hour days worth of study to learn, but offers the ability to cast *any* spell or use any technique without needing to use any hand or body movements.
- Expanded Supplies 100 CP: Each purchase of this will allow you an additional yearly supply of *either* enough preprepared potion ingredients *or* herbology plants for moderate use by a non-student person. Excellent if you wish to make additional potions *for* or money *from* others.
- Specialty Sticks 0/50 CP: Aka, wands! You receive one of these for free, but must be bought for others to receive them, one wand for the first purchase with each additional purchase doubling the total number. All wands obtained in this fashion will always perfectly fit their user and grow with them in strength. If the wand is damaged, lost, stolen, etc. it will be replaced the next day.

- Broom Making 100 CP: This small workshop contains all the materials necessary to do small-scale professional broom making, along with the books needed for self-tutoring to get the user *to* that level. One person could end up making something the equal of a 'Firebolt', but they wouldn't be able to produce the same level of quantity as a professional manufacturer. Additional purchases expand the size of the workshop, doubling the number of people who can work in it at once.
- Magical Transport System 200 CP: Each purchase of this will grant you the materials and books needed to create, maintain, and operate ONE (1) of the following per purchase:
    - Knight Bus System: You can create a nationwide, distributed network of triple-decker buses that can only be seen and interacted with by magical folks, and can also teleport 50 miles every few seconds. These buses, once built and possessing trained crew, will be able to effectively cover an area the size of Great Britain without issue. This *is* a 'for profit' enterprise, meaning people have to pay to ride unless you wish to operate at a loss.
    - Floo Network: All the knowledge and skill needed to put a teleportation network up that allows access to predetermined locations *only*, anchored in the fireplaces of houses and businesses. These fireplaces must be specifically added to the network, and can be accessed only if the user has the correct password.
    - Apparition Coordinates: You receive all the necessary knowledge and skill to establish the autonomous directories needed to allow *safe* wizardly apparition across significant distances. Without this, people won't be able to do so safely, as the lack of coordinates will mean they can never be sure of *where* they are going or *if* they arrive with all their bits attached. This will allow for as large a network as wished, with as detailed precision as you are willing to work for.
    - Enchanted Train: You receive all the information needed to lay and enchant the tracks, engines, cars, and other assorted gear needed to establish, run, and maintain a nationwide network of magical trains similar to the Hogwarts Express. The wider it's spread means more resources needed, and the more engines means more people needed to run things, but aside from that there is no ultimate limit on how far you can spread and the number of engines you can have active.
    - Portkey Authority: A series of books detailing how to create and maintain a network of magical teleportation gizmos, each capable of translocation up to 100 people across Africa at a moment's notice. These versions don't even include the 'vertigo effect' the *normal* one do, and can only be used by those so authorized.

- Vanishing Cabinets: Oh ho! These are the designs for untraceable and unstoppable transportation between two distinct locations. Enter one Cabinet at a set location, walk through the short corridor it creates, and emerge from the *other* Cabinet at the other side within 2 minutes at most. The biggest drawbacks is that each set can *only* be used to travel to travel between themselves, and you have to have *both* of them already set up in order to use them.
- Magic Carpets: You find these dusty scrolls crammed into one corner of the Trunk, and being full of curiosity you pull them out and open them up. They are a comprehensive and detailed set of instruction on what is needed to create and maintain flying carpets. The best part of these is that unlike *brooms*, its both easy and comfortable to bring along others on them, as they can be scaled up as far as desired.

Bravo's Beef-A-Torium 100 CP: Johnny Bravo took a look at his life and decided he needed to make a change; he *needed* money to get girls, and other men *have* money, so he started a gym and had them *pay* him in exchange for getting fit. He started with helping that sweeb Carl and it just kept expanding, the end result is a multi-story gym that has all the finest equipment you could ask for and will be able to see gains for *anyone* who comes in and exercises properly here. It has enough personal trainers that everyone has the chance to get a personalized regime without being hovered over. Has a snack bar/shake maker that serves high protein foods and drinks designed to most efficiently build muscle and cut unwanted fat. "Maximize your gains, minimize your pains and time spent, that's the Bravo Promise!"

Kids Niche Bragging Rights Trophies 100 CP: You receive *indisputable* evidence that you found Where in the World that Carmen San Diego was, that you conquered the Agro-Crag, *and* that you plundered the Shrine of the Silver Monkey. Once per Jump (or decade if that comes first) you can tear up the Award for capturing Carmen to gain the knowledge of where any one person or object is within the Jump. Once per Jump (or decade if that comes first) you can smash the Chunk of the Aggro-Crag you have, and be guaranteed to finish any journey you undertake of 1-year or less safely. Finally, once per Jump (or decade if that comes first) you can crumple up the Medallion from the Shrine of the Silver Monkey to ensure that all curses, poisons, and traps there might be on anything you touch, pickup, or are near will be safely removed.

- *X*-Time Champion Trophies 50 CP: You gain an additional use of each of the Trophies for purchase of this Modifier.

- Trophy Case 100 CP: You can store any unused Trophies in this Case (kept in your Warehouse), allowing you to stockpile them as you wish.

Potion Pack 100 CP: You receive 5 bottles of magic Potion, and at the start of each day they will completely refill themselves. Each time you use any of the Potions you can choose: if it restores 40% the targets *health*, or if it restores 40% of all the targets *Special Energies* (Magic, Mana, Chi, Chakra, etc.), or it removes all *negative status affects/ailments*. A Potions effects are *instantaneous* without needing to be drunk, you simply need to touch the bottle and think which type of effect you wish to have.

- Additional purchases double the amount of Potions you have available each day.
- If any of the Potion bottles are lost, they will be returned to you the next day completely refilled.
- The Potions are about the size of Sharpie, and come with both a fanny-pack and bandolier carrier.

Perfected Canim Bloodstone 100 CP: Each year you gain one of these slick-looking, un-faceted crimson gemstones the size of your pinky-fingernail. Each one is capable of nullifying any *single* attack or effect that could be considered magical by 'real world' standards, destroying itself in the process. Any unused Bloodstone will be automatically shunted into a repository in your Warehouse until retrieved. These Bloodstones can be imbedded into clothes, weaponry, armor, jewelry, and accessories if/as you wish *without* negatively affecting the ability of either to function.

- Extra Stones 50 CP: Each purchase of this Modifier doubles the amount or Bloodstones you gain each time. All Modifiers you purchase for the base Bloodstone will apply to *all* of them.
- Layered Stone 50 CP: Each Bloodstone can now block one additional 'magical' attack or effect per stone before being destroyed, with *each* purchase of this Modifier. This Modifier will be retroactively applied to any unused Bloodstone that you already own, but will not affect any that have 1 or more uses expended.
    - Return-to-Sender 100 CP: You can expend *two* uses of your Bloodstone to send any magical attack or affect back at the one who cast it on you, this will still destroy your Bloodstone as normal.

        - Devouring Stone 100 CP: You are able to expend *three* uses of a Bloodstone to absorb a 'magical' attack aimed at you instead of nullifying it. The absorbed attack will serve to heal you, restore your stamina, and top off any similar forms of 'magic' you might have.

- Rapid Refill 50 CP: The speed each Bloodstone is replaced, is reduced by 1 week per purchase of this Modifier. You can reduce replacement speed down *to* 1 week, but not less.

Secure Communication Satellites 100 CP: These 8, microwave sized hyper-computers can act as the central hub for any size space-based communications network, with all 8 being able to properly cover *any* planet in its entirety. They can service an infinite amount of simultaneous users, will provide Wifi with full bars, come accommodating radio and telephone and laser communications, and can instantly transmit any users message or data to any other user with 5 light seconds. This data will not be able to be intercepted, corrupted, read, deflected, or in any other ways interacted with without the knowledge and consent of all parties involved. You will receive another set of 8 each year, as well as the schematics needed to make more of them.

- Total System Coverage 50 CP: This allows you enough Satellites to cover each planet, dwarf planet, moon, major asteroid, and any inhabited space station for your insertion point. There will be an infrastructure set up to use the Satellites as a relay system, allowing real-time communications and data-sharing across the whole system.
    - Additional purchases will allow you to cover ONE additional solar system per purchase.
- Cloud-Buster 50 CP: This allows your Satellites to alter the weather of *any* planet they are placed around. This can be used to ensure that the weather will be as fair or foul as you wish, and can be micromanaged down to being capable of directing individual raindrops to specific blades of grass.
- Limited Access 50 CP: This allows you to prevent as many or as few people from using these Satellites, as broadly or specifically as you wish. 'Only military', or 'no drug dealers', or 'no Seretha Jenkins-Bouvier, born in South Dakota on August 19th in 1976' would all be valid limiters to enact.
- Unlimited Reach 50 CP: This grants your Satellites the ability to connect to each other no matter the distance between them, with no lag, signal degradation, or corruption of any kind.

Eyrie Building 100 CP: A building tall enough to reach above the clouds is now yours. It holds enough floors to run a world spanning mega-corporation, a battery of automated air defense cannons, a powerful forcefield, a helipad, and an entire Scottish castle on the very top for your personal living space. It is entirely self-sufficient in terms of utilities, and will serve as an excellent seat of power, allowing all businesses run from here to always be one step ahead of any legal or criminal entanglements.

- Security Force 50 CP: Your Eyrie Building now comes with its own small army of 50 highly skilled and equipped human defenders, equal to all but the most elite soldiers. Any lost, injured, or killed member of this Force will be respawned the next week, with any enhancements, upgrades, new equipment, and additional abilities retained. Additional purchases of this Modifier will add an additional 50 members to the Security Force each time.
- Jumper Clan 100 CP: The first purchase of this will grant you a small Clan of 5 Gargoyles at the start of each Jump, or decade if that comes first (gender, skin-color, and appearance completely customizable by you), with each additional purchase doubling that number. While they are initially friendly towards you, they are *not* slaves and will act generally like the Manhattan Clan without outside intervention. So long as they call the Eyrie Building their home, they are guaranteed to always have enough food to eat, and will NOT be attacked while in their Stone Sleep. Any Gargoyles who die or leave the Eyrie Building will NOT be replaced until the start of the next Jump, or a decade passes if that comes first.
    - Gargoyle Beasts 50 CP: Each purchase of this will allow you to cause one of your Clan to instead be 3 Gargoyle Beasts. A Gargoyle Beast is the chimpanzee analog of a Gargoyle, typically being the size of a mastiff, being unable to speak in anything other than animal noises, having paws instead of hands, lacking wings entirely, and having animalistic intelligence instead of human-like intelligence. All that being said, they are loyal, fiercely protective, excellent judges of both a person's character and intent, are quite capable of scent tracking if needed, and are about twice as strong as the average Gargoyle.
    - Were-Goyle 50 CP: Each purchase of this Modifier allows ONE (1) of your created Gargoyles to have been granted a copy of Puck's gift to Demona, the ability to painlessly transform into a human when struck by the suns light, reverting back into a Gargoyle when night falls. This human form will have a startling resemblance to their Gargoyle form, so its use as a disguise will be somewhat limited against those who have seen the 'other' form.

- Steel Clan 50 CP: The first purchase of this will grant you 10 advanced Steel Clan robots at the start of each Jump/decade, with a retractable particle cannon in each forearm, 5 mini-missiles, a jetpack and glider wings, and an advanced targeting system; each additional purchase will double the total number of Steel Clan units. Any damaged or destroyed unit will be replaced the next day, with all alterations, improvements, and new equipment included; so long as the Steel Clan stay based out of the Eyrie Building, their maintenance and charging is Fiat backed. You can choose to have a single robot turned into a set of power armor out of each set, if you so wish, with that suit being custom fitted to a single individual.
    - Iron Clan 50 CP: Each purchase of this will grant ONE (1) squad of your Steel Clan units a high level advantage against ONE (1) type of supernatural or super-powered entity for the current Jump. For some examples, Cold Iron against the Fey, kryptonite against Superman, area-effect pesticides against Taylor Hebert, and specially tuned sonic blasters against Viltrumites.
- Bleeding Edge 90's Tech 100 cp: You have the combined technological knowledge of everything demonstrated by Xanatos Enterprises and Cyberbiotics (save for the Steel/Iron Clan above) in a series of private (and *secure*) servers. All the various vehicles, computers, robots, A.I., weaponry, and anything else shown in the cartoon show and comic books are now yours.
    - Anton's Knowledge: Your servers now also have a complete copy of all the scientific knowledge of Anton Sevarius, focusing mainly on genetic engineering and cloning. With this purchase you can make (physically) flawless clones of any individual you have a DNA sample of, with no clone degradation, discoloring, or mental problems, turn people into Mutates, and you can also create brand new chimera lifeforms more or less at will (assuming you have enough samples to do so). If you've purchased Jumper Clan, then you can choose to have a similar amount of Mutates be spawned as part of the total number.
- Praying Gargoyle 50 CP: Each purchase allows this property, and all in it, to be completely protected against ONE (1) wide-scale attack, disaster, curse, plague/disease outbreak, magical attack, or combination of the previous per Jump. This will recover its abilities at the start of the next Jump, or a decade if that comes first.
- Magical Jewelry 100 CP: Each purchase of this will grant you a single magical (and highly ornamental) Shield, as well as four magical Amulets, all constructed out of a combination of four precious metals and stones. These Amulets can be necklaces, rings, bracelets/bracers, hair/horn bangles, or *any* other form of ornamentation. While worn

each of these Amulets will override and counter a single weakness inherent to your race (Fire for DC Martians, Tail squeezes for Saiyans, dehydration for Marvel Atlanteans, etc.); if the *Amulet(s)* is(are) removed then the protection is lost until Amulet is returned to the wearer; if the *Shield* is destroyed, the protection is lost until the start of the next Jump (or decade if that comes first).

- Secret Society Membership 50 CP: For each purchase of this, you will find yourself a low-ranking member of any ONE (1) Secret Society in any future Jump you go to. This Membership will allow you access to basically everything but the most secure, restricted, and/or limited information, resources, and locations. While you are a member of this Secret Society, you will NOT be required to commit any crimes, and you will not be a target for arrest or reprisals if you are revealed to be a member.

Radioactive Resources 100 CP: You have gained an extension to your Warehouse, a sub-Warehouse filled with (potentially) incredibly useful materials from the Fallout universe. Each purchase grants you 200 pounds worth of materials a day, and can be chosen from any broad area to be produced (food, chems, armor, weapons, ammo, vehicles, buildings, etc.) as desired. The materials produced must be whole and entirely one piece, but can be cut down or altered as needed; any specific hand-tools needed will be provided, but will also vanish as soon as the job is done and CANNOT be used as weapons. You can stockpile up to 5 days worth of unused material in total.

- Exotic Entities 100 CP: You receive a small breeding ground for one (1) of the following per purchase:
    - Radscorpion Den: Your sub-Warehouse spawns a locked door leading into a dark, dank, and musty cave filled with rustling and clicking. Within this Den is a nest of Radscorpions, with a group of 50 adults appearing each month. They are the size of a station-wagon, have pincers that can crush 1 inch steel plating, a tail that can *pierce* said steel plating to deliver a highly potent venom, and an exoskeleton strong enough to deflect several 12 gauge slugs before cracking. They will instinctively consider you and anyone you designate as a friend, and can be set to act as guardians on any property or otherwise used as you wish. Can also be eaten, having meat that is both spicy and nutty in flavor, producing strong carapaces that can be converted into armor, and their poison sacks can be used to either make a decent broad-spectrum anti-venom or serve as a neurotoxin if used as a weapon.

- Gecko Breeding Grounds: You receive a reinforced doorway leading to a scrubland with scattered trees, and several pools of green, radioactive waste. This is also filled to the brim with man-sized, highly aggressive, territorial, and carnivorous bipedal Geckos. Each month your sub-Warehouse will create 20 regular and 5 Golden Geckos, all fully grown. An oddity of these *particular* Geckos, is that when they die their skin will just fall right off, entirely pristine, already tanned to the level you wish. While the meat *is* edible, and fairly nutritious, it is also simultaneously extremely greasy, rank, and bitter, meaning few will eat them as anything but a *punishment*.
- 'Brahmin' Corral: This purchase grants you an area perfect for a population of meat animals (cows, sheep, pigs, chicken, deer, etc.), and will create up to 500 pounds of this meat per week. Additional purchases either double the amount of a single type of meat or adds a 500 pound weekly limit on a *new* meat type.
- Jumbo Robo 200 CP: Liberty Prime! Is ONLINE! You gain the *schematics* for Liberty Prime, and all the materials needed to create ONE (1) of them each Jump; additional purchases increase the amount of materials by 1 Prime per Jump.
- Deathclaw Nest: You receive a heavy-duty bank-vault door, that when opened leads to a cave system that contains a Deathclaw nest. Every 6 months, 5 adult Deathclaws will spawn, in all their 8 feet of height and 20 feet long, intelligent pack carnivore terror. Each Deathclaw is capable of shredding through Power Armor with their titular claws, are pack hunters, are worryingly smart for animals, have human-like hands capable of tool use, are exceptionally swift and silent movers, and have hides capable of ignoring all but the highest calibre bullets and energy weapons. These Deathclaws will instinctively consider you a friend, they will not molest you or anyone you designate, and can be set as guardians on any property you wish. They are fertile and will reproduce amongst themselves so long as you don't interfere with them.
    - Intelligent Variant 150 CP: The bank vault door is replaced with the Vault 13 entry door attached to your sub-Warehouse, when opened it leads to the Vault as occupied by Gruthar and his pack of intelligent Deathclaws. Instead of the 'normal' Deathclaws, you can instead have 2 intelligent adult Deathclaws spawn. These Deathclaws will start out friendly towards you, but ARE their own people and can be driven away if not careful. You can choose between the ones shown in *Fallout 2* OR *Tactics* each time a group spawns; each 'breed' is capable of producing viable offspring with the other.

- Corpseville: This saloon style door leads to a failed Vault facility that will spawn up to 20 Ghouls every year. These mutated humans have effectively infinite lifespans, are completely immune to negative effects from radiation in all its forms, retain their intellect even into what should be their twilight years, and have a *nearly*-supernatural knack for both scrounging materials and using them to jury-rig repairs and replacements for specific parts. They are slower, physically weaker, and frailer than a human, while also typically looking like a walking corpse. Your Ghouls are fertile amongst themselves, allowing for the creation of more of their kind naturally.
    - Glowing One: Your ghouls now have 2 per batch that have soaked up enough radiation to glow in the dark! While they are glowing, they don't need to eat or drink, as the radiation sustains them. They can unleash the radiation as a short range arc of 'electricity' attack, but don't otherwise emit harmful radiation.
    - Treebrother: One out of every 100 Ghouls has a symbiotic tree growing painlessly out of their body. This tree will absorb nutrients and waste from their Ghoul compadre, and in exchange will produce seed pods several times a year. If the pods are cracked op and the hundreds of seeds inside planted, they WILL sprout into trees, bushes, and grass, fixing even the mist contaminated soil, water, and air into 'Earth-standard' soil, water, and air. Additional purchases will increase the number of Treebrothers by 1 each time, but cannot go above a 1/5 ratio.
- Vat-Borne Greenskin: You receive a highly battered metal door with '**Mutiez Ownly**' scrawled crudely across it, leading to a partially collapsed section of the Mariposa Military Base. Every year this will produce a single Super Mutant with the full physical enhancements and NONE of the mental degradations so frequently shown in the Fallout series. Each Super Mutant has comparable strength and durability to a Deathclaw, but has a movement speed slightly slower than a normal human; a pair of oddities in the mutation process both allows the Mutant to lift and carry considerably more than they should, *and* all but eliminates recoil from weapons fire, allowing them to be superb heavy-weapons specialists. The Super Mutants created here will start off friendly and loyal towards you, but mistreatment can lead them to abandon you; they can be assigned as guards/workers in any area you designate. Unfortunately, they are all completely sterile and can*not* make more of their kind the 'old fashioned way'.

        - Super-Duper 200 CP: You can instead have your sub-Warehouse create a Super-Duper Mutant for each purchase of this modifier. This version is as superior to Super Mutants as Super Mutants are to humans in terms of strength, endurance, and durability, and they have lived long enough for them to become *highly* skilled in up to four broad areas of expertise (essentially gaining 4 Tag skills with max% skill in them).
        - Viable 200 CP: Your Super (and-Duper) Mutants now are both fertile and virile, able to breed freely within their own race. While this might sound like a good thing, it also means that the women start having *those* days again.

Mode's Miracle Fabric Maker 100 CP: This refrigerator-sized/shaped machine is the life's work of Edna Mode, contains an uploaded copy of her mind to run it, and it can create an exceptional amount of unique fabrics woven into any fabric and style at need. These fabrics are in a state of constant flux until they come into contact with someone with superpowers of *some* kind, then fabrics shift so that they actively *support* the expression of those powers and never *hinder* the power expression.

The fabrics start off as proportionally durable and protective as motorcycle-leathers when worn, they can also be impregnated into things like zippers, buttons, buckles, and the like. Each Maker can produce up to 10 bolts of fabric every hour (a bolt being defined for this purpose as a 1 yard wide, 300 yard long strip of material) without fail. The fabric can be of any type from the thinnest and gauziest of silks, to jeans, to leather, in any color and pattern you wish, without affecting its efficiency. All clothes made from these will be machine washable, and still breathe like Egyptian Cotton.

- Armored Up 100 CP: This allows you to make these fabrics as proportionately durable and protective to the wearer as the suit Edna Mode made for Mr. Incredible.
- Protective Suit 50 CP: Each purchase of this Modifier allows you to have each layer of fabric reduce one type of energy damage by 50% (fire, electricity, laser, radiation, microwaves, etc.).
    - Fashion Abomination 50 CP: Edna has done the impossible, and come up with a way to make capes both stylish AND safe! Now you can have as many cape (and cape-adjacent items) as you wish with no chance of them getting snagged, caught, grabbed, or otherwise in any way being harmful to the wearer, *guaranteed*.

- Comfortable Threads 50 CP: This allows the clothes to automatically thermo-regulate to the wearers preferred temperature range, *and* to automatically repel/shed all water.
- Retcon 50 CP: This allows you to retroactively apply these fabrics to anything you may have bought or built at any other time. An additional purchase allows you to spread this effect to any Companions you have.
- Production Booster 50 CP: Each purchase of this doubles the *length* of the fabrics that can be produced per hour.
- Kryptonite Proof 100 CP: Each purchase of this Modifier allows you to alter these fabrics to become immune to a *single* **external** weakness or drawback to a power that would normally affect the wearer.

Jasmine Dragon 100 CP: Iroh's tea shop in Ba Singh Se, run by the legend himself. Iroh will *always* be up to sharing a pot of perfectly made tea with you, listening to your problems, and offering advice. Iroh will *always* have every type of (non-dangerous) tea from every Jump you have gone to or are in, and will have snacks that perfectly complement them and the conversation. There will *never* be any fighting or hostile actions taken inside the tea shop, anyone who wants to start trouble will find themselves either unable to act, or taking it outside due to their respect of the proprietor.

- 4 Horsemen of Wholesomeness 50 CP: Fred Rogers, Steve Irwin, and Bob Ross are also here, and are just as willing to offer advice and help as Iroh is, each with their own style and equipment to assist them.
    - Adoption Agency and Therapy Center 100 CP: You now are the owner of a non-Euclidean building of infinite size, that can be used to house, raise, and mentally heal an infinite number of people. Anyone enrolled here will find themselves with their flaws exposed in such a manner as to be able to acknowledge *and* work on them, all while having their physical, mental, and social needs all handled until they can stand on their own. Each person so enrolled will gain their own personal versions of the 4 Horsemen of Wholesomeness to assist them while here, and after graduating will always need able to think about 'what X would advise in this situation' to come to a good answer.

*Jusenkyo* Onsens 100 CP: A fully staffed, fully developed, all-natural hot-spring business, filled with all the varieties of cursed water from every Ranma 1/2 timeline. This will allow you to

*temporarily* apply any of the curses depicted in the anime, manga, or games in any combination, with the curses wearing off *at most* two minutes after leaving the waters.

- Long Lasting 50 CP: The cursed water can, at your discretion, act as normal *Jusenkyo* water. Anyone who bathes, falls into, or is splashed by this Onsen's water will assume their now cursed form as usual, with this new curse overriding any previous curses.
    - Locked Curse 50 CP: Anyone being affected by this water is now *permanently locked* into that cursed form until they bathe in here again.
- Altered Trigger 50 CP: This allows you to alter the triggering condition of those who bathe in here. It could be anything that is technically possible for the average adult human in reasonable shape. So sneezing three times in a row, burping in a certain key, clapping your hands and then snapping your fingers, staying awake for the entire night of a full moon, it's all good. This *new* triggering condition will stay in effect until they bathe in here again.
- Curse-form Reset 50 CP: This will allow you to change any cursed form by bathing in the appropriate waters in the Onsen. So you *would* still be cursed, but the curse form would be *change*d to one of your choice. So someone cursed to be an animal could become a different animal, or a different gender, or just *stay the same*.

Chocobo Farm 100 CP: This rustic, ranch-style House comes attached to a grain Silo, an open Paddock, and an enclosed Barn. The Paddock can contain up to 20 chocobos of any type, but starts with ZERO (0) in it to start; at the start of each week you will obtain a random basic chocobo, of any typing combination (Male, Female, Poor, Excellent, Good, Great, etc.). The Barn has stalls enough to house and train up to SIX (6) racing/riding chocobos at a time. The Silo has enough feed, of excellent quality to maintain *all* chocobos and workers on the property in excellent shape in perpetuity . The House always has enough NPC workers to maintain the chocobos in prime condition and work the Farm at any time, they see you as their boss and will follow your orders.

Each chocobo found on this Farm will always be friendly, will follow orders like a well trained horse, and will come with its own saddle, saddle-blanket, bridle, reins, stirrups, and saddlebags.

- Blue 200 CP: These chocobos can walk on gently-moving and still- waters, allowing for the crossing of rivers, swamps, bogs, and surf safely, extending this ability to the rider and the riders possessions. There will be a 1/4 chance for any chocobos manifesting on this Farm to be of the Blue category.

- Green 200 CP: These chocobos can cross mountains and steep inclines without fail, even being able to safely 'climb' buildings by just walking or running up them, extending this ability to the rider and the riders possessions. There will be a 1/10 chance for any chocobos manifesting on this Farm to be of the Green category.
    - Black 200 CP: These chocobos combine the abilities of the previous two, allowing for the safe crossing of mountains/vertical (solid) matter and slow/still water, extending this ability to the rider and the riders possessions. There will be a 1/50 chance for any chocobos manifesting in this Farm to be if the Black category.
        - Gold 200 CP: This is the best option out of the Chocobo's available here. They are capable of reaching Mach 1 in a flat out run, they can safely walk on all forms of fluids *and* scale all forms of solid surfaces with ease, extending this ability to the rider and the riders possessions. There will be a 1/100 chance for any chocobos manifesting on this Farm to be of the Gold category.
- Expanded Stables 50 CP: Each purchase will double the number of Stalls in the Barn, and will increase the size of the Silo's capacity to feed.
- Increased Paddock 50 CP: Each purchase will double the number of chocobos that can be stored in the Paddock, with a proportionate increase to the Silos ability to feed them.
- Standardized Breeding 200 CP: You can order the workers to breed any colored chocobo type you have purchased. It will take one week per level of purchase per chocobo (1 week for a non-colored, 2 weeks for a Blue/Green, 3 weeks for a Black, and 4 weeks for a Gold), and you *will* need to supply the Greens and Nuts in some fashion. The offspring will always be if the desired typing IF it is possible for them to occur.
    - Faster Breeding 50 CP: Each purchase of this Modifier reduces the time to breed a chocobo by 1 day. The various colors of chocobo (Blue, Green, Black and Gold) can have their breeding time reduced to a number of days equal to their un-Modified weeks of breeding time.
- Grass Distributer 200 CP: You gain a vending machine that distributes the various Greens that can be found, stolen, or bought in the game. While the food offered by the Silo keeps the chocobos alive, these Greens will offer both minor stat boosts and additional flavor/nutrients.
- Nuthouse 200 CP: You gain a vending machine that distributes the various Nuts than can be found, stolen, or bought in the game. These are a *requirement* for breeding chocobos, as without them it will only be (highly pleasurable) exercise.

- Private Racetrack 200 cp: Your very own place to race any chocobos! By default this is identical to the Gold Saucer track(s), but you can have it altered to fit your vision as you wish. In future Jumps, you can also host any *other* mounted or foot races that you wish here.
- Species Adaptation 100 CP: If, in any Jump you visit, there is a non-sophont riding beast that can be tamed and ridden, you can grant your chocobos their form instead. If these altered chocobos are breed with the 'real deal', the resulting offspring will have the abilities of *both* parents.
- Military Chocobo 100 CP: Any Chocobo bred or trained here will be given sufficient training to be a *combat* mount, allowing for their use as cavalry, medic evac, and other 'hostile zone' uses.
- Glamours 100 CP: This places a magic spell on your chocobos *and* their gear that originate from here, to make them blend in and not attract unwanted attention. This can also allow you to change the coloration of any mount generated or bred here at will.
- Franchise 400 CP: You've successfully been able to expand your operation, as each purchase will double the number of Farms you have (including any Modifiers) each time you purchase this.
- Meep Meep 100 CP: This will grant all chocobos generated or bred here instant acceleration, brakeing, and turning abilities. Saddles and reigns are enchanted to protect rider(s) and cargo from whiplash and other damages. A second purchase will extend these protections to any towed/pulled/pushed vehicles and materials.

Rod of Resurrection 100 CP: This arm-length magical Rod is capable of restoring life to anyone NOT killed with a Fiat-backed 'perma-death' effect. The amount of time the person has been dead is no factor, and the Rod will create a new body for their mind and soul to inhabit. Limit of 10 uses per month, only the buyer and those they designate can use the Rod.

- Denser Magics 100 CP: Each purchase of this Modifier adds another digit to the number of Resurrections this Rod can perform each month (10->100->1,000, etc.).
- Stronger Magics 100 CP: Each person revived by this Rod can, at the users choice, be returned free of any curse, disease, affliction, madness, or *any* other malady they might otherwise be subject to at the cost of one additional use per correction.

Bracelet of Aveehs 100 CP: Each Bracelet worn allows you to create a temporary duplicate set of arms, with a cooldown equal to 1.5x the length of time the arms were in existence. These arms will be able to be used as naturally and easily as your normal arms but will be just as vulnerable to damage while present. If worn for an entire Jump *without* being removed, the Bracelet will vanish entirely and the *temporary* army will become *permanent* arms.

Heterodyne Outpost 200 CP: You've discovered an abandoned fort built by the Heterodyne family, and the Virtual Intelligence within it recognizes *you* as the rightful owner. You can choose TWO (2) of the following at purchase and select ONE (1) more for every additional purchase:

- General Lab: This is a mad-scientists lab that will let you 'do a little bit of everything', but you won't excel at any *single* thing. Includes a wide variety of (non-specialized) tools and equipment to work with, and a weekly regenerating supply of basic components to use, modify, cannibalize, give away, or otherwise use as needed.
    - Clankworks: Your Lab now has a comprehensive section dedicated to the development, construction, repair, maintenance, and upgrading of any form of Clank/mechanized unit that you wish. This will include any specialized tools, equipment, and materials needed, which are Fiat-backed to replenish themselves 24 hours after use.
    - Biolab: Your Lab now has a comprehensive section dedicated to the development, construction, repair, maintenance, and upgrading of any form of biological weapon, organism, or disease that you wish. This will include any specialized tools, equipment, and materials needed, which are Fiat-backed to replenish themselves 24 hours after use.
        - Arboretum: Your Lab now has a comprehensive section dedicated to the development, construction, repair, maintenance, and upgrading of any form of plant and/or fungus that you wish. This will include any specialized tools, equipment, and materials needed, which are Fiat-backed to replenish themselves 24 hours after use.
    - Chemical Lab: Your Lab now has a comprehensive section dedicated to the development, construction, repair, maintenance, and upgrading of any form of chemical weapon or tool that you wish. This will include any specialized tools, equipment, and materials needed, which are Fiat-backed to replenish themselves 24 hours after use.

- Electronics Lab: Your Lab now has a comprehensive section dedicated to the development, construction, repair, maintenance, and upgrading of any form of electronic components that you wish. This will include any specialized tools, equipment, and materials needed, which are Fiat-backed to replenish themselves 24 hours after use.
- Power Systems: Your Lab now has a comprehensive section dedicated to the development, construction, repair, maintenance, and upgrading of any form of power system that you wish. This will include any specialized tools, equipment, and materials needed, which are Fiat-backed to replenish themselves 24 hours after use.

- Castle Systems: The Virtual Intelligence is now upgraded to a full blown Artificial Intelligence, being specialized around monitoring, maintaining, controlling, and protecting the Outpost (up to 50 miles away) in its entirety at all times. This AI will always be emotionally compatible with you, will be fanatical about performing its duties, canNOT be hacked/subverted/fooled, and will always give good advice. It will be capable of sharing any intelligence and wisdom boosts you have, and will NEVER be capable of betraying you.
  - Passive Defense Systems: Each purchase of this allows you to add a single layer of defense that does NOT need active human (or AI) monitoring. This can include but is not limited to walls, fences (electrified and not), moats, locked doors, mines, pressure-plate/trip-wire traps, false-floors with punji stakes, laser sensors, and anything else along those lines that you can think of. Anything tripped, picked, disabled, or otherwise rendered unable to function at 100% capacity will be repaired and/or replaced within an hour.
  - Active Defense Systems: Anything that requires the AI or a person to operate and command falls under this area. Anything under that aegis can be created when purchases, with the same rate of upkeep as stayed in the Passive Defense System, or you can choose one of the following options:
    - Torchmen Squad: A specialized combination of streetlight, single-person ferry, and airspace control system all bundled into one unit. Each of these units is capable of matching and exceeding the performance of any air target that comes within range of the Outpost. Each Torchmen has enough fuel for 30 minutes of active use before it must refuel at its lamppost (Fiat backed to never run out), and will be replaced 8 hours

after being damaged or destroyed. This will grant you 5 Torchmen per purchase.

- Gun/Death Ray Emplacements: Each purchase of this will grant your Outpost a collection of up to 5 kinds of large-scale projectile or energy guns appropriate for defending the Outpost placed around and on your properties. Any emplacements will have Fiat-backed infinite ammo and cooling, will fully repair or replace themselves within 12 hours of being less than pristine, and can be upgraded/enhanced as needed.
- Artillery Battery: Similar to the above, but with 5 mortars, howitzers, or otherwise, well, *artillery* pieces per purchase instead of anti-infanty and -ground vehicle weapons. Includes the Fiat-backed ammo, cooling, and upgrading capabilities of the previous choice.
- Foot Clanks: Each purchase gives you 20 human-sized Combat Clanks of your design (canNOT start out more powerful than the average Jäger). If you also have any of the General Lab Modifiers, you can apply any new designs, upgrades, and weaponry produced from there onto these Clanks.
- Behemoth Defender: Similar to the Foot Clanks, but instead a single, massive combat construct or being of some kind. Say a jetliner sized dragon or gargoyle, or a giant mecha-centipede, or the like. Their strength and durability will scale in proportion to their size, and additional purchases will *either* massively increase a single Defender in a specific area *or* grant you another unmodified Defender.
- Monster Battalion: Another selection of 'large numbers of X to throw at the enemy', in this case its a group of 100 failed biological experiments that you can turn loose at will in the general direction of the enemy. Each of these abominations aren't individually powerful, but will work exceptionally well together, and there is no common ground amongst each grouping to prevent the target from taking advantage of repeated weaknesses. These are *rescued* Monsters that you have been trying to rehabilitate, so they will avoid harming you or yours (intentionally); once unleashed there is a 48 hour cooldown before another batch arrives.

- Dyne Water: A large, ever replenishing underground river of waters incredibly fouled by rampant chemical runoff, industrial wastes, and random biological agents. This water source will be moving fast enough to act as an excellent hydroelectric source, especially since the waters seem to spontaneously generate electricity on their *own* which can be

harvested . It should go without saying, but bathing in or (God forbid) *drinking* this water is highly advisability against, as even most Fiat backed Perks would struggle to keep the poor unfortunate soul alive and un-mutated.

- Perfected Jägerbrau Stockpile: Oho, this is a fascinating but *nasty* little brew! Anyone who willingly drinks this concoction will be transformed into a Jäger, with the Mechanicsburg accent, devotion, fetish for hats, mutations and all. Each bottle of this will be enough to transform 5 adult humans per purchase each Jump, or decade if that comes first.
  - Jäger Customizer: Anyone who drinks your Jägerbrau will only develop the mutations you would *wish* them to have. This would normally include fangs, claws, fur, and horns but can include other things, or NONE of them if you wish for 'stealth Jägers' like the unstoppable Bosun Higgs.
    - Jägergeneral Accelerator: This is a large, round tube that can fit a single Jäger in it, and when energized will keep them alive and capable of fighting continuously for several centuries. Why would you do this? It will rapidly accelerate their progress as a Jäger, promoting them to General-hood, that point in their life where they are still perfectly capable and willing to fight, but have the needed maturity and patience to NOT fight when its a bad idea. Each purchase will allow you to 'promote' a single Jäger this way each Jump, or decade if that comes first.

- Vespiary Team: You gain 5 highly trained individuals devoted to killing Hive Warriors, coming equipped with the armor and weaponry needed to do so under any circumstances and *winning*. They DO come with the weasels that can sniff out Slaver Wasps, and those that have *been* Wasped, with them. At the start of each Jump, or decade if that comes first, you can change what type of foe they specialize in fighting, along with the weasels being able to identify them via scent. Each additional purchase will double the total number of Teams you have, and each Team can have a different specialization and equipment load-out as desired. If a Team dies or is rendered combat incapable they will be replaced 1 week later.
  - Wasp Vaccine: One of the most vile things in the Girl Genius world is the Slaver Wasp. Once this little bug gets inside you, it burrows up to your brain and takes over, leaving you aware of everything that is happening but unable to act as the bug puppets your body around and strip mines your memories for useful knowledge. Now that is no linger a concern, as you can now prevent any form

Slaver Wasp (or any other parasite, parasitoid, fungus, symbiote, implant, or other thing) from taking control of anyone this is applied to. Each purchase grants you 500 doses in single use injectors each day.

    - Wasp Cure: Your Vaccine has now been upgraded, being entirely capable of removing any parasite, parasitoid, fungus, symbiote, implant, or anything else that attempts to seize control of another's unwilling mind and body. The first purchase of this doubles the amount of Vaccine you receive a day, and then adds another 1,000 doses of the Cure for each additional purchase.

- Death-Ray Cache: This is a sizable amount of man-portable energy guns, ranging from derringer, to pistol, to SAW sizes, with a *staggeringly* wide variety of effects. Each purchase grants you 200 such guns, that can be of any 'mad scientist' type creation, from beams that shatter metal, to cause localized earthquakes, to simple heat/cold beams, to nearly anything else you can imagine. Anything damaged, destroyed, lost, or stolen will respawn in the cache 48 hours later. Any upgrades, improvements, or changes made by YOU can be kept if they were made in the Lab.
- Infantry Armory: In here are all the muscle-powered weaponry and armor needed to outfit an infantry company, from 'normal armsman' levels up to the *Jäger* standards in equipment. Anything damaged, destroyed, lost, or stolen will respawn in the cache 48 hours later. Any upgrades, improvements, or changes made by YOU can be kept if they were made in the Lab.
- Prime Dingbot: Each purchase grants you a single, *loyal*, Clank built by Agatha Heterodyne as per her speciality. Every Dingbot is roughly the size and appearance of an old-time pocket watch, is capable of reproducing itself in a Von Neumann swarm, and is *incredibly* capable as a lab assistant and cleaner. Each successive generation is about 25% less mentally capable than the previous, but is proportionally more customized for any specific task. This level of 'progressive optimization' is incredibly useful, since you will never need to worry about having competent help ever again, they will wind each other to ensure they'll remain powered up, and you can turn what is essentially useless scrap into more hands to help. Each Prime Dingbot will happily and willingly work *with* each other instead of against each other, even being willing to collaborate on making Second Generation Dingbots to ensure the highest level of quality as possible.

Multi-Wielders Manual of Arms 200 CP: Anyone who reads this minutely written, and extreme dense tome will gain the ability to be omni-dexterous, to use every single-handed weapon or

tool they are/become proficient in with every manipulative appendage they possess with equal skill. This book is *very* long, just over 1,000 pages in size 5 font, with a fondness for poetic purple prose prized before simple and straightforward speech, forcing any reader to slowly piece things together and frequently flip back-and-forth to make sure they have all the descriptions and meanings correct.

US Naval Production Yard 200 CP: This is by default a Warehouse Attachment, but you can have an Imported version placed anywhere in future Jumps if you so wish. This purchase grants you all the automated machinery, technology, authorizations, and materiel needed to produce 1 *Iowa*-Class Battleship each week. They will be produced with all the needed electronics, munitions, medicine, navigation aids, transponders, fuel, food, and anything else needed to operate her *except* the crew. You start with having a total capacity of up to 500 vessels in Active Service, and an equal amount of vessels kept in Reserve in your Warehouse (created *after* the Active Service fleet is made).

- Upgraded Production Line 50 CP: Each purchase of this doubles the vessels created each week, with as many or as few of the Modifiers you have purchased applied.
- Upgraded Capacity 50 CP: Each purchase of this adds a digit to the total number of ships in both the Active Service and Reserve fleets.
- Expanded Stores 50 CP: all vessels created here will have all fuel, food, medicine, and munitions replaced within 72 hours of being used or spoiling.
    - Deepet Stores 100 CP: all vessels created here will have all fuel, food, medicine, and munitions replaced within 24 hours of being used or spoiling.
        - Boundless Stores 200 CP: all vessels created here will have infinite fuel, food, medicine, and munitions replaced instantly after being used or spoiling.
- Surface Unit Production 50 CP: You are now able to create any ship or boat ever produced, captured, stolen, or bought and put into service by the United States Navy that operates exclusively above the surface that is *not* an Aircraft Carrier, regardless of when it was produced.
    - Aircraft Carrier Production 50 CP: You are now able to create any form of Aircraft Carrier ever produced, captured, stolen, or bought and put into service by the United States Navy, with them and their airplanes gaining any and all appropriate Modifiers from this Item line you have bought. F-15, F-16E, A-10, P-38, F-22, B-2,

and B-One Lancer come as the standard aircraft, any other schematics and matériels will need to be provided if you want other aircraft to be produced.

    - Submersible Production 100 CP: You are now able to create any form of Submarine ever produced, captured, stolen, or bought and put into service by the United States Navy, with them gaining any and all appropriate Modifiers from this Item line you have bought.

- Upgrade, Weapons, Kinetics 200 CP: All integrated weapons systems from any vessel created from here will *automatically* self-update to include all advancements in kinetic weaponry in every Jump you have already been to or you later go to. If there are advancements that are superior in separate areas, each ship can be individually customized as you see fit.
- Upgrade, Weapons, Missiles 200 CP: All integrated weapons systems from any vessel created from here will *automatically* self-update to include all advancements in missile and torpedo weaponry in every Jump you have already been to or you later go to. If there are advancements that are superior in separate areas, each ship can be individually customized as you see fit.
- Upgrade, Weapons, Energy 200 CP: All integrated weapons systems from any vessel created from here will *automatically* self-update to include all advancements in directed energy weaponry in every Jump you have already been to or you later go to. If there are advancements that are superior in separate areas, each ship can be individually customized as you see fit.
- Upgrade, Systems, Electronics 200 CP: All systems from any vessel created from here will *automatically* self-update to include all advancements in the electronic systems and sensors in every Jump you have already been to or you later go to. If there are advancements that are superior in separate areas, each ship can be individually customized as you see fit.
- Upgrade, Systems, Mechanical 200 CP: All systems from any vessel created from here will *automatically* self-update to include all advancements in the mechanical hardware, engines, and power systems in every Jump you have already been to or you later go to. If there are advancements that are superior in separate areas, each ship can be individually customized as you see fit.
- Upgrade, Hull Material 200 CP: Every vessel created from here will *automatically* self-update to include all advancements for hull/frame/armor materiel and construction techniques in every Jump you have already been to or you later go to. If there are

advancements that are superior in separate areas, each ship can be individually customized as you see fit.

- Upgrade, Mobility, Speed 50 CP: Every vessel created from here will now have twice their normal speed and half their normal turning radius. Can be bought three times, which stacks for a 8x movement speed and 1/8 turning radius.
- Upgrade, Mobility, Reverse-Amphibious 50 CP: Every vessel created from here will have extendable wheels and tank treads that will allow these vessels to travel overland anywhere a military Jeep can go, while managing the same speeds they can travel in the water. They will be able to easily enter or leave any water source that they will fit into.
    - Upgrade, Mobility, Flight 50 CP: Any vessel created from here can engage in self-propelled flight via their engines. Top flight speed is 3x their ocean-going speed, and their maximum altitude must be *within* the atmosphere of whichever planet they are currently on.
        - Upgrade, Mobility, Space Age 100 CP: Any vessel created from here can match any interplanetary, FTL, or form of Hyperspace travel from any Jump you have already been to, you later go to, you developed on your own, or otherwise have in your possession. All possible entrances and egresses on the vessel are now airtight, cannot be opened accidentally, and always flawlessly record *when* they were accessed and by *who*.
- Upgrade, Crew, Green 50 CP: Your vessels are fully crewed by individuals who have just finished their training, but are basically untried in the real world *or* in combat. While loyal to you, it will take them time to *truly* gel as a unit or gain competence and proficiency in their assigned roles. Any career ending injuries or deaths will see equivalent replacement personnel appearing 3 weeks later, ensuring that the vessel will always be (eventually) fully crewed unless it is sunk or completely destroyed.
    - Upgrade, Crew, Experienced 50 CP: Your vessels are now crewed by individuals who have seen *some* action, and have enough time in service (4-6 years in average) to be consistently competent at their jobs. They are loyal to you and to each other, having forged strong bonds and sense of community and common connection. The case of any career ending injuries or deaths will see equivalent replacement personnel appearing 1 week later, ensuring that the vessel will always be (eventually) fully crewed unless it is sunk or completely destroyed.
        - Upgrade, Crew, Old Salts 100 CP: Your vessels are *always* crewed by the oldest and most experienced personnel around, making them the epitome of “Old age and experience trumps youth and exuberance,” as

they have on average 40 years of experience working with everything on their vessel. They have enough practical, hands-on knowledge and combat experience that they will always be at the top 2% in terms of skill and efficiency. Any career ending injuries or deaths will see equivalent replacement personnel appearing 24 hours later, ensuring that the vessel will always be crewed unless it is sunk, decommissioned, or completely destroyed.

- Auto-Repair System 50 CP: Any vessel created here will be capable of completely repairing itself back to pristine condition over the course of 48 hours when *outside* of combat. Hulls repaired, destroyed electronics replaced, and corrosion and rust removed. In settings where it is applicable, you never get barnacles and other such accumulated debris building up on your hulls.

Collection of Hero Gear 200 CP: Each purchase of this Item grants you any 4 weapons, items, armor, or pieces of equipment from the entirety of the *Legend of Zelda* games franchise. The exceptions are any of the Triforces (and their Pieces), any mount or vehicle, and any magical blessings or enhancements granted by outside parties. Your choices will be replaced, repaired, or replenished to full capacity the morning after they are used, and others cannot use them without your permission. You can instantly equip or un-equip them at will, so long as they are on your body, in your Warehouse, or in your Inventory (if you have one).

- Choosing any version of the Bow will automatically grant you a quiver that fills itself with 30 arrows per day, but the *Silver* Arrows, the *Light* Arrows, the *Fire* Arrows, or the *Ice* Arrows would each require a separate selection.
- Each selection of the Bombs will grant you a Bomb Pouch that generates 20 Bombs per day.
- You can spend a purchase to double the size of your Arrow Quiver OR Bomb Pouch *once* each.
- Fairy Bottles are limited to ONE (1) purchase that will refill at the start of each Jump, but the various Medicines and Potions can be purchased as many times as you wish and will refill themselves once per day as standard.

Enchanted Tattoo Inks and Needles 200 CP: You have all the items needed to do at-home, yet professional grade tattooing. These needles are guaranteed to be painless while in use, never carry or cause diseases/infections, will never slip, and will never grow dull. The inks are

enchanted to never fade, will integrate seamlessly into the bearers body unaffected by any form of regeneration or healing factor, and come in every color imaginable including infrared, ultraviolet, holographic, prismatic, color-shifting, metallic, light-up on command, and any *others* you might encounter in your Jumps.

- These tattoos can be set to be visible to as many it as few individuals as the tattooist wishes at the moment of application.
- If you combine this Item with Magical Tattooist, then you gain Spell-Storing Tattoos, and can place magic and spells within the ink. These spells can either be triggered at will or upon specific events (suffering a severe wound could trigger a healing spell, being poisoned could trigger an antidote spell, falling from a dangerous height would trigger a Feather-Fall spell, etc), but those triggers *must* be established at the time of application.
    - These Spell-Storing Tattoos must cover, at minimum, the same proportional surface area as one golf boll per spell compared to an adult human male, and can be recharged an infinite number of times (by any *willing* source) by spending the appropriate amount of magic.

Recharge Cylinder 200 CP: Any roughly human sized individual that rests within this Cylinder, will find themselves fully rested, repaired, and completely recharged after only one hour. Each Cylinder can only be used three times per day, but you also gain the schematics needed to make more of these, alter them to accommodate differently sized individuals, or make other alterations and upgrades.

Genesis Tree Grove 200 CP: This purchase grants you at the beginning of each Jump, or decade if that comes first, 5 fully grown and matured Genesis Trees. Each Genesis Tree is able to repel demons, devils, and undead, *plus* those magically bound to them or their willing tools for a radius of 100 miles. These Genesis Trees are deposited in a Warehouse Attachment with everything they need to grow healthy and properly, including any needed materials and equipment to safely transplant them wherever you wish.

- Expanded Power 50 CP: The magical energies emitted from the Trees will also purge pollution and corruption (physical, mental, and spiritual) in the areas covered by the Trees.
    - Extreme Power 100 CP: If you have 10 full grown Genesis Trees on a planet, that planet and its entire gravity well becomes locked off from the presence and magic of all demons, devils, and undead, who are immediately ejected from it

and unable to reenter it. If at least three planets in a solar system are so locked off, then that *entire* solar system becomes similarly protected.

- Expanding Forest 50 CP: Each purchase of this Modifier doubles the number of Genesis Trees you gain each Jump/decade. Additionally, once a decade each tree will produce a single seed that can be *grown* into another Genesis Tree *if* the seed exposed to enough spiritual and magical energies, though that may take decades or even centuries in low power areas.
- Extended Range 50 CP: Your Genesis Trees now have a greater radius, each purchase of this doubling their radius. This can be bought 3 times for a 800 mile radius per Genesis Tree.
- Ra-Seru Producer 200 CP: Each purchase of this will allow ONE (1) Genesis Trees to create a single Ra-Seru at the start of each Jump. Ra-Seru are symbiotic organisms that bind with their users primary offensive limb/area and offer greatly enhanced striking power in it, as well as complete immunity to all forms of mind control. Each Ra-Seru will have its own type of elemental affinity, doing greater damage to opposing elements *and* offering a 5x multiplier to all magic and psionic damage of their type. Any person can have only one (1) Ra-Seru bonded to them at a time, and must return it to one of the Genesis Trees before they can bond with another.
    - Each Genesis Tree can live for several thousand years if not damaged, and they exude an aura of peace, contentment, and forward thinking onto those within its range. Fully grown, they are between 1,100 and 1,200 feet tall and 200 and 250 feet thick. Their bark, branches, and leaves all glitter like gemstones, but feel like steel to the touch. If their wood is used to make weapons or armor, then those will sear the essence of demons, devils, and undead in the fashion that molten glass would sear the flesh of a mortal human.

Raiders Abandoned Base 200 CP: You have purchased a Warehouse Attachment filled with an abandoned, sprawling, space-age base on it. You gain all the Buildings, and Upgrades that could unlocked in *Starcraft II: Wings of Liberty* for the Terran Infantry units (SCV's, Marines, Firebats, Marauders, Medics, Reapers, Ghosts, and Specters). They *do* have all their upgrades that can be purchased from the Engineering Bay unlocked at the start, and will start with full Energy when produced (if applicable). These units *will* have to carry additional ammo, as the 'game physics' of the Base doesn't stretch far enough to allow bottomless magazines; each time you spend a units resource cost you will create 5 complete reloads for 10 units of that type.

Your Buildings will create randomized composite clones from a genetic dataset of Terran humans to fill out any personnel needed, but they are *not* considered to be 'people' due to chemical lobotomization and neural-stapling during their creation process, leaving them able to march, shoot, use any Abilities, and otherwise follow orders, but NO individuality, creativity, or sense of self. You will be able to produce both Ghosts and Specters, without the need for specific specialized materials for either of them. You will gain 1,000 Vespene Gas and 1,000 Minerals (that canNOT be stockpiled) each day to spend as you wish, plus a Supply Limit of 50 that you will be constrained by.

- Ground Force 200 CP: You have acquired the ability to produce all the Terran ground vehicles (the Siege Tank, the Thor, the MULE, the Hellion, the Cyclone, the Vulture Bike, and the Hellbat). They *do* have all their upgrades that can be purchased from the Bay unlocked at the start, and will start will full Energy when produced (as applicable). Purchasing this will also unlock the ability to produce the Hellbat, the transforming fusion of the Firebat and the Hellion.

- Fly Boys 200 CP: You have all the Terran Air and Space vehicles unlocked (the Viking, the Raven; the Medivac Dropship, the Banshee, the Battleship, the Wraith, the Science Vessel, and the Hercules Dropship). They *do* have all their upgrades that can be purchased from the Bay unlocked at the start, and will start will full Energy when produced as applicable. Purchasing this means that the Viking is locked into its flying mode, unless you also purchase Ground Force.

- Reciprocal Research 200 CP: You now gain ALL the Protss and Zerg Research Upgrades from the Lab, regardless of the fact that they are 'normally' incompatible with each other.

- Expanded Resources 100 CP: Each purchase of this Modifier grants an additional 1,000 Vespene Gas and Minerals each day, *and* grants the ability to be able to stockpile them, allowing you to build an effectively infinite army (at least with enough investment in this Modifier).

- Growth Without Limits 50 CP: You double your Supply Limit for each purchase of this Modifier, and can now use your Supply Depots to create additional Supplies with no ultimate upper limit.

- It's raining lead! 200 CP: Any unit or building built with this technology and resources now has an unlimited amount of ammunition for its weaponry.

- Protoss Tech 200 CP: Each purchase of this Modifier allows you access to all the schematics needed to build ONE (1) Protoss unit or building.

- Infected Command Center 200 CP: Each purchase grants you a Command Center that has symbiotically fused with a Zerg organism, allowing you to either create ONE (1) Terran-Zerg hybrids like Stukohv, OR 50 Infected Marines each day.
    - For the SWARM! 50 CP: Each purchase of this will allow you to alter any living person into a half-Zerg hybrid over the course of a week. They will have similar powers as Stukohv and 'human' Keerigan, but will be able to assume a 'stealth mode' where their Zerg half is suppressed and hidden.
- Psionic Induction Facility 200 CP: Each purchase of this Modifier will grant you a brand new Building in your Base. This Building will allow you to grant the powers of the Ghosts and Specters to anyone who wishes them, a maximum of 10 people per year with each purchase.
    - Psionic Fusion 200 CP: Purchasing this will allow you to fuse the abilities and equipment of both types of psychics into a single person/unit.
        - Rapid Recharge 200 CP: The first purchase of this doubles the speed each enhanced person recovers expended Psychic Energy. Each additional purchase increases the multiplier by one, up to x10 speed.
- Warp Speed 100 CP: You are now able to erect Buildings, build Units, and perform research 2.5x faster than normal. This will take effect after all other speed modifications.
    - Light Speed 100 CP: You are now able to erect Buildings, build Units, and perform research 5x faster than your base speed. This will take effect after all other speed modifications.
        - Ludicrous Speed 100 CP: You are now able to erect Buildings, build Units, and perform research 10x faster than your base speed. This will take effect after all other speed modifications.
- Elite Units 100 CP: Each time you purchase this Modifier, you must choose a single unit type, and you will be able to create 1 actual *person* who specializes in using that unit, and understands their tactics, best uses, and weaknesses. This Elite Unit will take over running those units types for you so long as you need them to, each Elite Unit will have roughly twice as much maximum Health, deal 50% more damage with each attack (or repair/heal a similar amount where applicable), and recover the use of any Abilities and Energy 2x as quickly as a normal Unit.
    - Co-General (Requires a minimum of 5 purchases in Elite Units) 100 CP: You are now able to create a General to command your army for you, one who is just as skilled as *all* your Elite Units in each of their Units specializations. Any increases

to the number and type of Elite Units purchased will see their skills instantly expand to encompass these new unit types. Choose one type of Unit for your Co-General to be based off of, and they will have 5x the maximum Health for that type of Unit, deal 3x the damage (or repair/heal a similar amount where applicable), and recover the use of any Abilities and Energy 3x as quickly as a normal Unit.

- Nuclear Silo 100 CP: Each purchase of this Modifier will grant you a single, cold fission nuclear missile each year that will arrive within 5 seconds anywhere you have a Ghost or Specter acting as a spotter. Each nuclear missile will be altered to have the radioactive material have such a short half-life, that within 2 minutes the affected area(s) will be completely 'cold' and non-harmful to unprotected beings.
- Tech Integration 100 CP: This allows you to import outside technology, buildings, and units into the producible list granted by this Base. You will have to purchase this for every universe you wish to add technology, buildings, and units from, but does NOT need to be while you're in that Jump or universe.

Space-Bird Tech 200 CP: You have gained a *very* basic schematic for a suit of power armor, coming from some group calling themselves the… Chozo? Huh. Anyways, each suit of armor constructed following these schematics is fully hermetically sealed, comes with a perpetual energy source rated *only* for running the suit and weapons system, Power Grip for seizing onto ledges, and a built in basic hand cannon. You gain FIVE (5) selections from the following Modifiers of your choice, with each Modifier after that needing to be bought separately at a Discount:

- Varia Armor: Your suit now has thicker, more effective armoring, reducing all damage by half and being immune to heat and cold of all types.
    - Gravity Armor: Your suit now has denser, highly specialized armoring, reducing all damage by half *again* (to 1/4), is immune to acids and electricity of all types, and can move freely in water and under higher gravity.
- Beams: Each purchase of this Modifier grants an updated schematic that alters the armors hand cannon with ONE (1) of the following toggle-able Modifiers:
    - Long Beam: Your hand cannon normally has a maximum effective range of roughly 50 feet, the first purchase of this Modifier extends that to 1,000 feet, the second to 1 mile, and the third up to 'until it hits something'. At any purchased

level, you can establish an *actual* maximum range and have your shots disperse when they hit that limit.

- Charge Beam: Your hand cannon now has the ability to build up power within itself, allowing for greatly enhanced armor *penetrating* effects. Each charged shot deals just as much damage, but has a higher chance of dealing damage by bypassing the targets armor.
- Ice Beam: Your hand cannon can now fire shots that have a significant chance of *temporarily* freezing the target in place while dealing damage to it. When the target is frozen, their armor and resistances are *halved* and the damage they take are *doubled*.
- Plasma Beam: Your hand cannon can now fire beams of intense energy that bypass or punch *through* all but the heaviest organic defenses.
- Wave Beam: Your hand cannon can now fire beams that are able to pass through most metals, stone, earth, and other inanimate materials *without* dealing damage. This Beam does double damage to ghostly and intangible targets. Both aspects of this can be dis/enabled at will independently.
- Spazer/Wide Beam: I hear you like shots, so your hand cannon now fires extra shots when shot! The first purchase of this will cause your cannon to fire three shots with each attack, stacked in a vertical line. The second purchase will expand each shot into a 3x3 grid of Beams. Any target being struck by a single one of those Beams will receive damage as if they were struck by ALL of them.
- Grapple Beam: Your hand cannon can send out a stream of energized graviton particles, allowing you to 'grab onto' any sufficiently robust target. Doing so will let you 'grapple with' and 'wrestle' the target without getting within arms reach, to 'pull' or 'swing' on the anchor point, or even use that as a channel to send *other* energies down.
- Fusion Beam: **(Requires at least 3 Beam Purchases)** Your hand cannon can fire Your combination of purchased Beams, allowing for much greater versatility and survivability.

- Missiles: Your hand cannon now has a subspace pocket within it, and each purchase of this Modifier adds 50 Missiles to it. Expended Missiles are reconstructed at a rate of 1 every 90 seconds. This can be purchased 5 times to give you 250 total Missiles, the sixth time doubles the amount to 500, and every time after that increases the amount reconstructed every 90 seconds by 1.

    - Super Missiles: The Missile subspace now contains enhanced versions that are ten times as damaging, which you can switch between instantly. Each purchase of this Modifier grants you 5 Super Missiles, with a maximum of 50.
    - Ice Diffusion Missiles: **(Requires the Charge and Ice Beams)** Either this Modifier, when you Charge up your cannon and switch to fire a Missile, the Missile will explode to cover a wide area with the effects of the Ice Beam while still dealing explosive damage.
    - Storm Missiles: With this Modifier, you shoot up to 5 Missiles at a single target in one shot. Each additional purchase will add another 5 Missiles to the shot, can be purchased 10 times total for a shot consuming 50 Missiles. Cannot be used *simultaneously* with the Ice Diffusion Missiles, it's one or the other.
- High Jump Boots: These Boots allow you to jump up to 10 stories from a stationary position (higher with a running start), completely eliminate fall damage, *and* grant you a degree of 'video game physics' that allows you to maneuver in mid jump/fall.
    - Space Jump: This enhancement to the Boots allows you to make an infinite amount of additional jumps while in the air. You can even do a mid-air recover if you are damaged or knocked off course, opening up virtually the entire surface of any planet to you.
        - Screw Attack: **(Requires the Plasma Beam)** Now when jumping or falling, you can use a unique form of energy and matter disruption to vaporize nearly any foe you come into contact with, shredding them down to the subatomic level *without* causing nuclear fission. Wounds caused in this manner take considerably longer to heal, and multiple hits in a short time can even (temporarily) short circuit regenerative abilities and healing factors.
- Helmet Visor (Free): This keeps a tally of your suits structural integrity, super/ normal missile capacity (available/total), and power bombs (available/total). The visor itself is *just* as durable as the rest of the helmet and does *not* represent a weak-point in the helmet.
    - X-Ray Scope/Pulse: These two are a laired package that get *similar* results through *different* means. The Scope is a narrow beam that grants the user the ability to see through walls, track piling/wiring, and find hidden things with great ease, at the cost of having a narrow view of the whole (a circle roughly three inches across). The Pulse is a form or radar or echo mapping that does the same

thing with less detail but across a broad front, being capable of hitting everything within a 100 foot radius.

- Scan Visor: This allows you to rapidly and easily break down a targets function, their strengths, their normal tactics, and any weaknesses they might have. It even keeps an in-depth library with infinite space in it, so that you can brush up on and refresh on foes you might not have seen for a while. It even includes an adaptive, wireless transmitter, for the sole purpose of allowing your library to be dumped to other computers.
    - Auto Mapping: The Visor now serves to make a 3-D map of the users surrounding at all times. Doors, windows, security features, and other important details are noted in a customized, comor coded pictographic shorthand for each user to ensure instant recognition. The transmitter can now be used to keep each suit within 500 yards of each other continuously updates in real time, with the maps shorthand updating as appropriate for each user.
- Thermal Visor: This Visor allows you to see even the most minute of shifts in thermal energies, allowing for the near flawless tracking of targets. This can pick out appropriate weak-points, like thermal vents, thin armor, cracked plating, wounds, and the like with exceptional precision.
- Echo Visor: Just be because someone is *invisible* doesn't mean they can't be *tracked*. While this Visor is active, it acts as a combination seismograph and motion sensor, picking up movements made and highlighting the source for the user. They can't run *or* hide with this engaged!
- Lock-On: This Visor allows the user to select a specific enemy or *portion* of one, and allows the armor the always face the target no matter how the user moves. You can even keep up to five *specific* targets saved and instantly bring them up as needed. Useful for keeping your mind on dodging while waiting for an opening.

- Speed Booster: When the user gets a running start, the armor is able to cover itself in a sheath of destructive not too dissimilar to those of the Screw Attack. While running in a straight line you are able to travel up to 100x faster than normal, only by your own choice OR by taking a blow that would otherwise deal 25% or more of your health will you stop. While using this you are immune to whiplash and other forms of trauma from rapid acceleration and movement.
    - Shinespark: This enhanced version of thenSpeed Booster allows the user to stop, turn, and jump as they wish without dropping the effects of the Booster. By

coming to a complete stop and kneeling, you can ensure that you successfully make a precision jump that retains all the effects of the Speed Booster.

- Morph Ball: Normally using this *without* the Chozo DNA infusion that Samus received would be *incredibly* dangerous, resulting in mutilations and/or death, but Fiat backing saves the day! By using this, the armor dimensionally displaces the user and replaces the 'real world' suit with a compact ball that can be size shifted between basketball and golfball sized at will. While displaced in this manner the user is immune to motion sickness, and can see out of any part of the ball. Resuming 'full size' by ending the displacement requires sufficient *room* for the suit, but can be done instantly and with no disorientation.
    - Jump Ball: One of the main problems with the Morph Ball is the limited mobility since you can only move left-right, forward-backwards, and *fall*, which is where this comes in. Now, you can jump into the air to the height of the suit while in the Morph Ball, and if you have the High Jump Boots that height is doubled.
    - Spider-Ball: The *other* mobility enhancer offered for the Morph Ball, this allows you to stick to walls and ceilings, traveling with the same speed and precision as before. Do note that taking damage *will* cancel this option for a few seconds, potentially spoiling any attempts at stealth or escape.
    - Bombs: The first *offensive* option for the Morph Ball, these are stationary energy explosives that automatically detonate after 3 seconds. While each Bomb is capable of dealing the same damage as a Missile, you can only 'place' up to 5 at a time, needing for one to detonate before placing another.
        - Power Bombs: Your suit now has a subspace pocket within it, and each purchase of this Modifier adds 5 Power Bombs to it with a maximum of 50. Each Power Bombs generates the same offensive power as a tactical nuke, except its all *thermal* energy with no radiation involved. The placer and anyone in these suits are NOT affected by the explosion(s). Expended Power Bombs are reconstructed at a rate of 1 every 90 minutes. You can only place a single Power Bomb at a time, and mist wait for the first to detonate before you can place another.
- Energy Tank: Any suits created by these schematics have an energy field suffusing them that acts as a protective barrier, any time the 'suit' takes damage it is actually that energy field that depletes instead of the suit. Each Tank will recover a single unit of energy every minute when NOT in combat. Each purchase of this increases the total

amount of energy the field possesses by a single suits base amount, this can be purchased up to 19 times for 20x the durability of the base suit.

- Metroid Vaccine Box: The *only* non-suit option offered here, this is a Box containing up to 100 stabilized doses of the type of injection that Samus received before the start of *Fusion*, allowing the recipients to absorb X-Parasites with 100% efficiency. The first purchase will grant the Box which has an infinite shelf-life under any conditions and will refill itself daily, while any additional purchases will add an additional digit to the amount of doses contained in the Box.

Dark Gothic Jewelry 200 CP: You have received an ornate and intricately decorated jewelry box, with each purchase granting you ONE (1) of the following:

- Sherman's Ring: At the start of each Jump, you can assign an ordinary, easily managed action or task, and you will gain in experience and wisdom each time you complete it. By default this always going to be 'taking a single step', though you can change it to anything else a physically and mentally whole adult human can do once a month; the harder and more difficult the action equals a correspondingly higher amount of experience gained each time it is performed.
- Rune Ring: While anyone is wearing this Ring, they will regenerate 5% of their Mana every 3 seconds. Any and all attempts to forcibly drain their Mana without their permission will not only fail, but function in *reverse* by granting the attackers Mana to the wearer.
- Rare Ring: Anyone wearing this Ring will find their chance of getting a Loot Drop is 10x higher than normal when slaying or defeating an enemy, with precedence being giving to higher power and/or value items.
- Gold Ring: The wearer of this Ring is guaranteed to get at least $1 from every slain/defeated enemy if they *wouldn't* drop any; if they would have already done so, add a 5x multiplier to the amount of money earned instead.
- Duplicator: The wearer of this Ring will no longer lose any ammunition or Items when using or consuming them. While this Ring is equipped, the wearer will find all their stats reduced by 15%; this Ring counts as TWO choices.
- Chaos Ring: This is a Ring of great power and potency Jumper. Anyone who wears this ring will find themselves able to cast any spell or use any ability that requires specialized energies without cost, PROVIDED they have enough of the required energies to do so; this Ring counts as THREE choices, and you must buy at least one other first.

- Ring Bearer 50 CP: The first purchase of this Modifier increases the amount of Rings purchased to 5, with each additional purchase stacking on top of that. The Duplicator and Chaos Ring are NOT counted in this, and only gain 1 more each if purchased.
    - Jewelry Box 50 CP: Each year, you gain another amount of Rings equal up to the amount purchased in Ring Bearer, and gain an additional Jewelry Box to keep the Rings in. The Duplicator and Chaos Ring will only do so once every FIVE (5) years.
        - Chaos Factor 50 CP: If you put any NON-Fiat backed jewelry into the Jewelry Box and leave it there for an entire year, you will produce one (1) more for every year each one (1) is kept stored in a Box.
            - All of these Rings are indestructible, invulnerable, cannot be stolen, and are unable to cause harm to the wearer. You can only wear one (1) of each TYPE of Ring on a finger at a time.

Soong Family Notepad 200 CP: You receive this Start Trek Notepad, full of the notes, designs, and philosophies of the Soong family for the last six generations, containing all the mechanical masterpieces and simple creations they made during their lifetime. This Notepad will always be fully charged and cannot be accessed, read, or copied from without both your knowledge *and* permission. This Notepad does *not* provide any of the tools or materials needed to make use of the schematics contained within it, so you will need to plan accordingly and/or create workarounds as needed.

- Perfected Designs 200 CP: Your Notepad has expanded to also contain the schematics and designs for the bio-golem bodies that Data and Picard found themselves in at the end of the *Picard* series, with all necessary steps needed to transfer a biological persons mind and soul into one added as necessary.
    - Genetic Enchantment Database 200 CP: Your Notepad now has a second database that contains all the Genetic Enchantments that were used to create individuals like Kahn. You do see a specific subsection detailing the physical and mental side effects for each type of Enhancement, how they might interact with one another, and how to mitigate or eliminate them entirely (that last is going to require a considerable amount of time, effort, and experimentation to accomplish though). A final subsection even includes a series of relatively minor

retroviral treatments that could be used to grant these Enchantments to both normal humans and nonhumans alike.

- Borg Countermeasures 200 CP: This final section contains notes from a future Data, containing the schematics for Anti-Assimilation Nanites for organic beings, hardened computer systems/software that are immune to Borg assimilation/hacking, auto repair for vhardware systems, and the schematics for the Infinity Modulator that can be scaled up or down for any energy weapon you wish.

The Swords of Winds and Waves 200 CP: This ivory scabbard contains two blades, of magical manufacture and exceptional quality; people may see these as two weapons wielded independently, but they are a single weapon wielded in two halves. The *Sword of Winds* is a gold colored long blade, equally adept at cutting and thrusting, with silver traceries made of runes detailing clouds and breezes. The *Sword of Waves* is a silver short blade, equally adept at slashing and stabbing, with golden traceries made of runes depicting gentle waves and sea foam. These Swords come out of opposite ends of the scabbard, released by pressing a simple ruby or amethyst cabochon respectively. Each Sword is unbreakable, sharp enough to cleave through steel plate armor like wet rice paper, can effect physical, magical, and immaterial beings, will never become stuck or lodged within a target, repel all gore and fluids, and will increase the learning speed of all martial skills when carried by a factor of five.

- An additional payment of 100 cp will grant you a set of 10 similar sword sets at the start of each Jump, or decade if that comes first. For every additional 50 CP after that which is spent, you can increase the number of sword sets gained by one decimal point.
    - Each set of Swords comes with a self adjusting harness, guaranteed to always fit itself comfortably on your back. The Swords, scabbard, and harness will always adjust themselves to comfortably fit both your body size and race/species at all times.
        - These are based off of, but are NOT identical copies of, the Swords of Blood and Fire and the Swords of Night and Day. They do not possess demons within them to tempt and nudge their bearers into committing atrocities and butchery, simply being incredible blades.

Box o' Pope Soap 200 CP: This double-wide fridge-sized Box is packed to the brim with a variety of Soaps made with oils blessed by a Pope. Not only do these soaps have unparalleled abilities

to remove dirt and grime (without causing stains or dehydrating skin), they have a *literally* supernatural ability to kill ALL manners of diseases and germs. This Box will replenish itself each time it is closed, with the Soaps inside it always staying fresh and ready for use.

An additional **200 CP** will see you granted a second Box, this one filled with the base ingredients used to *make* the Soaps. If the oils are used to coat or otherwise enhance weaponry or defenses, they will be exceptionally effective against supernatural forces of dirt, filth, disease, decay, and rot.

A Bizarre Aircraft… Called *Einhänder* 200 CP: You have a fusion of the three original Einhänders. This single person, space-age, inner- and exo-atmospheric fighter has the twin energy machine-guns of the Astra Mk. I, the dual-deployable Gun Pods of the Endymion Mk. II, and the three *total* Gun Pods of the Endymion Mk. III. Each of the three Gun Pods you start with have the normal amount of starting ammo, which will be replaced entirely within the hour if the Gun Pod fires, is damaged, destroyed, or ejected for any reason. The engines are an advanced antigravity unit that are capable of exiting any gravity well under their own power, and completely nullifying dangerous/unwanted gravity, momentum, and inertia on the ship and anything bolted to or contained within it. Finally, there is a single, pilot controlled waldo-arm, which not only gives the ship its name but also lets the ship snag additional Gun Pods from defeated enemies (and *other* assorted items of interest). Each Einhänder is roughly the size of an American Short Bus, with each Gun Pod being either the same size or only *slightly* smaller.

- All the IP, Free: You gain all the files and rights needed to distribute the game *and* the OST as you wish, including the consoles and televisions needed, plus adaptors to play on any non-Playstation 1 system.
- Extra Pod 50 CP: Each purchase gives you a single, additional deployable Gun Pod of your choice. This can be bought up to 3 times, for a total of 6 Pods.
    - Fire all of your guns at once 50 CP: You can now deploy and fire as many or as few Weapon Pods as you wish at any given time, retracting those not in use until they are needed.
    - Expanded Capacity 50 CP: Each Gun Pod now has their maximum ammo allotment increased by an additional digit to a maximum of 999,999 ammunition, allowing you much greater devastation potential. This will *not* boost the amount you start with, just increase the maximum supply under optimal circumstances.
        - In-flight Resupply 50 CP: Each purchase of this allows all of your Gun Pods to produce 5 Ammo a second when they are not deployed. Additional

purchases of this Modifier adds an additional 5 Ammo production per second per purchase; limit of 10 total purchases of this Modifier.

    - Customizable Pods 100 CP: You have a Warehouse Attachment containing an infinite series of blank Gun Pods that you can customize, enhance, alter, and add new technologies to as you wish. Any new offensive or defensive systems added this way become Fiat Backed and can be included in any load-out you wish.

- Intersystem Travel 50 CP: Your Einhänder is now capable of traveling to anywhere in a solar system within two hours.

    - Interstellar Travel 100 CP: Your Einhänder has an advanced, untraceable, unblock-able FTL Drive, being capable of traveling anywhere in a galaxy within half a day. This *cannot* be used as part of a ramming attack.

        - Intergalactic Travel 150 CP: Your Einhänder has an advanced, untraceable, unblock-able FTL Drive, being capable of traveling between galaxies within four days. This *cannot* be used in part of a ramming attack.

            - Universal Travel 200 CP: Your Einhänder has an advanced, untraceable, unblock-able FTL Drive, being capable of traveling from one end of the Universe to the other within 1 week. This *cannot* be used in part of a ramming attack.

- Dakka Doubler 100 CP: Each purchase doubles the number of energy machine-guns. These extra guns can be instantly moved along *any* portion of the ships hull, granting you unprecedented coverage. You can buy this 4 times for a total of 32 energy machine-guns. Each one is nearly as powerful as a .50 calibre machine-gun, but with 5 Kilometers of effective range and light speed 'muzzle velocity'.

- Stealth Systems 150 CP: Your Einhänder has a special external coating that, when combined with its *extensive* ECM suit, makes it completely undetectable to anything but the naked eyes and ears. No radar, no sonar, no lidar, no infrared, no scrying, no divine sight, no precognition, no gravitic anomaly detectors, no directional microphones, or anything else will be able to detect this vessel unless you specifically *let it* be picked up.

- Pathetically Easy Piloting 50 CP: Your Einhänders are capable of being flown by anyone could pass the US Driving test in a small town. They will be able to take off, land, do basic maneuvers, use the waldo, and fire the guns all the Gun Pods at a minimal level of competence.

    - Piloting Professor 100 CP: Your Einhänders are capable of teaching their pilots about the more advanced abilities and techniques available to them via a

subconscious neural link. The longer they use their Einhänder, the better they will get until they hit their (individually determined) peak.

    - Protected Piloting 100 CP: Your Einhänders can only be flown by individuals who are authorized to do so. You can at anytime, *induct* someone into being a pilot, conversely *revoke* someone permission, and/or cause their Einhänder to self destruct.

- Schematics 50 CP: You possess the designs for all the canonical Einhänders, all the Gun Pods they could be equipped with, plus the 'basic' Einhänder Item you purchased, including all the Modifiers you have bought for all of them.

    - Lunar Manufacturing Base 100 CP: You are now the owner of a copy of the Earth's entire *moon*, with a series of buildings devoted to automated assembly-line style construction of the basic Einhänders, with all their gear, plus any of the upgrades you've purchased. You will be able to produce up to 50, top of the line, fully upgraded and kitted out Einhänders of your design every 8 hours. If you bring in laborers to open up and work the other sections of the moon, sufficient personnel can boost that number up to 5,*000* Einhänders every *4 hours*, but you will need thousands of workers for that. This can be either a Warehouse Attachment or Imported into any future Jump as you wish.

        - Einhänder Development Center 200 CP: This additional add on to your Lunar Manufacturing Base allows you to design and mass produce Fiat backed *upgrades* to your Weapons Pods, engines, life support, navigation, frame, and every *other* components of your Einhänders, including every Modifier. If you provide the schematics and materials, you can produce new Einhänder variants and extrapolations of their technology to the limits of your ability; create industrial cargo haulers, commercial airliners, deep-space mining platforms, colony ships, and anything else you can conceive of whenever you wish.

- Weapon Pods: These are external weapons systems that attach to the outside of your Einhänders hull, they can easily swivel 360 degrees, tilt away from the body up to 45 degrees to fire without negatively affecting you ships handling or speed, and can absorb up to 5 times the damage your Einhänder can before being destroyed. The Einhänder you bought, and any you produce, can have up to *three* of these Gun Pods by default, with each one starting with a set amount of ammunition, and a maximum ammo count of 3x that *unless* you have purchased Expanded Capacity.

- Vulcan: A fast firing, but low caliber Gatling gun. Excellent for mowing down waves of small fry, but is of limited use against even moderately armored targets. Comes with 500 ammo to start.
- Cannon: A heavy duty tank cannon that deals massive damage per shot, with a fairly slow rate-of-fire and slow moving projectile. This will punch through multiple weaker enemies, and deals extra damage against heavy armor. Comes with 50 ammo to start.
- Blade: Essentially, this is a ship-mounted Lightsaber, that is deployed from the bottom or the top of your ship like a lance, and is rough extends between 3.5 to 5x its length. The damage is respectable, and you can use your Einhänders weapon arm to swing it around your ship in wide arcs. Comes with 300 ammo to start.
- Riot: A lightning thrower, that reaches farther and deals more damage the longer it accumulates its energy before discharging. It will hit ALL targets in its path, completely ignoring all shields, defenses, or armor the targets may possess, but it can take up to 20 seconds to fully charge. Comes with 300 ammo to start.
- Wasp: A missile pod that can shoot homing missiles from the top position on your Einhander, with each missile doing about 1.5 times the Cannons damage in a small splash zone. Fired from the bottom of your Einhander, and it is a fire-and-forget missile that flies in a straight line and does 3 times the damage of a Cannon shot to a single target. Comes with 150 ammo to start.
- Juno: The fusion of the Vulcan and the Cannon, with the firing speed of the first and the damage and penetration of the second. Burns ammo like crazy, so use sparingly. Comes with 350 ammo to start.
- Grenade: Lobs an anti-armor grenade on a ballistic arc towards its target before exploding in an energy sphere. This explosion persists for several seconds which potentially allows each shot to hit several times, though the relatively short range and slow firing rate might be problematic. Comes with 50 ammo to start.
- Hedgehog: This is a cross between a missile system and a grenade launcher. When fired, a small missile is shot up or down, which then explodes after a short delay. This explosion is larger, longer lasting, and has the capability of destabilizing incoming energy attacks, but does less damage than the explosions from the Grenade Gun Pod. The range is also relatively terrible, only traveling about 2.5x the Einhänders height before detonating. Comes with 50 ammo to start.

- Spreader: Fires a spread (ba-dum tish!) of shots, between 3 and 7, in an arc in one direction. Each shot is decently powerful, and it can do respectable damage if you can land all of them on a single target. Essentially, it's a ship-sized shotgun that only fires buckshot. Comes with 250 ammo to start.
- Flash: An instantaneous energy pulse that strikes everything in its path for extreme damage, ignoring all armor, shields, resistances, and immunities. This is **the** most powerful starting Gun Pod on a per-round-basis, it is a fast firing hit-scan weapon that strikes with the force of a nuclear bomb, compressed into a single beam the diameter of a telephone pole. Comes with 20 ammo to start.
- Python: This Gun Pod fires a string of very powerful grenades that hover at a specific altitude and speed until they strike something. Capable of doing exceptional amounts of damage, it has the downsides of being unpredictable where it deploys the grenade string and being completely unable to fire a second round until the first is *entirely* expended. Comes with 60 ammo to start.
- Mosquito: A missile pod system similar to the Wasp, only the missiles movement is linked to the movement of your Einhänder. This does give you precise control over the missile, and allow you to place it exactly where you wish, but also means you are likely to fly straight *into* enemy fire or an obstruction while trying to direct your shot. Does identical damage as the Wasp. Comes with 35 ammo to start.

Altered Gáe Bolg 300 CP: This spear seems to be made out of bone and sinew, specifically those of brutally slain sea monsters. This spear recognizes only *you* as its owner, and will strike all others who try and hold, move, or wield it. When this spear hits a target, unbreakable and razor-sharp bone shards are forced out of random portions of the targets body, before getting ripped out and disintegrating when the spear is removed. This has the obvious effect of multiplying the damage done to the target, as well as leaving ragged and jagged wounds that are harder to heal and/or repair. This spear is indestructible, returns to your hand when called, will grow in power as you do, and can have the haft shrink down to 6 inches and grow up to 30 feet on command.

Incredible Infuser 300 CP: You bumped into an alternate Buddy Pine, one who *listened* to Mr. Incredible, got introduced Rick Dicker, and spent his whole life happily creating gizmos *for* Supers, becoming the counterpart and business partner (and eventual husband) to Edna Mode. His magnum opus (after he cracked the source of Supers powers) was his Super-Infuser, allowing

him to grant Normals the powers of a Super or to double up and grant a Super an additional power set. He brought it to the Tournament and lost it to you in a bet, and each purchase will grant you the ability of and capability to grant ONE (1) of the following powers at will:

- Hyper Strength and Durability: You have all the strength and durability of Mr. Incredible, being able to replicate *nearly* any feat he has demonstrated in the movies, games, and comics. You do NOT have his Danger Sense, experience in combat, or hand-to-hand skills, though you WILL have enough control over your strength to avoid breaking things on accident.
- Malleable: You are as elastic and stretchy as Elastigirl in her prime, being able to replicate any of the feats she has demonstrated in the movies, games, and comics. You gain not only her ability to stretch, but her high levels of kinetic resistance as well, being almost immune to all forms of blunt-force trauma.
- Invisi-Shield: Like Violet, you can both turn invisible AND create forcefields, being able to replicate any of the feats she has demonstrated in the movies, games, and comics. You have greater flexibility with your shield creation, though they must all be roughly spherical to start out with until you gain sufficient experience with them. Your invisibility power IS limited to your own body, unless you have some form of outside booster or specialized materials to work with.
- Speed: Like Dashiel Robert Parr, you have incredible speed and reaction time as your main power. You start off with being able to run at 200 m.p.h., but can noticeably increase that with training. You can replicate any of the feats he has demonstrated in any of the movies, comics, or games, including running on water and up walls.
- Gazerbeam: You gain the ability to shoot out a wide variety of energy beams from your eyes. You have complete control over these beams, and can fire heat, cold, electricity, lasers, kinetic force, radiation, and disintegration beams. The power and precision of these beams will scale with practice, and any gains in one type of energy will carry over into all others.
- Portals: Similar to Voyd, you have the ability to open dimensional holes, allowing for rapid and stealthy travel, as well as a variety of combat applications. You start being able to perform any feat she is shown performing in any of the movies, games, or comics.
- Telekinetic Krusher: You have gained the powers of Krushauer, granting you a potent but *limited* form of telekinesis. You are able to crush and compact all forms of non-living material in any manner you wish, being able to apply force equal to up to 1,000x your physical strength. You must be able to *see* what you are crushing, and can only affect non-living matter within a 500 foot radius of you.

Blizzard Axe 300 CP: This massive two-handed blade-and-spike axe has been imbued with intense elemental energies, specifically those pertaining to wind, ice/cold, and lightning. Any magical, psychic, spiritual, or super abilities that brush on those concepts can be used at *significantly* higher precision and power for a fraction of the normal effort. On top of all that, it's an indestructible axe whose cleaving power and magical abilities grow as *you* gain in strength. Comes with a Nordic/Viking aesthetic and name by default, but can be changed at the start of each Jump to whatever you wish.

Noblebright STC Files Collection and Manufactory 300 CP: You gain 3 Files with this purchase, the Files coming with their own attached 10 foot-tall, cube-shaped Manufactory that will create their items to order, so long as you feed appropriate amounts of matter to it.

More Files can be purchased for an additional **100 CP** each, but the first three you will always receive is for:

1. A broad variety of *enhanced* Power Weaponry for use by both normal humans and Space Marines. They create an energy field that disintegrates all matter on a molecular level on contact when activated, allowing for much greater ease in slaying foes. These weapons can have their energy field toggled to be in/visible, silent or loud, AND have its colors changed, all at the command of the user. Power wise these will fall halfway between other Power weaponry and their Force equivalent.
2. A copy of the Panacea STC found on Verdigris IX, which will allow the rapid mass production of an injectable drug that can cure all non-warp based diseases, break all addictions, and heal all but the most instantly fatal injuries/amputations. The Panacea can be made by hand with a basic chemistry set, or by machine guidance in massive, multi-hundred thousand gallon vats, and be made out of a *vast* plethora of simple materials. This version can even be easily tweaked (with your permission) to work on biologies *other* than human.
3. An exceptionally powerful Las Pistol. It has the accurate range of a Long-Las, the same damage per shot as a Hell Gun, can accurately fire either single shot or a 3 round burst, and by default has 10x the standard energy capacity per power pack.

Creating anything through the Manufactory takes 24 hours, assuming you have the raw materials AND it can be extracted from the Manufactory.

- Quicker Construction 100 CP: Your Manufactory is now able to produce a finished product 1 hour faster. Once you reach 1 hour of construction time, this will reduce the

time by 5 minutes; once the construction time is down to 5 minutes, this will reduce the time by 5 seconds down to 5 seconds minimum.

- Manufactory Magnifier 100 CP: You double the maximum height, depth, and width of your Manufactory with each purchase. Given enough purchases of this Modifier (and resources), you can potentially churn out entire space-stations and equip entire armies with ease.
- Exponential Growth 500 CP: You grant your Manufactories the ability to self duplicate over the course of a year, along with any purchased Modifiers, and incidentally incorporating any/all of your purchased Files that you allows as well.
- Near Equivalency 150 CP: Your Manufactories would normally need to have the *very close* to the exact materials needed to create proper finished products, now they can operate on 'close-enough' logic. So instead of needing space-age meta-materials, you can instead a similar amount of otherwise mundane material for construction (ceram**ics** instead of cera**mite**, tungsten instead of adamantium, etc.) and still end up with the appropriate end goods.
    - Bullshit Equivalency 150 CP: Your Manufactories are now able to use anything that is even *vaguely* similar in composition to the end product. Plain old iron instead of space-age composites, regular clay instead of ceramite, and so on will all be acceptable by the Manufactories and *still* turn out the proper end products.
- External Scanners 100 CP: Your Manufactories have a system set up to allow them to scan the designated users for specific patterns, allowing for a Fiat-backed, guaranteed, *perfect* fit for each recipient.
    - Upgrading Retrofitting 100 CP: Your Manufactories can now retroactively alter preexisting item, and update them with technology from the Files as needed.
    - New Designs 200 CP: Your Manufactories can now scan new items, buildings, and data-storage devices to create new STC Files, greatly increasing their utility. Each Manufactory is limited to 1 such scan each year per purchase of this Modifier.
        - These Files are the complete technical schematics needed to produce a single, specific item and any included subcomponents or accessories (all guns will include ammo, scopes, holsters/carrying straps, and cleaning kits, for example). They are designed to allow even the most poorly educated and illiterate to produce hyper advanced gear with little to no issue. They are meant for things like clothes, housing, power generation,

weapons, and vehicles, they will NOT contain things like Space Marine implants, genetic editing, or societal uplift instructions. While people can use these to *produce* items, they will not necessarily be able to *use* them immediately, and might need specific training to do so.

Martial Arts Skill Books 300 CP: Each purchase grants you a Fiat backed book of martial arts knowledge from somewhere in the multiverse, and another will spawn in your Warehouse one week later if this copy is ever lost, stolen, damaged, or given away. These martial arts, their abilities, and moves, will be able to be seamlessly blended together with any and all forms of fighting/combat you already know or learn in the future, allowing you to continually refine your art and push your skills. Only **ONE** of these can be learned at one time, unless it is specifically mentioned otherwise.

- Super-Sonic Sword Scroll: This contains *all* the secrets of the Hiten Mitsurugi-ryū style of Japanese swordsmanship. By studying the scroll, practicing the moves within, and following the meditation, diet, and training it describes, the average schlub can gain all the skills and capabilities needed to become the next grandmaster within 18 months. One *slight* oddity in this scroll, you might even call it an irregularity, means that this style can be used with *any* form of blade or blades and not just a singular katana.
- Hamato-Clan Training: You have been given a completed scroll written by a Ninjitsu Grand-Master. As such, you can train to be an absolute *expert* in the arts of infiltration, moving silently, avoiding being seen, hiding weaponry/small items about your person, performing espionage, conducting sabotage, setting up/dismantling a wide variety of traps, and striking from concealment. Anything attributed to historical 'real world' ninja in terms of infiltration, theft, sabotage, espionage, trapping, assassination abilities are now yours to command and use. Properly learning contents of this scroll will take 3 years, but *can* be combined with any of the other options in this section for no additional cost in time.
- Shoot, Sense, and Soar: This scroll offers the chance to learn THREE abilities from the Crane School when properly learned and utilized.
    - Shoot allows you to manipulate your own vital life energies to shoot out an incredibly precise and hot beam of energy (no bigger than the users fingertip) called the Dodonpa; this will be mostly useless for anything *other* than killing, but excels at penetrating defenses and causing clean tissue damage.
    - Sense allows you to feel out the life-energies of other beings, starting at up to a 100 foot radius. You can use this to diagnose illnesses and physical weaknesses,

and even identify others, all by the 'feel' of their energy. Things like robots, undead, and golems will be harder to sense initially, until a significant amount of time is spent in their presence.

- Soar uses the same life energies to propel the user through the air in a controlled manner, with the greater the amount of energy used translating to greater speeds. To properly learn all three of these techniques will take a full year of practice, and the energy used may be depleted from overuse, so take care to keep an eye on your reserves. It will take the average person 1 full year to learn these abilities.
    - Expanded Training: Each of these must be purchased separately, but offer incredible combat options if learned and properly utilized:
        - Kamehameha: This is a MUCH more versatile and powerful energy attack when compared to the Dodonpa, allowing for the ability to compress more energy into a single strike AND to deal damage to a wider area. These energy attacks also strike on a spiritual level, allowing for the ability to permanently kill ghosts, spirits, and demons as needed. This skill takes five years to learn and costs TWO( 2) selections.
        - Multi-Form: Once learned, the user can create a single hive-mind clone of themselves at will, with more clones being able to be made at higher levels of skill. All abilities and 'fighting power' will be split evenly between the clones, and all information and memories will be distributed instantly no matter the distance between clones. There will be no 'true' body to destroy, allowing you to send in any clone as a disposable scout or decoy if needed. This skill takes two years to learn.
        - Four Witches Style: Allows the user to sprout an additional set of arms wherever on their body they wish, allowing them to attack with full force a second time and/or to take another action. Each additional purchase will double the number of arms the user can create. This skill takes one full year to learn.
        - Destructo Disc: Another energy attack, this one taking the form of a flattened disc hurled at the enemy. The energy comprising the Disc is made of multiple interlocking layers, and is designed to punch through the defenses of higher powered beings than the

user, allowing the ability to fairly effectively 'punch above their weight class'. Unlike the 'normal' version, the user is able to freely move while using this skill, and can create as many Discs as they can provide power for. This skill takes 5 years to learn.

- Wolf-Fang Fist style: This includes a detailed breakdown of how to use your internal energy to reinforce and enhance your extremities during attacks, allowing you break through defenses easier, deal more damage, and prevent damage to your striking appendages. This will only work with *unarmed* attacks, but will allow you to deal at minimum 2x the damage, with greater mastery translating to greater and greater damage. This skill takes two years to learn.
- Kaio Ken: This skill allows you to sacrifice stamina and a whole body to gain a massive, albeit temporary, boost in power. To start off with you gain a 2x multiplier at the cost of dealing tiny amounts of accumulating damage to yourself, but if you maintain this ability long enough while meditating, you will eventually be able to use it at that level without damaging yourself, and unlocking the next multiplier level. This takes five years to learn.
- Spirit Control: You must purchase at least TWO other selections here first before you can purchase this skill. With this, you can refine your control over your own energies to the point that you don't waste a single speck when performing a technique or using a skill, massively enhancing your staying power. As a side effect, your battle aura is contained to a small barrier around your body, all energy abilities have crisp, clean lines, you have 10x the stamina when fighting, and it is considerably harder to sense your life-energy from a distance. This takes five years to learn
    - Spirit Fission: When you strike a target, you can forcibly remove any energy sources, power sources, souls, or any other form of 'outside enhancement' that can be named. This WILL work on those are devoured or absorbed, as well as Devil Fruits. This takes 8 years to learn.

- Ansetsuken Compendiums: This small trunk is crammed full of books, books written by multiple different authors. The first book will allow anyone who follows the instructions

within them to become as powerful as Ryu and Ken in the original *Street Fighter II* game over the course of a month.

- Advanced Course: After you complete the introductory book after 6 months, you will be able to understand the two advanced book series detailing how to travel down both of the paths leading to either the Nothingness or the Dark Hadou, with all the moves, skills, and knowledge needed to fully utilize either of them.

  Once you have started learning *either* path, you *must* see it through to the end before being able to switch to the other course. Once you have reached Mastery in both paths, you will be able to use all aspects as a single, cohesive style. Each advanced style will take 5 years to master. This Modifier takes two purchases, but you can choose to buy only one half of the style (*either* the style taught by Goken OR Akuma) for 300 CP.

Chitinous Cloak and Cowl 300 CP: Wearing this garment made out of dead Vord, teaches the wearer the racial magic of the Canim Ritualists. The Ritualistics are able to take blood and convert it into magical effects, with the end result depending on the users understanding of the magics and the amount of blood used. Calling down lightning, curing diseases, blessing bloodlines for enhanced physical attributes, increasing the yields of crops, making clouds of poisonous and/or acidic mist, altering the weather, and more are now available. The wearer can choose to follow one of two paths, the Path of Tradition or the Path of Expediency in the use of this magic, gaining an experienced mental teacher that upon reaching mastery in their Parh unlocks their ability to use this magic *without* needing to wear the Cloak.

- The Path of Tradition, as exemplified by Master Marok, means that the one walking it only uses their *own* blood except in the direst of circumstances. This limits what any single Ritualist can do, but also means they have much greater precision and control over what they can do. Marok was able to force a rude upstart to vomit up their own guts with a single drop of blood, for example.
- The Path of Expediency, as exemplified by Sarl, allows the walker to use *anyones* blood. This grants greater spell-casting ‘stamina’ due to not needing to drain oneself, but also limits the walker to only the broadest, crudest, and simple uses. Sarl and his followers happened to discover a way to chemically treat blood to keep it both liquid and viable for use indefinitely while outside of somebody, allowing for the creation of blood stockpiles which is shared with you.

- A second purchase grants all the abilities of the *other* choice and allowing a fusing off the two Paths, meaning you can have the stamina and raw power of Expediency and the control and precision of Tradition.

Expanded Shulker Box 300 CP: You have a Double-Chest sized Shulker Box from Minecraft, than can be collapsed down to the size of a matchbox when you command, and placed on any solid surface you wish. Anything that is placed or contained within the expanded Box will double in number after 24 hours. There is a stack limit of 9,999 individual items per slot, even for things like *Elytra's*, *Beacons*, or *Totems of Undying*. Any attempts to duplicate any Items purchased with CP (or any *other* form of Points in other Jumps) will be duplicated, but without any Fiat backing.

- Head-Start 50 CP: Each purchase of this modifier allows you to select any 1 thing that you can put in your inventory from *Minecraft* to automatically appear in your Box at the start of each Jump.
- Increases Capacity 50 CP: Each purchase will grant you an additional Double Chests' worth of storage space in the same Box.
- Egg Spawner 150 CP: Each purchase grants you a single Spawn Egg at the start of each Jump. This Spawn Egg can be for any variety of Minecraft Mob, and Villagers will be of your desired Profession when hatched (not possible to spawn or breed Nitwits from them).

ASTER Facility 300 CP: You gain all the material, personnel, and facilities needed to create, train, enhance, and fully equip 1 Spartan Infinities from the Halo universe every year. The Spartan Infinities have all the *positives* from each of the generations with none of their *drawbacks*; from the Gen I's they receive their inability to be infected or consumed by the Flood *without* the generic damage as demonstrated by Avery Johnson, from the Gen II's they receive their intense training and practical experience, from the Gen III's they get their 100% compatibility rate for the augmentation process, and the Gen IV's grant them the highest level of weapons and armor advancement as shown utilized by Halo Infinity.

Each Spartan will have their own customized and personal MJOLNIR VII suit with integrated Jet-Pack, and any three weapons of UNSC manufacture (with four reloads each), all Fiat backed to be repaired, updated as needed, and resupplied with ammo every hour, with the MJOLNIR suit guaranteed to always at least double the users physical capabilities when worn.

- In-Processing 100 CP: Your facilities can now also convert a number of un-augmented humans into Spartans instead of spontaneously generating them *ex nihilo*, giving the *converted* Spartans the same level of enhancement, equipment, and training as their *created* siblings.
- Spartan Plus Project 150 CP: You have received a single perpetually stable A.I. that is capable of figuring out similar levels of enhancements for any non-human race you encounter, allowing you to grant other species the Fiat-backed equivalence of the Spartan Program. This A.I. will be able to alter the ASTER process to accommodate one race/species each year; each additional purchase will grant another A.I..
    - Bio-Reserve Cloning 50 CP: Each purchase of this allows you to add a single race/species that you have converted into a Spartan to be created by the Facility via the same methods as the human Spartans. You can, if you so choose, produce *twice* as many un-augmented people each month instead of Spartans.
    - Progressive Plus 150 CP: Your A.I. will now be able to work on its own to create new enhancements, training, weapons, armor, vehicles, and other assorted equipment for your Spartans. So long as you spend an hour each day on/in one of your properties, it will be able to temporarily copy any of your Perks and Items that would be of assistance to it in progressing your plans.
- Layered Shielding 100 CP: Your Spartans receive an additional shield for each purchase of this, with each layer being just as powerful as the original. This can be bought up to 6 times for a total of 7 shield layers, with additional purchases beyond that increasing the durability of each shield by 25% its unaltered base strength.
- Legion Builder 100 CP: Your facilities will now add a decimal point to the number of Spartans produced per month with this purchase.
- Rapid Training 100 CP: Each purchase of this reduces the time to train the Spartans by 1 week. You can reduce training speed down *to* 1 week, but not less.
- Born Lucky 100 CP: Like the Master Chief, your Spartans have an obscene amount of luck in combat, stealth, and espionage, each having what is effectively a moderate amount of 'plot armor'. While this *alone* won't turn an obvious slaughter around, it *will* mean that your Spartan won't get splattered from ambush, detected through freak chance, or suffer catastrophic equipment failure in the field. It also slightly increases their chance of landing a 'lucky' hit that stuns, staggers, disorients, or debilitates the target.
- *Stable* Synthetic Intelligences 200 CP: The AI's made by the UNSC are created, normally, by performing 'destructive digital scans'. This process destroys the 'donor' brain and the

resulting AI has a lifespan of *at most* seven years before they become unstable and go insane. **You** now have a facility that produce the equivalents of Cortana at the same base rate as your Spartans, but yours *don't* suffer from the potential of rampancy.

  - Matching Rate 100 CP: However many Spartans you produce, are now matched by the AI production of the Facility, allowing each to have their own partner if desired.

  - Reforged 200 CP: Preexisting AI's can be out through a reformatting process that removes their potential to rampant while also ensuring that they can't be hacked it betray you.

- Extra Supply Slots 50 CP: Each of your Spartans can carry ONE (1) extra weapon per purchase of this, with all the Fiat backing of their original 3 weapons. Can be bought up to 4 times, for a total of 7 weapons.

  - After the max amount, any additional purchases will double the available hourly reloads for *all* their weapons for each purchase of this Modifier.

- Alien Supplies 100 CP: Each time you purchase this Modifier, you can select any *single* Covenant or Neo Covenant Weapon or Armor of your choice to receive, with four hourly reloads. Weapons purchased in this manner take up a single equipment slot. Purchasing this Modifier also grants you the schematics for them, allowing you to reverse engineer, alter, enhance, or enchant them if you so wish.

  - *Extremely* Alien Supplies 200 CP: Each time you purchase this Modifier, you can choose a *single* Forerunner OR Precursor weapon or armor to receive, with four hourly reloads. Purchasing this Modifier also grants you the schematics for them, allowing you to reverse engineer, alter, enhance, or enchant them if you so wish.

- Additional Facility 200 CP: Each purchase of this Modifier grants you another Facility, with all the capabilities and Modifiers copied between them all.

- Ground Forces 100 CP: Your Facility can now produce any of the UNSC or ONI ground vehicles and assets, at a rate of one vehicle for every five Spartans. This also includes ALL the schematics for the associated items. If purchased alongside Alien Supplies, you also gain access to the Covenant equivalent.

  - Air Forces 200 CP: Your Facility can now produce any of the UNSC or ONI air vehicles, at a rate of one vehicle for every 10 Spartans; space-capable shuttles and fighters *are* included, but nothing bigger. This also includes ALL the schematics for the associated items. If purchased alongside Alien Supplies, you also gain access to the Covenant equivalent.

- Space Forces 300 CP: Your Facility can now create any ONE of the UNSC or ONI space vehicles, at a rate of one vehicle for every 1,000 Spartans. This also includes ALL the schematics for the associated items. If purchased alongside Alien Supplies, you also gain access to ONE of the Covenant equivalents.

Pristine Planet 300 CP: Each purchase of this grants you an untouched planet, as if no sentient and sapient life never existed on it. By default, this will be Earth as if Homo Sapiens Sapiens never evolved on it, though you can choose *any* planet from *any* Jump you have been to that has life not too much more powerful than Earth's. This Planet will be inserted anywhere in the Jump you wish, but will never cause negative effects on whichever solar system it arrives at; you cannot set this Planet up crash into another planet, nor will this Planet's gravity interfere with any other planets, and it will always be in the 'life belt' as appropriate for whatever star is nearby.

- Alien Planet 200 CP: For an additional surcharge, you can select any planet from any Jump you have been to, and receive an exact copy of it. This can be from any point in the planets history, and it *will* include all the people on it at that point in time, though they won't have any reason to interact with you unless you reveal yourself and *definitely* won't follow you without reason. This Alien Planet will include any unique or special materials that would normally be found on it, allowing you the exploitation of resources if you're careful.
- Wealthy Wasteland World 100 CP: This planet has no life and a *barely* breathable atmosphere on it, which might be a negative feature. Additionally , it is just absolutely *stuffed* **full** of various forms of valuable minerals, gems, stone, and useful chemicals needed for industry. Once each year, or Jump end if that comes first, this world will reset itself to pristine conditions, while the extracted materials remain where you have stored them; any damage done or pollution left will vanish as well, basically giving you a guilt-free planet that you can repeatedly strip-mine for materials and treat as a hazardous materials dump. If you combine this with Alien Planet, you can ensure a steady supply of any unique resources found on that planet.
- Prison Planet 200 CP: This planet has the tightest security *anywhere* on it, all aimed at keeping those you place within it imprisoned. They cannot break out on their own, *be* broken out by others, be *kidnapped* or *abducted*, or in any other way, shape, or form leave until you say so. More than *that* Fiat backing, those imprisoned here are **guaranteed** to take to any form of Rehabilitation, Detox, and/or personal growth you

decide to foster in them *and have it stick*, never becoming repeat offenders, or relapsing and going back to their previous lifestyle. Finally, you can at will lay down and remove interdictions for the residents that are impossible to break (no theft, no forms of assault, no shooting at anything that isn't food, no wasting food, no leaving 'x' area, etc.), being able to affect or as many or as few of the residents as you wish

- Paradise Planet 100 CP: Each purchase of this will change one of the worlds you have purchased into *your* definition of a 'paradise'. Whether that's sun, sand, and surf, with high temperatures and no rain, *or* you wish for perpetual dark, high winds, and blizzard conditions, *or* you desire something else, this whole Planet is changed to fit your desires to a T (these Planets can be single biome worlds, or as complex as you want and still be functional).
- A Wealth of Worlds 100 CP: Each purchase of this will allow you to spawn an *additiona*l new planet at the start of each Jump, or decade if that comes first, following any of the other modifiers you've bought. When you have five planets you can instead create your own solar system with its own new star, when you have a dozen solar systems, you can start your own miniature galaxy.
- Mixed Bag 100 CP: You can combine any Modifier(s) for this Item in any fashion, allowing you to have zones inhospitable to life right next to luxurious paradise if you so wish, even if it shouldn't make any kind of logical sense.

Horadric Malus and the Anvil of Fury 400 CP: Two powerful artifacts have been bestowed upon you, each one allowing you to infuse powerful magics into any items they are used to work on, synergising into a significant boost to each items individual effectiveness. When making, upgrading, or repairing items, you now have access to *all* the magic prefixes, suffixes, charms, Unique Items, and Item Sets in the entirety of the Diablo expanded universe, and can apply two *Prefixes* and two *Suffixes* to the item.

- Words of Power 200 CP: If you have any precious jewels or ivory plaques, you can convert them into the Diablo Gems and Rune Words using the Malus and Anvil, as well as also being able to alter/create weapons, armor, and accessories with slots for said Gems and Rune Words.
    - Charmed, I'm Sure 200 CP: You now have the ability to spontaneously create 3 Charms from Diablo 2: LoD each day. These created Charms will have a high chance to have the desired suffixes and prefixes you would find useful, but you can't choose the size of the Charm or the exact wording of them.

    - The magical effects these artifacts bestow will start out low-level and random, but with use you will learn how to increase their power and imbue the desired outcome unto your items, and even to strip away negative effects of preexisting items you work on.

Door to the Master of War 400 CP: *Ipso Facto Meeni Mo, Ipso Facto Magi-Co!* You can place this unobtrusive wooden door wherever you wish, and whosoever passes through it will get to meet the Master of War, Spekkio! He is able to awaken *Chrono Trigger* style Magic and Tech abilities in anyone who talks to him (up to the same strength as Schala and Magus), and will happily do so if you vouch for them. You can, if you so choose, also leave the door locked or unlocked so as to let *anyone* enter or only those who meet requirements you set. Anyone who gains Magic in this fashion can choose to pass it on to any children they will later/already have.

- Fame Expansion 200 CP: (or free with Favored by the Fans), Spekio can now additionally grant people the same *non*-magical abilities as Ayla's massive raw strength, speed, and vitality, plus her Techs, in addition to their chosen Magic. The recipients Tech's can be learned at 3x the normal speed, their Tech's are an order of magnitude more powerful than normal, and they can learn an unlimited number of Double-Tech's and Triple-Tech's.

Lab of Light and Wily 400 CP: A well ordered Robotics laboratory, with the main-computer containing all the schematics and theory behind all the technologies that Thomas Light and Albert Wily ever made during their entire lives (anything from the *Classic*, *X*, *Battle Network*, or *Zero* games). Anyone who comes here to study will find themselves being able to understand the theories and fundamentals of this technology, to the point of rapidly being able to operate, replicate, and teach it to others if they so wish. This does NOT come with any functioning examples of the materials or technology, aside from the main-computer, 30 smaller guest terminals, and the interactive Holographic V.I.'s who act as teachers.

- Fame Expansion 200 CP: (or free with Favored by the Fans), You can instantly add any and all scientific and technical knowledge you have to the database with an exertion of will, and ensure complete compatibility between any and all technologies within. Any knowledge or skills granted with this enhanced version can be *recalled* by you, if you feel the user is abusing it.

Rosenberg Industrial Complex 400 CP: Where do you go for trustworthy, and competent, backup? You *make it*, of course. Who would be the best backup? *Yourself*! This industrial

complex lets you make robotic duplicates of yourself, at the rate of 1 every day to start; the more duplicates you have the faster it goes, topping out at 1 new duplicate every 5 minutes at the end of a decade of construction with no losses (assuming you have all the required materials on hand). These duplicates are complete blank slates, and have no memories at all, nor any of your Perks or Items, you must provide those for them.

- Fame Expansion 200 CP: (or free with Favored by the Fans), Now, you are able to automatically grant your duplicates copies of your Body Mod and all Perks you have acquired from this Jump. Your Manufacturing Center now has a large enough stock of materials to make five duplicates each hour, with the materials being replaced at the top of the hour. These materials will automatically update to include any upgrades, enhancements, or new purchases you may acquire.

Regional Franchise Building 400 CP: A three-story tall building dedicated to the hunting and capture/elimination of all forms of supernatural entities. Comes with 5 teams of 4 reasonably talented veteran-Ghostbusters who operate out of and defend it, they have enough Ecto-vehicles to allow easy movement within any city regardless of its size. This building can withstand a serious supernatural siege, shedding hostile supernatural energy like water off a ducks back, and actively repelling all forms of hostile spiritual beings *not* in a ghost-trap.

- Fame Expansion 200 CP: (or free with Favored by the Fans), You gain a Major National Chain that is *also* a center for all forms of supernatural R&D. Any form of technological or magical research and development is done 5x more swiftly and efficiently, with NO chance of catastrophic failure. Your building is now 10 stories tall and houses 30 teams of 8 *highly* experienced and *very* well armed Ghostbuster apiece, and a copy of the Regional Franchise Building can now be found in *every* major city you travel to (if you wish it so).

Atlas Level Weapon Factory 400 CP: This sprawling Factory allows you to build *anything* mechanical from seasons 1-3 of RWBY, including the specific Hunter/Huntress weapons. It can produce up to 25 tons of materiel each day off of its own regenerating stores, and is able to accept the designs and schematics for any other items as well additional materiel. The only things the Factory *can't* provide is Dust and other meta-materials, you will need to provide those if the schematics require them.

- Fame Expansion 200 CP: (or free with Favored by the Fans), You gain a Schnee Dust Outlet that will provide you with all the Dust you require, provided you place an order with them. Any requisition up to 5 tons will require at most one hours wait to assemble

it, with more than that taking one full day (no matter the actual amounts or types of Dust requested).

Altered Mass-Roboticizer Bays 400 CP: Stolen from Ivo 'Eggman' Robotnic, this complicated machine has been heavily modified to the point it might be considered an entirely new device. This machine is designed to be able to convert up to 1,000 living entities into their robotic equivalents, simultaneously giving them all a significant boost in all their physical capabilities and adding built in armor, weapons, and more powerful modes of locomotion. This model has been altered so that the subjects freewill is *guaranteed* to be kept intact during the painless conversion process, irreparably circumventing any attempts at making a slave army.

This Altered Roboticizer is capable of all the following modes:

- Roboticization: Converts its organic occupant into a machine, typically all physical abilities are tripled, armor is added on, and some form of built in weapon(s) added. The weapon(s) can be generic 'blasters', something more specific, melee weapons, or some alteration of the basic body; the more specific the weapon is the *powerful* it will be, but it will also gain specific weak-points.
- Rab-bot Special: This ensures you only target specific *parts* of the subject, so you can modify them for specific conditions or requirements on a case-by-case basis. Any robotic bits, bobs, and pieces acquired this way will *not* **ever** be rejected by the subject's body for any reason, and will retain all normal senses.
- Blue Fairy: reverses either of the previous two options, restoring them to their normal organic bodies as if no time had elapsed since their transformation.
- Repair and Upgrade: Completely heals the subject(s) over the course of 5 minutes, removing all diseases and debilitating effects they might be suffering, and boosting their physical capabilities to the pinnacle for their species. Old age is covered under the 'diseases and debilitating effects' clause, letting you youthen subjects as far as you see fit.
    - Fame Expansion 200 CP: (or free with Favored by the Fans), You gain the option to apply any and all forms of augmentation, enhancement, enchantment, and technology you have access to during any of the four options.

Silver Millennium Magical Focus 400 CP: This is an incredibly potent accessory (think ring, hairpin, tie tack, broach, pendant, or similar) designed to be used as a subtle magical amplifier.

By focusing your magical and/or psionic abilities *through* this, it makes all of those abilities 5x as powerful while only spending 1/5th the energy. The Focus can change its looks and composition at your command over the course of 4-5 seconds, cannot be stolen, lost, damaged, destroyed, or snagged in any manner.

Once per Jump, or decade if that comes sooner, you may use this Focus to resurrect up to an entire countries worth of people (up to the size of Australia); these people will have all diseases, disorders, poisons, toxins, venoms, all other contaminants, and trauma removed during the process, and any destroyed physical property and land (roads, houses, vehicles, businesses, infrastructure etc.) damaged or destroyed is similarly restored.

- Möbius Focus 200 CP: This Focus is now capable of passively charging itself up with energy over the course of a week, being capable of holding up to 10x the amount of energy you do per purchase of this Modifier. Instead of using your own energies to cast spells or use psionic abilities, you can use the stored energy and not exhaust or drain yourself. Any purifying or healing spells or abilities are doubled in power when used in this manner, *over* the base 5x multiplier for a 10x total multiplier for those two *specific* types.

Re'em's Blood 400 CP: You get five 1 oz vials of brownish-black blood a week, coming straight from cows sacred to a cattle god. These blood-vials don't need any special form of storage or refrigeration to be kept viable, the stoppers cannot be removed or damaged *accidentally*, and the vials themselves are impervious to all damage and tampering. Anyone drinking one of the vials will find their strength, durability, and endurance being multiplied by 20 for an entire hour, and take 1/20th the damage from both physical *and* magical sources. You cannot *effectively* consume more than a single vial at a time, you must wait for the first to run its course or any others will simply fail to have any effect. These taste like a perfectly done steak when consumed, with just a hint of momentary, pleasant heat. Any unused vials can be stockpiled until needed.

- Ascended Re'em's Blood 200 CP: You gain a single 1 oz vial of golden blood each year. Anyone drinking it will gain the abilities of the standard Re'em's Blood *permanently*. While you can drink the base version and get a 50% increase for an hour, there are *no* **effects** for consuming the Ascended Re'em's Blood multiple times.

Hammer of Fate 600 CP: This Hammer originally hails from Karag Dun, a Dwarf Hold thought lost to time and the advances of Chaos. It was recovered by a human swordsman/poet and returned to the Dwarven people, before being lost between universes during the End Times, where it ended up a prize in the Tournament. The Hammer is *heavily* encrusted with Dwarven runes along *every* non-striking surface, on top of being blessed by every Ancestor God of the Dawi, granting it several useful abilities:

- Master-Rune of Greeksnins' Bane: Anything this Hammer hits that falls under the broadest interpretation of the categories of 'Ork' or 'Goblin' takes double damage from *all* aspects of this weapon and/or its magic. At the start of every Jump/decade *after* this one, you can change the type of target this affects so long as it falls under the same broad 'racial' typing system.
- Master-Rune of Faithfulness: This Hammer can*not* be taken from you, and will return to you when you summon it, no matter how dar away it is or what separates it from you. When *thrown*, the Rune will allow you to steer the Hammer in flight on its way to the target *and* in its way back through focus; you can, as an alternate form of retrieval, choose to *teleport* the Hammer to you.
- Master-Rune of the Smith: You can make Rune worked items in the same time frame as a *non*-Rune worked item with no loss in quality if this Hammer is used during the creation process. The wielder starts out knowing only the Runes for 'Minor Cutting Increase', 'Minor Weight Reduction', and 'Minor Defense Increase', but the more this sees use the more Dwarven Runes you will be able to create
- Master-Rune of the Storm: This Hammer strikes with force of a lightning bolt, *literally*, and each attack can channel several million volts into the target (if you so wish). Combine the *physical* blow and the electrical discharge with the clap of thunder, this is a devastating 1-2-3 strike against whatever it hits.
- Master-Rune of Obdurate Endurance: This Hammer cannot be damaged, disenchanted, or wielded by a non-authorized user in any way, as the density and intricacy of the Rune prevent that in any way.
- Master Rune of Growth: This Hammer will always continue to grow in power as you do.

Golden Claw-Hammer 600 CP: An incredibly powerful magical hammer, gifted to you by its previous owner. While this might seem like the main tool of Fix-It Felix Jr, it has had a *few* aftermarket alterations made to it. It not only restores the struck target to perfect health, it makes them *immune* to all poisons and diseases (as well as any derivatives or mutations) they

have been exposed to, removes all drug dependency and addictions, rejuvenates the target to their physical prime, restores all stolen/destroyed/lost memories as desired, and breaks all forms of mind-control they might be under while making them resistant to being subject to it in the future. If you strike this on a broken object it will be instantly restored, potentially tele-fragging anyone in the way, so be careful. Finally, it will teleport itself to your hand when summoned, it cannot be wielded by those you don't wish, and it can drive *any* form of nail into *any* surface with a single strike.

- If you so wish, you can choose to have a target only *partially* restored, if that would be better or more convenient than complete restoration. Handy if you want to save someone's life but keep any implants/modifications they had done intact.
- Any form of corruption, poison, toxin, contaminant, or anything else along those lines can either be *destroyed* or simply *removed* at the wielders wish.
- If the target of this Hammer has had their Cultivation/Magic/Powers damaged, destroyed, or sealed, it will be repaired/restored *if* the target so wishes.

Purified Devil Fruit 600 CP: You are given a box that will produce *any* single non-Awakened Devil Fruit once a Jump/decade, which can be from any official source (manga, anime, movie, game, or other 'official' source) and a Manual. This Devil Fruit comes with *all* the knowledge on how to use it from *all* of its previous users, while the Manual offers up an accurate listing of ALL the other Devil Fruits that exist and *their* capabiliities. The Devil Fruits produced by this box do NOT have the weakness to seawater the 'normal' Devil Fruits have, and CAN be stacked with any other Devil Fruit from any other source without danger.

Space Defense Fortress *Carrier* 600 CP: You have an incredibly rare find here, Jumper! It seems that the humans who found a crashed space vessel BOTH rebuilt it along different lines AND had considerably more time to work on it, as you have a hexagonal shaped interstellar vessel that can launch 5 SDF-1's from each face. On top of all that, each face of the Carrier is absolutely *bristling* with weaponry, it has a fully functional (and flawless) Fold Space Drive, and any damaged or destroyed SDF vessel, parasite craft, and mechs can be fully repaired or replaced within 72 hours, *including* the crew. The spinal mounted main gun can be scaled down to 'glow-stick' levels all the way up to 'planet buster', and everywhere in-between, while also being able to fire once every 60 seconds.

You start off being able to construct the VF-1 Valkyrie Veritech and the Tomahawk and Monster Destroids.

- Advanced Veritechs 100 CP: Each purchase of this Modifier allows this Carrier to make an additional model of Veritech.
- Advanced Destroids 100 CP: Each purchase of this Modifier allows this Carrier to make an additional model of Destroid.
- Additional Vehicles 100 CP: Each purchase of this Modifier allows this Carrier to make an additional model of other vehicle featured in any of the tv shows, movies, manga, anime, video games, game *books*, or any other official source.
- Fleet Resupply 200 CP: All crew, passengers, refugees, and anyone else who is *officially* traveling in your vessel will always have enough fresh food, water, air, and other requirements to support life.
- Zentradi Tech 100 CP: Each purchase of this Modifier adds a single selection of Zentradi mecha or spaceship that can be produced by your Carrier.
    - De/Micronization Chamber 100 CP: This will allow enough Chambers to alter up to 100 Zentradi either to human- or normal-sized over the course of 3 days.
- Fleet Growth 300 CP: At the end of each Jump/decade you can cause your Carrier to duplicate itself, along with any Modifiers purchased.
    - Colonization Fleet 200 CP: Each purchase of this adds a series of humans in colony ships, totaling 5 million personnel for each purchase of this Modifier. The colony ships will be enough to establish a healthy and thriving population with a robust infrastructure on a new planet.
- Ace Pilots 100 CP: All the support personnel in your Carrier have the Driving, Mastery Perk minus the ability to teach others, vastly increasing the effectiveness of your Veritech and Destroid pilots.
- Expert Engineers 100 CP: All the support personnel in your Carrier have the Design, Mastery Perk minus the ability to teach others, allowing for much faster and more efficient upgrades for their technology.
- Masterful Tacticians 100 CP: The combat arms of your Carrier forces now work in perfect, flawless concert, being able to maximally leverage their strengths while minimizing their losses.
- Faster Reloads 50 CP: For each purchase of this Modifier, the Main Gun shoots 5 seconds faster, and can have its delay reduced *to* a 5 second delay between shots.

- Micro-Shields 50 CP: Each purchase this Modifier grants your Carrier a trio of indestructible energy shields that can be shifted along its surface, capable of defeating any attacks that strike them, along with a crew dedicated to operating them.
    - Full Sphere Shield 200 CP: Your Carrier can produce a spherical shield capable of deflecting any attacks or damage, but cuts out any outgoing weapon or ship use while its up, as well as cutting the top speed, acceleration, and turning by 50%. This model can**not** be overloaded, unless you specifically wish for that to happen.
- More Space-Fold 200 CP: Your Carrier can now produce any of their Space-Fold drives, adapted to fit any sufficiently sized vehicle (must be at least the size of an aircraft carrier) on command, allowing the vessel it is installed in to once per day travel to any *known* open space in the universe.
    - Faster Space-Fold 50 CP: Each purchase of this Modifier reduces the wait between Space-Fold uses from drives produced from your Carrier.

Infinite Opponent Array 600 CP (or Discounted to 300 CP with Favored by the Fans): You are able to summon a doorway to this pocket-space dungeon at will, allowing you to train, exercise, and practice at your leisure. The Array will provide an environment of your choice, and any enemy in the *Chrono Trigger*, *Mega Man Classic/X/Battle Network/Zero*, *Buffy the Vampire Slayer*, *Ghostbusters*, *Short Circuit*, *RWBY*, and the *Archie Sonic* universes (after this Jump, this will expand to include any Jump you have been to), perfect to the last detail in terms of skill, abilities, weaponry, and personality/memories. These enemies *cannot* leave the Array for any reason, and cannot kill any users, only leave the users utterly defeated and exhausted. The Array operates on RPG logic, so defeated enemies drop money and thematically appropriate loot, and will grant increases in your capability at set intervals with no ultimate upper limit on how far you can take this. You gain TWO of the following immediately upon purchase, and for each additional **50 CP** you may purchase *another* choice:

- Sticky Fingers: Anything you steal from an enemy may be taken out of the Array without issue or problem. Steal unique weapons, armor, components, and anything else to your hearts content.
- Execution Chamber: You can at will alter or remove the safety features and allow any or all users to be crippled/killed as you wish.
- Temporal Accelerator: Just like in Dragon Ball, you can accelerate the passage of time in your Array, only the Array can go up to 1,000x faster than the passage outside for each purchase. Users will NOT age while in the Array, so they need not worry about training

too long and becoming a withered old husk, and you can leave at anytime you wish and return freely without limit. Additional purchases of this will grant you an increased multiplier, adding another 1,000x to the top speed each time.

- Recruitable Fellows: Once a week, you can designate any enemy generated by the Array as a *potential* recruit. They start out hostile towards you and your goals, but if you are clever enough and have enough charisma, you can convince them to follow you outside the Array. One Recruit per Jump, or decade if that comes first, can be *automatically* upgraded into a Companion in this fashion without *needing* to go to another Jump first for each purchase of this Modifier.
- Convenient Accommodations: While inside the Array, you can designate spaces to have safe sleeping, bathing, eating, and toilet areas. What is provided will be barebones and rough, but always serviceable enough that it wont be *too* much of an irritant to use.
- Multi-Track Training: You can now have an additional separate dungeons active at one time within the Array, with all other the modifiers you may have bought included in each dungeon per purchase.

**Scenario:** Tournament Champion:

You need to become the Champion of at least one of the Tournament(s) you enter, and do so *without* cheating or resorting to using any extra-lives/1-Ups.

**Reward:** You and your Companions (current and future) gain 400 points to spend in Quicksilvers' Body Mod Supplement, and you can choose ONE of the following selections for each of the Tournaments you win, (you cannot take multiple copies unless it *specifically* says so):

1. Prismatic Power Ring: This Ring is capable of mimicking *all seven* the prime colors of the DC Emotional Spectrum (excepting the White and Black colors), and do so *without* the risk of any mental contamination. This Power Ring can make invisible Constructs that cannot be tracked or scanned by other Rings unless you so allow. This Ring comes with a Lantern capable of recharging the Ring an infinite number of times per day. The Ring has a friendly and helpful A.I. that will teach the wielder how to reach Grandmaster in the use of the Ring and all its functions within 3 years. There are no restrictions or 'malware' in the programming of the Ring to start with, though you *can* change that if you want, it will always obey the wielders commands to the best of its ability *if* it is able.

You can cause the Ring and Lantern to duplicate themselves once per Jump, or decade if that comes first, with any already created Rings and Lanterns *also* duplicating if you so wish.

2. War/Trek Tech School: By selecting this as your prize, you are handed the near-complete series of schematics and technological designs from the Prequel-Original *Star Wars* Trilogy and Original-Next Generation *Star Trek* series, specifically anything built by the Republic from the start of Episode 1 to what the Empire fielded at the end of Episode 6 (aside from either version of the Death Star and similar super weapons), and everything from the first episode of Kirk's era up to the return of Voyager from *Star Trek* from the United Federation of Planets, the Vulcans, the Klingons, Cardassians, and the Romulans. These schematics and technical designs include everything needed to build anything in that culture/civilization, from the smallest and least consequential civilian item, to the largest infrastructure project, to the mightiest military vessel/armament. This Tech School can produce up to 10,000 graduates each week, assuming you send anyone through them (The Tech School will NOT *create* people for you, only advance their education).

3. Embodiment of the Uncontaminated Triforce: You have integrated into your Body Mod three aspects of existence from a specific universe, but you can only have ONE active at any given time per selection of this:

    1. You can receive a monumental boost to your Wisdom, which grants you an ever-full pool of magic so you can cast as many spells as you wish without running out, learn any spell, ritual, or enchantment no matter how exclusive it might be, and once per decade allow you to see a major danger coming far enough in advance to mitigate the worst impacts.

    2. You can boost your Courage without bound, granting you immune to fear, allowing you to act without hesitation or uncertainty, granting you the equal of least 15 lifetimes of physical training and weapons practice, and use all of Links' combat moves from every Zelda exclusive game.

    3. Your Power rages unchecked, granting you infinite stamina, massively enhanced durability, letting your blows ignore deflections or parries, and once per Jump allowing you to guarantee to manage a single win in battle.

Once per Jump, or decade if that comes first, you can make a single Wish that can affect *almost* anything in the Jump, *nearly* without limit (You cannot Wish for any Fiat backed Perks, Items, Superpowers, extra Points, any form of Immortality, or any type of instant 'I Win' ability/item).

4. Origin of a New Cycle: You've had a copy of the Mantle of the Avatar pass to you after the death of the last *true* Avatar, Aang. You now know every form of Bending that ever existed in his world, lost or not, rare or not, and have all the knowledge, skill, and wisdom of *all* the pre-Korra Avatars at your disposal. The Avatar State, Energy Bending,

Spirit Bending, and being able to freely interact with Spirits *are* included in this Perk (though they *may* or may *not* listen to you at first). All of that is integrated into your Body Mod. Once a year you may infuse a copy of this into any single *willing* recipient.

5. Gero's Mechanical Masterpiece: You are now implanted with and receive a copy of Dr. Gero's notes for the ultimate Android with an Infinity Engine, the perfect Fusion between the Super 17 and 19 models. This means that the recipient's aging slows to one year for every thousand they live, eliminates their need to sleep, provides them with unlimited stamina, grants them a pool of Ki that never drains, and projects an energy field six inches (proportional in case of shapeshifting shenanigans) past their skin that absorbs all non-kinetic energies and converts that to expand their Ki pool's maximum level. The notes you receive are perfect Schematics that will allow you to create and implant *more* of these modified Infinity Engines without fail or fear of rejection; these Engines can be created by anyone with access to a few hundred bucks worth of 1980's 'Real World' technology and a few hours of effort.
    1. The Infinity Engines can *only* absorb energies that are equal to *half or less* than the targets Ki pool in power, anything above that will blow right through the field to harm them normally.
    2. The Infinity Engines will also make the users Ki signature 'invisible' to those without God Ki if they so wish, with this effect being able to be toggled on/off at will.
    3. Energies absorbed by the Infinity Engines are purified of any non-desirous traits or abilities, allowing you to safely feed off of otherwise inherently dangerous and/or corruptive energy sources. This *can* be used to decontaminate radioactive materials/accident sites as well as remove corruptive magics, among other things.
    4. The Infinity Engine by itself would make you as strong as Goku was when he fought Nappa and Vegeta, just without any of his martial arts skills, ki-training, refinement, or flight, a power rating of around 8,000. If you have already have a higher power rating than that, than double it.
    5. Installing the Infinity Engines will alter the recipients body to impart the bonuses, and the Infinity Engines will be considered part of the recipients body in regards to regeneration and healing abilities.
6. Ultimate Teacher: You can teach *anyone* how to use nearly *any* setting specific abilities as if they were a native. *Halo* slipstream technology, *Dungeon and Dragons* Wizardry, *Naruto* Chakra, *Bleach* Reishi, *Ranma 1/2* martial arts, all of these can be passed on

simply and easily. The four limits are 1) it must be something that could technically be learned by nearly anyone in the base Jump where you acquired it, 2) it must be something that *you* know, 3) it can*not* be something that has a racial or bloodline limit, and 4) you cannot teach more than 5 individuals at a time. If you have any boosts to your *learning* speed, you may also apply those to your *teaching* speed if you wish.

7. Broken Gauntlets: Whenever you go to a Gauntlet, you *start* with 1,000 CP, and you *keep* all Perks, Items, and other outside purchases and rewards. If you die in the Gauntlet, you keep everything you have bought and simply move on to the next Jump with no penalty.

8. Quintuple Choice: You can choose any five (5) Perks or Items (or other choices that *don't* fall into those categories) from this Jump, no matter the Background *or* how restricted, incompatible, or exclusive they might be, and you can continue to do so in every Jump or Gauntlet you go to after this one. Each additional selection of this Reward doubles the base number of Choices you can make in future Jumps.

    - You can also choose to automatically complete any Scenario in future jumps by using ***two*** choices, grating you all the rewards as normal, even if the Scenario would normally have limitations that make it exclusive, incompatible, or has branching paths.

9. CP Booster: Each Jump you go to after this one, you can add the Maximum Drawback limit to your starting amount and then double the total. If there is no *stated* Maximum Drawback in the Jump-Doc, assume that there is a 1,000 CP limit. Each additional selection of this Reward adds another selection of the Maximum Drawback/1,000 CP to the Bonus CP *before* you double the total.

10. CP Bank: When making your selections for each Jump, you may choose to deposit any CP you wish in a Bank Account run by the Tournaments organizer. At the end of each Jump, the total amount of CP within the Account increases by 50%, and you have an additional chance at purchasing anything from the current or any previous Jump Doc. Your Account will start the *next* Jump with the Bank matching the amount of CP you've spent in *this* Jump.

11. Multifaceted History: You can select an additional Background in every Jump you go to from now on. You will also start with an aadditional 1,000 CP (or equivalent) to spend on that Backgrounds Perks and Items ***only***, as well as an additional selection on all available Stipends for Generic Items, Generic Perks, Powers, Magic, or any other sections as well.

12. Companion Equalizer: All your Companions (new or old) now always start with the same amount of CP *you* do in every Jump, including points gained from Drawbacks and any Stipends for Generic Perks or Generic Items. If there are any Perks, Items, or anything

else that is marked as 'Jumper Only', these Companions will also be able to purchase it. Finally, you can import as many Companions as you wish into each Jump for no CP cost. This is retroactively applied to the beginning of this Jump only, and will be applied after Drawbacks are chosen starting with the *next* Jump.

13. Companion Booster: Every current and future, Companion you have will be given a Stipend of 1,200 CP worth of Perks and Items, of *your* choice, from any combination of Jumps you have been to so far. This is a *universally* applied boost, so it is distributed individually to every Companion, even if they don't want or need it. This Stipend can be used immediately or saved up for later, as each Companion wishes.

**Companions:** Going it alone can be both boring and maddening, try and make/take some friends along with you, will ya? Don't worry, any purchased or Imported Companions *won't* be requires to fight each other or you during any round of the Tournament. Some of the offered Companions have optional Drawbacks offered that apply to them while allowing you to cut their prices in half, these Drawbacks *will* be Fiat backed and if you fail to meet them you will fail the Chain and *they* will move on in your place.

Import: You can Import as many Companions you wish to for 200 CP, but they do NOT receive a Background, instead they receive a 800 CP Stipend for each of the *Generic* Perk and Item sections. Companions canNOT buy from any of the Origin Perk or Item lines, *nor* can they select any Rewards if they win their Tournament.

Perfectly Perpetual Precocious Pet 50 CP: Each purchase of this allows you to have an incredible pet, one that is always at what you consider the 'perfect age'. This has to be limited to something that you could have as a pet in modern day America *without* a license.

Pair of Rabbit Ladies 100 CP: Jessica Rabbit was feeling more than a bit… stifled at home so she hit the road. She had spent so long amongst the confining and frankly *oppressive* people of 1947 Las Angelas that she and her partner leapt at the first chance to escape, just on the off chance for getting a better life for themselves. Jessica has access to a *very* small amount of Toon Force, enough for a minor amount of squash-and-stretch, a small hammer-space pocket the size of her purse, and a basically infinite lifespan in her physical prime. While not really all that *good* in a fight, she has fallen firmly in friendship with you, is willing to leave her world behind to

bring her family along with you, and she picked up Bardic Performance, with One Man Band, Theme-Song Power-Up, Terrifying Presence, and Extended Range x8.

Her wife Rosie Rabbit… what do you mean *husband*? Oh, right. Rosie is the twin *sister* to Roger Rabbit who unfortunately died a few years earlier (laughed himself to death at one of his own jokes), before Rosie took his name and appearance to try and make it in show business, as 'her kind' weren't looked on too favorably at that time. She made it big, married the lady of her dreams and (nearly) had it all. With the opportunities offered at the Tournament, shes's managed to get her greedy little hands on a Vegan Friendly Meat Shop and *all* **14** selections from The Camera LOVES Me. Incidentally, all that clumsiness and stuttering? Part of the act to divert attention and make her seem to 'blend in' with the other Toons, she's actually got perfect personal kinesthetics (a former award winning child ballerina), an awards winning sportswoman, and can speak perfectly normally. She *does* want fame, but now she can earn it under her own name and NOT be the slapstick buffoon.

- Discount: No Business like SHOW Business: Within five Jumps of completing this one, you must ensure that Rosie has starred in at least five major, blockbuster movies and received an Oscar for at least ONE of them. Alternatively, you must ensure that Jessica releases five Platinum albums within the same time period.

OFP 857, 100 CP: This is the one, the only, *Herbie*! His service was one of the prizes offered at a gambling hall, and you won, saving him from being scrapped. He might be a VW Bug, but he has all the capabilities shown in his movies, plus a keen mind, being a sharp judge of character, and never needing maintenance or fueling ever again. One oddity shown after you 'won' him, he has the seating capacity of a Greyhound bus, while still maintaining the driving capabilities of a Formula One car driven by a stuntman. The only three limitations to having Herbie travel with you are: You must treat him with respect, he must keep his coloring, and he must keep his '53' number proudly displayed at all times, failure to comply with these reasonable requests will see him leave.

Alienated Young Lady 200 CP: It's *a* Meg Griffon, where when she turned 18 she followed through with her choice to *actually* leave the Griffons behind and strike out on her own. Doing so and sticking to it lead to her bad luck and butt-monkey status fading, allowing her to grow into her own person. She managed enough wins (betting on herself) in the Tournament to pay someone to perform the Web-Weavers Totem, Howlet-Wilson Injection, Tenth Guardian, and Power-Plex operations on on her, before she ended up bumping into you. After hearing your

story, she decided that the best way to avoid running into her family was to never return to her home universe by joining you.

- Discount: A stable home: You must now ensure that within five Jumps of completing this one, you go to any Jump that has *Family Guy* within it, and ensure that the Meg Griffin native to it is freed from her family and grows up to live a good life filled with love.
- Discount: Black Belt: As embarrassing as it might sound, Meg doesn't hav*e* any *training* in fighting, so you need to fix that. Within 5 Jumps of completing this one, Meg must earned or bought the equivalent of 3 black belts in various martial arts disciplines.

    You can choose of the alternate Meg's if you wish (Makeover Meg, Ex-Convict Meg, Dog-World Meg, Disney Meg, etc.)

Purple-Haired Cyclops Pilot 200 CP: Ah, young Turanga Leela has found her way here, apparently after Herbert Farnsworth jiggered with the engines to his delivery spaceship, sending *her* between universes *without* her ship. She barely managed to survive her first round, and since you were watching the match, decided to help her out a bit. You took her to meet up with some Uniocs from *Tagon's Toughs*, and they helped her fix her 'depth perception' problem by teaching her to rapidly shift the focus of her eye. She had never considered that, since she was raised alongside a bunch of humans and THEY never thought about it. She then went on, after adjusting to this new way of living life, and made it to the halfway point before getting eliminated. She has purchased the Multi-Wielders Manual of Arms, Farnsworth's Special Ray Gun with 16 slots, two pairs of the Bracelet of Aveehs, and Consumer of the Crystalline Oculus, on top of her already *excellent* martial arts, piloting, shooting skills and just all round 'general competence'.

- Discount: Nut Check: Within five Jumps of completing this one, you need to go to one of the *Futurama* Jumps, and give Professor Farnsworth a solid kick in the balls.
- Discount: That's *Captain* Turanga: Within five Jumps of completing this one, Leea must end up the official, legal Captain of her own spaceship. Whether that's through building one for her or buying it, it doesn't matter, just getting her a ship that *she's* in command of.

Sorrowful Angel of the Night 400 CP: A refugee from Castle Wyvern, Demona, still physically young but has had her bond with Macbeth stripped from her by being brought here. She bought White Counsel Worthy five times (selecting Evocation, Veils, Wards, Thaumaturgy, and Enchantment), True-Name Ward Maker, and Starborn. She's *still* fighting for a world for

Gargoyles, but is more than a bit shocked by the reveal of the omniverse and has *no* idea how to proceed to her desired end. A gentle touch, an ear willing to listen to her woes, a few decades of showing her the good in humanity, and allowing her to meet and consort with other *non*-humans should all help you thaw her out and help restore her sanity.

- Discount: Hatred Released: Within five Jumps of completing this one, you must ensure that Demona receives sufficient mental help/therapy to no longer be a genocidal misanthrope willing to do anything to achieve her goals and be willing to live peaceably with humans.
- Discount: No Longer 'Alone': Within five Jumps of completing this one, you must ensure that Demona has acquired a homeland for gargoyles, with a stable and healthy population of gargoyles are present and able to have a dedicated set of to care for them while they sleep (robots, golems, elementals, fae, etc) exclusively under *her* control.

Gluttonous Coward 400 CP: Norville Rogers, aka Shaggy from Scooby Doo, had gotten tired of being terrified of all the 'monsters' he and his friends keep running into, so after finding himself entered into the Tournament he decided to arm himself against them. He has all four selections of Bloodhunter Training, the booster from that section, BOTH versions of the Chitinous Cloak and Cowl, and an Altered Gáe Bolg. He lost his *van*, he lost **friends**, he lost his ***dog***, and now the monsters of the multi-verse are going to pay in ***BLOOD***.

- Discount: Like, Zoinks, dude!: With this, you must go to one of the *Scooby Doo* Jumps within five Jumps of completing this one, and ensure that the Mystery Gang survives for the entire Jump.
- Discount: Monster Slayer: You must help young Norville here slay a dragon of some form within five Jumps of completing this one. It does need to be an *adult* dragon and one that is *evil*, so plan accordingly.

Miss Panorama 400 CP: An Echidna clone of Vista close enough to be her physical twin, with the same powers except the Manton Limit restrictions are *flipped*. This incredibly short, slight boned, fair faced, and blonde young lady has the abilities to warp space to an incredible extent, but *only* within the bodies of living beings. She can arrange for your veins and arteries to be as wide as golf balls, stretch your neurons so it takes 20 seconds to blink, compress your trachea so tightly a silken thread would be pinched off, squeeze nerves closed, and so much more, all from a distance measurable in football fields. She has leaned *hard* into the magic her 'mother' would

vehemently deny she ever wanted, selecting Guardian of Earth, alongside the Super Mode, and 'Hail Mary' Power Modifiers, as well as the Silver Millennium Magical Focus.

- Discount: Always Adorable: Since she *is* an Echidna Clone, she will most definitely, *always* take any and all Perks and Items to make her seem 'young and cute' above all others. This applies to the *entire* Chain, and cannot be circumvented.
- Discount: Always a Lady: Panorama is now unable, for any Jump or Gauntlet, to take any male, neuter, or in-between forms. She *must* be 100% female at *all* times, or she cannot enter the Jump; this also prevents her from taking any gender restricted choices for Perks, Items, Races, or anything *other* than female, obviously. This applies to the *entire* Chain, and cannot be circumvented.

Penitent *Former* Ladies Man 400 CP: This meat-headed himbo has had a bit of a perspective shift after having a psychic literally *show him* the woman's perspective on his actions, and has since toned down his search for love. Meaning Johnny Bravo is willing to try and meet women *normally* before jumping into a relationship with them, and not being obnoxious or invading their space. He has acquired and used A Single Golden Hair, with Hardening, Steel Body, Dupli-Arms, High Spec, and Rabbit (from Mirko) added to the base, the Blizzard Axe and the Empowered Windtunnel.

- Discount: Meat Head No Longer: Within five Jumps of completing this one, Johnny Bravo needs to both receive a college degree, but be *able* to financially support himself and a family on it.
- Discount: Penitent Fool: For the next five Jumps, Johnny Bravo is required to serve as the protector and defender of women in general and specifically running a women's shelter, to the point of taking up arms to defend it on his own dime.

Glassed Grey Ghost 600 CP: Noble Six never died, he fought for almost 6 hours against wave after wave of Covenant forces, before a lucky Jackal shot took his leg out from under him and he was the recipient of an orbital bombardment. Removed from Reach at the moment of his death, he found himself offered entry into the Tournament and made it to the Finals before falling to Flynn Taggart. For reasons he's never received a clear answer to, he CAN'T go back to his own universe, so he's decided to toss his hat in with you. He has his canon Spartan enhancements, then bought an Armor Symbiote (with the A.M.P.), Ghost Jumper plus Dark King, and read someone *else's* Ansetsuken Compendiums with *both* of the secondary styles, with a decade of hard work pushing his limits and experimenting with all of them.

- Discount: Hailing the Chief: Within five Jumps of completing this one, you *must* head to one of the human-centric *Halo* Jumps and ensure the end the war with the Covenant at the end of *Halo 3*, while also providing Cortana with a cure to Rampancy.
- Discount: An end to Prophets: Within five Jumps of completing this one, you *must* head to a *Halo* Jump and prove the Prophets to be false representatives, liars, and unworthy of leading the Covenant *without* destroying the Covenant in its entirety. The Grunts, Hunters, and Elites must still remain *mostly* joined together, with at least 20 of the Engineers as well.
    - While Noble Six has been referred to with male pronouns, you can customize their gender and appearance at purchase if you wish.
    - If you purchase the ASTER Facility, all purchased Modifiers that affect created Spartans are applied to Noble Six *as well*.

Police Girl 800 CP: This short, blond British bobby broad answers to the name of Seras Victoria, and is a bit confused as to why she's *not* fighting off Nazi Vampires in London. Seems she's a True Vampire who's *supposed* to be spending her un-life hunting down ghoulies and ghosties and gribblies, but got yoinked into the Tournament during the climax. She comes with Blood of the Belmont, Walking Armoryx2, and the following selections from Paladin's Aura: Blazing Heart Aura, Icy Eyes Aura, Fulminating Hands Aura, Expanded Aurax3, Stackable Aura, and Accelerated Activations x4

- Discount: A New Millenium: Within five Jumps of completing this Jump, you must head to one of the *Hellsing* Jumps. While there, you must prevent the Millennium organization from bombing London and thus exposing the existence of the supernatural to the world.
- Discount: An endless hunger: You must, within 5 Jumps of completing this one, go to one of the *Hellsing* Jumps and allow her to eat Schrödinger and his soul.

    You can choose whether she is her *official* version or her *Team Four-Stars* version.

Former Nail-Headed Idiot 800 CP: Possibly the *only* Dwarven Slayer to complete his duty and come back for more. After his death, Snorri Nosebiter was offered a chance to leave the world of his birth in a restored body, with his memories restored after his death, and is no longer an idiot, though he retains his happy and jovial demeanor as before his death. Snorri has acquired Horadric Malus and the Anvil of Fury with Words of Power, the Hammer of Fate, Master Mixer

and Alloyist, Re-Worker, Golden Claw-Hammer, and Magical Ore x2 (Gromril) which he has used to both create *new* plate armor/weapons and improve his *existing* gear. He hopes that his travels will allow him to find and assist *a* Young Felix and the Gurnisson again, but with a hopefully *better* ending to things.

- Discount: A mighty end for a friend: If you take this, you must within the next five Jumps after the completion of this one, go to one of the Jumps taking place in *Warhammer Fantasy*, and assist Gotrek in finding a mighty death *without* The End Times happening during your stay there.
- Discount: Mountain Home: Within five after the completion of this one, you will be required to go one of the *Warhammer Fantasy* Jumps. While there, you must kick the orcs, goblins, and Skaven out of the dwarf hold know as Karag Eight-Peaks and see it *stays* in Dwarven hands until you leave.

The Purple Powerhouse 800 CP: She dresses in a purple dress, a purple hair scrunchie securing her ponytail, black Maryjane shoes and white socks, while having purple colored energy blasts and flight trails. Her special Power Puff power is to temporarily (no more than an hour max) grant up to 8 others copies of *her* Powerpuff powers with all her control over said powers, in contrast to Blossoms ice-breath, Bubbles' ability to speak any language, and Buttercups ability to… curl her tongue. She has spent a long, LONG time in a chaotic limbo dimension fighting Dr. Richard Hardly, her time there has both fixed her 'unfinished' appearance and allowed her time to mentally mature, leaving her at a comfortable college age. She's still a nine foot tall *amazon* of a woman, though, fitting considering she's two magnitudes more powerful than all three of her sisters given Kryptonian powers *combined*.

- Discount: Saving the Day before bedtime: For five Jumps after this one, Bunny will find herself continually getting pulled into super-heroics, basically living a similar life her sisters do but with you. She'll have her own stable of rogues and foes who'll keep trying to attack and beat her at least once a week, and you must help and support her in this endeavor.
- Discount: Destroy Them: Uh-oh! The biggest, baddest, most diabolical foe of the Powerpuff Girls has set its eyes on Bunny, and is coming after her with all its power! At two of the next five Jumps after this one mist be superhero Jump, where you and Bunny will come under attack by **HIM**, who isn't sandbagging, playing around, or being silly, and is perfectly willing to use indiscriminately lethal force across broad swathes of the known galaxy. On top of thay, if you lose this figjt

Recruitment: You are free to ***try*** and recruit any Character from any Background *not* taken by you, but it will be a tough sell seeing as they all have *very good reasons* to go home instead of with you. You will have to convince them *without* the use of Perks, Items, or Mind Control, as all contestants are protected from those during the Tournament. They all have a 800 CP Stipend from each of the Generic Item and Perk lines plus the following:

**R-66YNot** comes with his full Perk and Item trees, plus the Door to Master of War, and Favored by the Fans. If you have already gone to the *Chrono Trigger* Jump, you will be ***blocked*** from recruiting him, as he has nothing to gain from following you.

**X-Rock** comes with his full Perk and Item trees, plus the Lab of Light and Wily and Favored by the Fans. If you have already gone to the *Mega Man Classic* Jump, you will be ***blocked*** from recruiting him, as he has nothing to gain from following you.

**MK-35 Slay-Bot** comes with her full Perk and Item trees, plus the Rosenburg Industrial Complex, and Favored by the Fans. If you have already gone to a *Buffy the Vampire Slayer* Jump, you will be ***blocked*** from recruiting her, as she has nothing to gain from following you.

**Ghostbuster Johnny-5** comes with his full Perk and Item trees, plus the Regional Franchise Building, and Favored by the Fans. If you have already gone to the *Short Circuit* Jump, you will be ***blocked*** from recruiting him, as he has nothing to gain from following you. He *had* two coupons that acted as one-time uses of Right of the Conquerer, but used them a version of King Arthur who didn't *want* the burden of leadership.

**Pretty Penny Polendina** comes with her full Perk and Item trees, plus the Atlas Level Weapon Factory, and Favored by the Fans. If you have already gone to a *RWBY* Jump, you will be ***blocked*** from recruiting her, as she has nothing to gain from following you.

**Bunny Rabbot-Prower** comes with her full Perk and Item trees, plus the Altered Mass-Roboticizer Bays, and Favored by the Fans. If you have already gone to the *Sonic SATAM* Jump, you will be ***blocked*** from recruiting her, as she has nothing to gain from following you.

**Drawbacks:**

Drawbacks override Perks, Items, Powers, Scenario Rewards, and anything else NOT your Body Mod. You can take as many as you wish.

Noisy Boy 100 CP: You make loud and obviously mechanical noises whenever you move, drawing attention to yourself. So long as you are moving at only 'regular activity' speeds, the noises are relatively quiet and unobtrusive, though still present.

Loud Lad +200 CP: Now your mechanical noises are incredibly blatant and obvious to even the most dimwitted, as you sound like a steam locomotive when moving. With this, expect to fail stealth every time you need it, as your own movements serve to attract attention and draw the enemy towards you.

Crevasse of the Mildly-Uncomfortable 100 CP: You look *nearly* human, but not *quite* there. Blinking too slowly/quickly, facial bones misplaced, the way you stand or walk, or even your hair/makeup could be what makes others look slightly askance at you. After a while, you can get people to overlook this as 'just Jumper being Jumper', but it will take a *considerable* amount of time and effort on your part.

The Uncanny Valley +200 CP: Now you look almost identical to a human, but the differences provoke an extreme aversion towards you from humans and other robots alike. They both feel *extremely* creeped out by you and are uncomfortable even being in your presence.

Valley of Violence +300 CP: I don't know *what* it is about you Jumper, but basically everyone you speak to now jumps straight to extreme hostility just short of actual assault whenever they meet you. It's just this instinctive, knee-jerk response to you, that has them feeling that the only way to survive is to strike first. Companions are specifically *not* protected against this.

You remind me of 'X' 100 CP: Each purchase of this means one person you fight in the tournament will have the unfortunate luck to greatly resemble and/or act like those you consider friends or family. This makes using lethal force against them a bit of an issue, and you always find yourself blowing the first few chances to end things out of misplaced love/respect for the 'target'. Can be taken up to five (5) times.

Robo-Ryoga 100 CP: Your internal map, gyroscope, compass, inertial guidance, and all other forms of direction finding are all shot for the duration of this Jump. Don't expect to get anywhere on time, as it generally takes you 4-5 times longer to get where you are going.

Compatibility Issues 200 CP: Any upgrades you try and make to yourself for this Jump are much more difficult, as you find it frustrating to work out the differences between the different operating systems, power flow, ammo type, materials, and all the other problems that just keep popping up. Expect to spend at least three-times longer making any upgrades work than you would normally.

Utter Incompatibility +200 CP: Now, you are *completely* unable to add new components, weapons, or gear to yourself for your entire stay (excepting anything bought with CP). Any attempt to integrate new technology or components will result not only in utter failure, but potentially now damage to both your systems AND the intended upgrades.

Gullible 200 CP: You have the damndest time understanding that other people tell these little things called 'lies', or might not have your best interest at heart. You have the unfortunate habit of believing everything you are told, and assuming that everyone wants to be your friend.

A fool and his Money +200 CP: You never remember how you've been fooled, scammed, or bamboozled previously. Every time you encounter a way to lose money, you are quarantined to fall for it hook line and sinker.

Trickle-Charger 200 CP: When it comes to recharging, you aren't able to use any of the 'standard' recharging options, instead relegated to using a Radiant Charger. That means you need to spend half of each day standing motionless while on an uncomfortable metal slab in order to replace any energy you've used up.

Battery Inefficiency +200 CP: You run off of an internal battery, and it can only be recharged when you are shut down completely, and you will not 'awaken' *until* it is completely recharged. If your battery ever runs down entirely, it will lose part of its maximum charge capacity, leaving you with less and less of an operating lifespan.

Slow Drain 200 CP: Any magical energies you have will steadily, steadily, and *constantly* drain away while you are awake and mobile, meaning you either need to carry an awful lot of restoratives, or manage to do without magic/Techs.

Power Hog 200 CP: Any actions beyond those of 'peak humanity' will rapidly drain your energy, potentially leaving you weakened and at an opponent's mercy. Better plan ahead if you intend to compete in something like a series of fights to the death.

Rust Bucket 200 CP: Whatever waterproofing you might have had is *obviously* defective, as now some part of your body will be heavily prone to rusting. While this will never be an *immediate* issue, it will be a persistent and ongoing issue, forcing you to spend time, effort, and materials to either de-rust and repair the area every day, or deal with constant, nagging pain AND intense itching simultaneously. Each area selected must be both *external* and the size of a hand at minimum, with additional selections either expanding the size of the affected area or creating a new one. Can be taken up to ten (10) times if you wish to cover most of your body.

Racist 300 CP: You are *heavily* prejudiced against all organics, considering them horribly flawed, incompetent, idiotic, and untrustworthy in the extreme. By taking this, you are guaranteed to get into frequent *preventable* fights with them, and your prejudice will prevent you from fighting smart against them by encouraging you to continually take stupid chances and risks.

Empty Stomach 300 CP: You always feel like you're on the edge of starving; ironic, considering you don't *have* a stomach to feel empty. Expect to always be snappy when suddenly interrupted, as it takes time to wall those feelings away.

Tasteless 300 CP: You have completely lost your senses of smell and taste. Now, you can't even eat food for pleasure anymore, as it is all a universally tasteless mash up of various textures and temperatures.

Numb Skin 300 CP: Any and all fine tuned tactile sensations you might possess are now gone, everything simply existing in a haze of 'numbness'. The only things you can feel is the solidity of an objects presence, whether it is touching you or not. Pain still comes through loud and clear though, somehow, and you can never become accustomed to or enjoy that sensation.

Empathy Module Missing 300 CP: You find it nearly impossible to understand these 'emotion' things that other people go nattering on and on about. You basically fulfill all the *worst* stereotypes about robots, Vulcans, and psychopaths, seeing as how you operate entirely off 'logic' and programming.

Unfaithful Friends 300 CP: For each selection of this, you must fight one of your Companions during the Tournament. Not only that, but both you and they will be *compelled* to fight your hardest, using the maximum of your respective abilities *and* using all the knowledge you each have of the other. You cannot take this Drawback if this is *either* your first Jump, or if you *have* no Companions. Can be taken as many times as you have Companions, or ten (10), whichever comes first.

Solo vs. Tag-Team 300 CP: You got screwed over by the bureaucracy, you will be fighting a two-on-fight for each time you have selected this Drawback. Your opponents for these matches would *individually* each be a surmountable challenge, with two of them at once it will be a much harder fight are they will be able to coordinate and work together *extremely* well. Can be taken up to five (5) times.

Compelled Violence 600 CP: Before, you had a choice in how to go about winning this Tournament, and now you *don't*. Now, each time you enter a fight you will try to break the opposition as much as possible before you finish them off. Mentally, spiritually, and physically if you can, leading to bouts that are as much psychological horror-show and torture session as it is a fight. Even worse, you live through this and have *no idea why* you are doing this instead of going for the quick ending.

Veterans Eyes 600 CP: You've seen *terrible* things happen around you, Jumper, and had to do *worse* to survive. For the length of this Jump, you are going to have pretty severe PTSD, to the point of being not only a danger to others but yourself as well. Flashing lights, sudden loud noises, people unexpectedly bumping into you, rapid movements, all will have a good chance of causing you to instinctively react violently in response.

Cultivator Tournament Exhibition 600 CP: Oh you poor, suicidal, *stupid* bastard, you went and chose the evilest Drawback ever. Now, one day a week per purchase, you will be used as a

demonstration of the power for people who are around the same 'weight-class' power wise as a Q, and you *will* have to fight them. You won't ever *win*, and it's doubtful that you'll ever manage a blow they don't **let** you land, but after they kill you you'll be resurrected without it counting as a fail. Just expect to die a *lot* during your stay here, and in increasingly inventive, prolonged, and sadistic manners to boot as 'Frieza tier' is the *lowest* level of sadism yo can expect to face.

Lockout 600 CP: No outside Perks, Powers, or Items allowed, you are reduced exclusively to your Bodymod and what you purchase here.

If this is your first Jump, you can take this as a 'Welcome to Jumping' bonus.

Multi-Tournament Signup 600 CP: You can sign up to enter up to one more tournament during your stay. Each selection of this *will* compel you to compete on one of your days off. While you can select this a total of six times, and will get a Scenario Reward for each one you win, you will only get the points for the first *three* selections. You *must* be the victor of at least *one* the Tournaments, or it will be considered a Jump-Fail and you get sent home.

This Jump is over , so do you

Go Home?

Or…

Continue On?

**Notes:**

The Noblebright STC Files Collection is from a universe where the Emperor of Mankind had a *much* better handle on his paranoia, prejudices, megalomania, and incompetence, allowing him to make better decisions in regards to basically *everything* he did. He prevented his Primarchs from being stolen away by Chaos, he made more than a mere 20 (including daughters after a time) so each planet can have their own, the Men of Iron never rebelled, none of his Primarchs were ever corrupted by Chaos, he was able to forge close ties with a couple Craftworlds of Eldar, and he was able to increase the *quality* of materiel used in his wars without negatively effecting the *quantity*.

While the Siege of Terra *did* happen, it was with significantly lower numbers of traitors, no corrupted Primarchs, only a handful of traitor Astartes, and in the fighting Nurgle was slain, Khorn had his hands and feet mutilated (rendering his and his followers ability to fight significantly reduced), Tzeench had one eye gouged out out and was inflicted with dementia (costing him and his followers perspective and the ability to focus on the plot at hand), and Slannesh had their vocal cords damaged and their jaw mangled (preventing them and their followers from whispering honeyed words of seduction OR from fulfilling their promises of pleasure).

Anything you buy in the Noblebright STC Files Collection will need to be something that *could* have been produced by humanity at their peak, if they had kept their nobility, education, manufacturing capability, and didn't suffer multiple apocalypse scenarios that saw their tech/knowledge base almost utterly destroyed. These designs will not *need* to have the prayer seals all over them, nor have the gothic skulls motif unless you wish them to. Anything you produce from the Manufactories *must* be able to be easily obtained extruded from the opening, or the Manufactories will not produce them (no trying to cheat and make the item in *pieces* either, its either all at once or nothing).