



Generic Tamer

When it comes to monsters, there will always be others that want to harness their powers for themselves, through the act of taming them, learning from them, or stealing it for themselves. Tamers are those that seek to use this power and have the skills to actually do so. Skilled in the taming, training, and direction of various creatures, as well as esoteric techniques to potentially gain power from them more directly, tamers are capable of being potent forces should they have the right creatures available to them.

You can now count yourself amongst their number and will be spending the next ten years in this world of monstrous creatures and those that tame them.

+1000cp

Setting

Choose any of the following.

1. *A Generic World of Your Choice.*
2. *Isekai World.* You've been taken from one world and thrust into another. If you lack memories of this world, this is the same as 1.
3. *A Portal Nexus:* This is a world that's filled with portals to various other universes that have tamers in them. You can find your way back here after entering one of the portals.
4. *Supplement Mode:* You can choose to use this jump as a supplement and attach it to another jump.
5. *Crossover Mode:* Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Origins

There are no specific backgrounds here, the default is a Drop In. However, you can choose to have memories of this world applicable to the perks you've purchased.

Age and Sex

Age and gender don't make much difference in this setting so pick whatever you want.

If you choose an age under 13 or over 75, you gain +100cp due to the hardships such ages can have on you.

Perks

You get 5 Tamer Tokens. These can be redeemed to get anything you want here for free, with a maximum of two Tamer Tokens being able to be used for 300cp perks. You gain a single 50cp perk for Free.

Taming (Free): The key skill for any tamer. You are able to calm nearly any beast, regardless of how big or small they may be, whether they are predator or prey, or any other factor. Once calmed, you can work to earn their trust and slowly work out the wildness from them, making them more willing to follow you and your orders, as well as being better able to control their instincts. The more intelligent and willful a creature is, the longer this can take.

Creature Care (Free): You also have a knack for taking care of the creatures you've tamed, able to quickly figure out their needs and desires to make sure they are in good health and don't grow resentful of you or those around them. This includes their needs for land, food, nutrition, stimulation, and basic medical aid, though this won't give you full medical knowledge for anything worse than a few common illnesses.

Trainer of Beasts (Free): You have the ability to get your desires and ideas across to the creatures you've tamed and get an idea for theirs in turn, which improves as you get to know the creature better. This gives you an advantage when training creatures, which you have a basic level of skill with, and makes it so the more mutual trust there is, the easier it becomes to train them.

Tamer's Gift (Free): Your tamed creatures naturally produce a small amount of energy, producing more when they are being trained, taught, or fighting in some way, with life or death struggles seeming to provide the most of this energy. You can either allow this energy to pool in the creature that generated it or collect it for yourself. The more energy a creature has pooled in itself, the more in tune with their own form they become, the more they understand and can flex their own abilities, and the more they can push their limits beyond what standard training can do.

Energy you collect can be used to fuel certain abilities, to substitute for stamina drain, to augment the training of a creature and make it more effective, or to condense it into an edible, candy-like form that can give some of the energy used in its creation to a creature that eats it. This will only give a fraction of the energy used in the creation of the candy and will not grant training on its own.

You have your own, separate pool you generate over time like any other creature, which you can allow to pool within yourself or collect it like any other creature.

Hobbyist (50cp): Choose a sport or hobby, such as collecting, drawing, or the like, you gain five years worth of experience with the chosen hobby. This may include esoteric knowledge, such as the worth of various coins if you collect coins or knowledge of urban legends if you study or hunt cryptids. This perk may be taken multiple times, either increasing the amount of experience by 5 years or getting experience in a new hobby.

Craftsman (50cp): Choose a craft, such as metalworking, carpentry, or the like, you gain five years worth of experience with the chosen craft. This may include esoteric knowledge, such as the concepts associated with various woods as a carpenter on top of the physical properties or what different weaves represent in textiles. This perk may be taken multiple times, either increasing the amount of experience by 5 years or getting experience in a new craft.

Career Path (50cp): Choose a career, such as office worker, technician, or the like, you gain five years worth of experience with the chosen career. This may include esoteric knowledge, such as numerology if you are an accountant or color theory if you work in graphic design. This perk may be taken multiple times, either increasing the amount of experience by 5 years or getting experience in a new career.

Combat Skills (50cp): This perk gives you five years' worth of experience in various combat skills. You may distribute this experience across any number of weapons or combat-related skills, such as tactics, sapper training, scouting, or fortifying areas. This perk may be taken multiple times, increasing the amount of training you gain and can distribute by an additional five years.

Resizing (100cp): You know a trick that causes creatures to grow smaller and cuter, as well as being able to return them to their original size or anywhere in between. You can even teach monsters to adjust their size on their own within the bounds of this effect. This shrinkage weakens the creature proportional to the size decrease, but makes them need less food and space, making them easier to care for.

Groomer (100cp): You know how to groom creatures to make them look their absolute best and emphasize certain physical qualities that may be there, even allowing them to maintain the altered look indefinitely, or at least until you change it, though this effect is purely cosmetic in nature. This has the added benefit of bringing you and the creature closer together as you clear out parasites and make them more comfortable, even if there is some discomfort during the process itself. Also makes you a very good hair stylist and beautician.

Perceptive (100cp): You notice little details and patterns that others may overlook, some of which may prove useful to you. This gives you an impressive degree of pattern recognition and the best senses a human is capable of having and can be trained up to match the heights of the greatest animals, all without the vulnerabilities such improved senses would normally have.

At the Crack of Dawn (100cp): You are able to get more out of your rest and sleep than most, giving you the ability to operate on half as much sleep as you otherwise would so long as you take short breaks throughout the day (and with 6 hours you don't even need to take those breaks). Additionally, you possess an internal alarm clock you can set for any time you would like, which will wake you up immediately regardless of how deep you were sleeping.

Instructor (100cp): Teaching comes naturally for you, every method of how to teach, train, and condition a living being is locked tightly in your mind and you can get them to work for just about anyone with some patience. This lets you teach, train, and condition others up to five times faster than they would normally learn. This works for even normally untrainable creatures, such as those considered mindless, as long as they are animate.

Cryptobiologist (100cp): You have a knack for learning about the various creatures you tame through simple observation and careful examination. With this, you can figure out the individual aspects of your approach to a specific creature and refine them as well as figure out how they do the things they can do, whether mundane or magical in nature, as well as what about them goes into those abilities.

Scholar (100cp): You have a deep wellspring of patience and focus that allow you to sit through boring and dry experiences without losing anything actually useful from the experience. You also possess an effectively perfect memory with no limits on the number or clarity of them, you can also instantly recall any of these memories and have them perfectly indexed and organized.

Home Cook (100cp): You are an absolutely incredible chef and can fine tune your meals to be absolutely perfect for any single person or creature in terms of flavor, texture, nutrition, and ease of consumption. You can figure out how to use nearly any ingredient in a meal even if it is not normally intended as food for most creatures. Creatures eating the food you make, including humans, are generally healthier and happier.

Outdoorsman (100cp): You have the skills to survive out in the wilds relatively comfortably, including general knowledge of what is and isn't safe to eat, and are able to survive on your own with no detrimental side effects to your mind. This includes skills in orienteering, navigation, hunting, trapping, and bushcraft.

Beast Whisperer (100cp): The creatures you encounter seem to have a language all their own, and you are fluent in it, able to actually understand what they are saying and asking for with every vocalization or action. This is a more comprehensive understanding than that provided by Trainer of Beasts. In return, you can make yourself understood to a similar level. This also works as a basic form of universal translation, allowing you to understand any language and learn those languages in a few hours through simple exposure.

Ethically Sourced (100cp): You are able to safely and easily harvest resources from living beings without causing harm or impeding their abilities, so long as they are willing to provide such. You could even harvest meat or hide from a creature without actually harming them, somehow, leaving them completely whole and hardy while you hold a resource normally only gained from slaughter. A creature must recover after a harvest before it can be harvested again, with even minor harvests taking weeks to fully recover while more intense ones would require years.

Fun & Games (100cp): All work and no play makes jumper a dull boy. You know a number of games you can play with your tamed beasts, giving them proper stimulation and exercise while letting you tap into that childish joy at just being able to play. You are always able to tap into that childish nature when you want to, which can ward away the ennui and boredom that can come from experience.

Beast Rider (100cp): You know how to use any creature of an appropriate size as mounts, even the more exotic ones that may exist out there, so long as you have the appropriate saddle to do so. Even then, you have a knack for riding bareback should the need arise, though this won't protect from any harmful traits.

Keeping Up (100cp): You have an impressive amount of stamina, allowing you to keep up with even the most active and energetic of the creatures you could possibly tame, as well as the physical fitness to go along with it. You are stronger, faster, tougher, and generally better than the average person in terms of physical ability. You are also able to keep yourself motivated, preventing you from growing weary of the creatures you care for or procrastinating.

Teamwork (100cp): You have an innate ability to work with others, able to synchronize with anyone or anything else and keep in their tempo, making working with them simpler. You can impart a similar quality to other creatures to allow them to work better with yourself and others, compounding the effects further. You are also good at building trust and teamwork between others even without this quality.

Spirit Tamer (100cp): You possess the ability to see and interact with ethereal and spiritual entities as if they were physical beings, so long as you focus on doing so. Training can allow you to no longer need focus and can simply turn it on and off at will, or even selectively apply the effects.

Protected Soul (100cp): You have significant protection against any attempt to attack made against your soul, attempts to possess you, and abilities to subvert your will, making you effectively immune to such attacks unless you allow them through, even if they are indirect.

Ideal Host (100cp): Your body, spirit, and mind are perfect for hosting any sort of creature that can form a symbiotic, mutualistic, or even parasitic bond with another being, providing them the perfect environment to grow. You are also immune to any downsides from such bonds, be they physical or otherwise, and may gain some measure of benefit even from normally parasitic creatures.

Veterinarian (200cp): You have the knowledge of the anatomy and biology of a wide variety of creatures covering most of the animal kingdoms, as well as how they react to various medicines, what sorts of dosage they'd need, and similar such things. If you encounter something new, you can quickly figure out its anatomy, biology, and reaction to medication with just some basic examinations. This also gives you insights on what may be poisonous to a creature.

Familiar Binding (200cp): You are able to form a much deeper and potent bond with your tamed creatures. This deeper bond allows you to share emotional states between each other and grants some traits of yourself to your familiar while also allowing you access to some of the familiar's abilities for yourself. At first, you will only be able to host one such bond, but over time you will develop the ability to bind more. Severing a familiar bond takes several days and removes most of the benefits you received from the familiar and those the familiar receives.

Awakening (200cp): You have learned, or been gifted, the art of awakening, granting the ability to reason to beasts and animalistic creatures. You are able to bolster and uplift the intelligence of a creature, either that is willing, is unable to resist, or that you have tamed to near human levels. The more intelligent the creature already was and the more intelligent you are, the greater the boost to their intelligence can be. You may choose to grant a lesser boost to the intelligence of the creature if you so wish.

Anthropomorphize (200cp): Creatures you train seem to learn to understand the idea of humanity, even if they themselves lack the ability, such as an AI powered robotic creature that should be restricted from developing further or an eldritch horror that thinks vastly different from humans, allowing them to become more human themselves. After a certain point, they can even take on human-like traits or transform into a human form with traits reminiscent of their base form. This can also grant a soul to creatures without their own.

Arena Trap (200cp): You have the ability to form an Arena, a dimensional pocket where you can train or battle with your tamed creatures without causing undo damage to the outside world. You are able to recreate environments you've encountered within these Arenas to better suit your desires and, with a considerable amount of practice, you can potentially set up special conditions to benefit your own side.

Medicine Maker (200cp): You have enough knowledge of chemistry, biochemistry, and alchemy to make a truly astonishing number of medications that range from topical sprays that rapidly close wounds to stamina restoring pills to vitamins that bolster the body and improve physical or mental development if taken regularly over a long period of time. You can also use this to create custom tailored poisons that can harm or hinder creatures or induce negative conditions instead, such as tranquilizers or temporary paralytics.

Synchronization (200cp): Beyond simple teamwork is the point where you and your tamed creatures just seem to flow naturally around each other to better emphasize each other's skills and abilities without getting in each other's way. This comes with a sort of proprioception that extends between your creatures and yourself, allowing you to sense each other in the same way you'd sense your own body, as well as getting a read on each other's intentions, making it incredibly easy to read each other. Without proper training in teamwork, however, this still can only go so far before it becomes an issue. This won't just extend to your tamed creatures, but can be established with anyone you work with long enough.

Trophy Hunter (200cp): You are able to harvest parts from monsters that you have defeated or killed in order to create weapons, shields, armor, or Trophies. You can meld the materials you harvested with other materials during the crafting process or to upgrade the object at a later time. Weapons, shields, and armor made in this way will carry some measure of the traits from the creatures you harvested the materials to make them from and may be able to use some of the special abilities the creature may have had, albeit in a form appropriate to the item they were forged into. Trophies, on the other hand, are a more in depth process that connects the object to you and grants you some of the qualities of the creature directly. These are usually minor, but you will always have access to them as long as the trophy still exists, even if it isn't in your direct possession, and will stack with each other. Trophies that were claimed from weaker creatures and easier hunts will only provide minimal benefits, but the harder the Trophy was to obtain from the creature, the greater the benefits.

Skill Sets (200cp): You have the ability to help a creature to form what is known as a Style. A Style is a sort of stance, mindset, or minor transformation that can be adopted to emphasize certain traits and skills the creature possesses at the cost of some of their other traits and skills. A creature can have multiple Styles known in most cases, but will normally only be able to use a single style at a time.

Exceptionally talented, intelligent, well trained and practiced, or powerful creatures can potentially develop enough to allow themselves to adopt two or even three Styles at once.

Trinkets & Baubles (200cp): You are able to create accessories that, so long as they are in a creature's possession, provide them some benefit. These trinkets may have a wide variety of effects, from one that can keep a creature standing even after a hit that should have taken them down in a single hit to ones that mimic the effects of the sun to ones that provide a measure of healing with each hit they land to ones that soothe their minds just by having it on them. A creature can only benefit from one of these trinkets at a time, at least at first, but you may find a way to allow them to work in tandem with each other given time and experimentation.

If you also have Home Cook or Medicine Maker, you can also create easily carried and usable medicines or snacks that will provide an immediate benefit, but will be consumed in the process.

My Demons (200cp): The mind is an unusual place, one that can have its own creatures. You are able to lucid dream and explore your own mind while you sleep or through meditation, which you gain some skill in. In your mind and dreams, you are able to find and tame creatures based on your own psychology, traumas, dreams, and subconscious likes or dislikes, which you can then summon. These creatures are weaker than you are as they rely on your own power to exist, but they are supremely loyal and return to your mind if they would die.

Monster Armory (200cp): You are able to transform a willing creature into a weapon or suit of armor, much like Trophy Hunter, except you do not need to fell the creature and craft the item yourself. This is a full transformation of the creature into a weapon, shield, or armor that is designed to fit you but has a form and set of abilities based on the creature, its own abilities, and its personality. An aggressive creature with electrical abilities will be very different from a tactically inclined, battlefield controlling creature with smoke based abilities. Once this is used on a creature, they are able to transform back and forth between the two forms at will. Over time, they may learn to adjust this form or transform in such a way that their armor form wraps around their intended user instead of needing to be put on manually. As long as one piece of the monster is in place, it can recall its armor/weapon form back to the rest, making it impossible to lose pieces. Damage done to the weapon or armor form does, however, carry over.

Service Creature (200cp): You know that combat isn't everything, and that is reflected in how you can train your tamed creatures to help with non-combat tasks. You know how to turn even the most destructive of abilities a creature has towards something less destructive. You can also train creatures to be viable service animals in the same way a dog could be trained as a service dog. This includes search & rescue, drug sniffing, or tracking.

Symbiotic Integration (200cp): Any creature that uses you as a host, including most diseases, can be integrated into your body and become a full part of yourself, maintaining the life of the creature and your own health as the creature becomes a part of you. You can choose to keep the mind of the creature separate and able to speak with you telepathically, suppress it for as long as it is integrated, or destroy it entirely if it is too antagonistic to keep around. Any benefits they provide are enhanced and even those that don't normally provide a benefit of their own will do so under these circumstances.

You can, at any time, reverse these effects, so long as the mind of the creature isn't completely destroyed.

Breeder (200cp/300cp): You have a knack for breeding creatures you have tamed, knowing when they are best able to conceive, how to care for the mother during and after the pregnancy, how to give the offspring every advantage it can even before it is properly born. You can also tell what creatures are compatible and can result in the creation of viable hybrid creatures, so long as the creatures are compatible.

For an additional 100cp, you can create an egg-like structure that two creatures, even normally incompatible ones, can use to infuse with their essence to create hybrid offspring with a wider variety of forms than they normally would with traditional breeding.

Creature Synthesis (300cp, Requires Breeder Tier 2): When you create an egg with the Breeder perk, you can instead use materials and collected energy from the Tamer's Gift perk to create an entirely unique creature based on the materials you have put into the egg. The strength of the resulting creature will depend on the average quality of the materials used, the amount of energy invested, and the amount of time it is incubated for, with diminishing returns for the energy and the first few weeks, topping out at about the five year mark. You can impart energy infused into the egg with a specific skill or ability you, or another creature willing to help, possess to incorporate it into the creature, affecting its development. The longer the egg is allowed to incubate, the less effect further additions will have on the creature's development.

Alternatively, you can use an egg infused with the energy you have collected with the Tamer's Gift perk into an inanimate object in order to convert it into a living creature, such as turning a pool of water into an elemental creature made of living water. Adding a small amount of materials to the egg can direct how the resulting creature's abilities will develop, but the egg must be primarily infused with energy. Using the above example, incorporating a holy symbol into the egg would result in the water having anti-undead qualities.

Induced Metamorphosis (300cp): If a creature has enough of this energy pooled in itself from the Tamer's Gift perk, you can use it to induce a metamorphosis that will emphasize the features and abilities of the creature and possibly generate new ones given certain requirements are met. Some may require an extra catalyst of some sort to aid in inducing these changes, such as a special crystal aligned with a certain element or possessing a certain ability that helps bridge the gap between one form and the next.

Alternatively, you can give the creature the potential and allow them to induce their own metamorphosis once they reach the point where their energy pool grows enough and they desire to transform. This also allows them to shape their evolution with how they live after they gain this potential.

A creature may only benefit from this a few times before going any further does nothing for them, this can be anywhere from one to five times depending on the creature.

Unleashed Power (300cp): By tying your own life force and energy to another creature you are able to put it through a sudden and drastic transformation, similar to those of Induced Metamorphosis, except they are temporary in nature. This has an initial drain on your stamina that is fairly significant and a smaller, but constant, drain on the creature affected by this ability, though training can reduce the strain on the creature you use this ability on. This will naturally last a few minutes before it fades unless you feed it more power to sustain it or the creature forces it to remain active, increasing the stamina drain on themselves.

If you don't share a strong bond with the creature you use this on, you may cause the power begins to run wild and cause heightened aggression and an inability to recognize friend from foe. Training and deepening your bond will reduce the chances of this happening until it becomes an impossibility, the creature having complete control over themselves and the added power they were granted.

You can use this on yourself to induce a similar transformation, draining either your stamina or the energy collected with the Tamer's Gift perk for the initial and sustained cost.

Burst Fusion (300cp): You are able to synchronize with a creature in order to induce a transformation, similar to what is used for Unleashed Power, except that you and the creature transform into a composite creature. You are in control of this combined creature but also carry the instincts and training of the creature you are fused with for the duration of the fusion, which lasts a few minutes as a baseline, but it grows the greater your bond with the creature you are fused with.

You can choose to take a backseat on the fusion instead of being in control yourself, allowing you to regulate the fusion directly and help keep it stable, possibly allowing it to last longer and gain additional power. If you fuse with a creature intelligent enough to do this, they can learn to do so when you are in control of the fusion.

With training, you may be able to fuse with more than one creature at a time, however, this is a straining process for you unless the creatures you combine with have a strong bond of their own. You can train to reduce the strain on yourself or use the energy collected with the Tamer's Gift perk to stabilize the fusion.

Unity of Form (300cp): Tamer and creature are not the only ones that can form close bonds, sometimes, one creature will form a bond with another, and if they are close enough, or well trained enough, you can induce a fusion between the two creatures similar to the one you induce with Burst Fusion. However, unlike with Burst Fusion, both creatures share the body while the fusion is in place, with the two minds getting close enough that they are almost of one mind and are unhindered by the dual nature of their combined mind. This can actually be an advantage as it allows them to shrug off mental effects more easily, motivate each other, and synchronize instincts so that they don't get in each other's way.

If the creatures hold a close enough bond, they can be two minds functioning as one and allow them to maintain the fusion indefinitely, creating a semi-permanent fusion that only ends when they choose for it to end.

Alternatively, you can spend the energy from the Tamer's Gift perk in order to make it permanent and completely fuse the two creatures, mind, body, and soul. If you force this, however, the two creatures may form a dissonance that can lead to long term issues for the resulting creature.

If you also have Burst Fusion, you can sustain that fusion indefinitely.

Armorsmith (300cp): You are able to forge special items that can be empowered to turn into an armor for a creature, causing a relatively minor transformation in the creature as the armor becomes equipped. The armor can be infused with certain qualities, such as elements, a mental quality like courage, or specific skill sets, to grant to the creature that wears the armor and direct the transformation they undergo somewhat. The item itself absorbs small traces of the energy a creature produces, as with the Induced Metamorphosis perk, and uses it efficiently to power the armor and transformation. This isn't as potent as the effects of Unleashed Power or Induced Metamorphosis, but is more easily directed in how it can be applied as any creature can use the item.

You can recharge the item with the energy you have collected with the Tamer's Gift and, if you use Induced Metamorphosis while the armor is equipped, make the armor a permanent part of the creature, consuming the item in the process. You can also empower more common items to act as catalysts for Induced Metamorphosis.

MonTech (300cp): You are familiar with technologies and/or magitech that interact with creatures of all sorts, from items that allow you to capture and store weakened creatures to folded space for backpacks that are larger on the inside, healing technology that can bring a creature from the brink to perfect health once more, and much more.

Basically, if it's technology in a monster capturing game or setting, you can make something that mimics it. Your intelligence also gains a significant boost, roughly enough to push you to genius levels of intelligence.

Memento (300cp): Very rarely do creatures live longer than their master, most dying after only a decade or two, and yet, the emotional bond built up isn't severed by this death. When a creature you have tamed and formed an emotional bond with passes, either through natural causes, an accident, or enemy action, so long as it wasn't orchestrated by yourself, they leave behind a Memento, a small trinket or token that carries a piece of their soul. A Memento can substitute for the creature for any of your perks or abilities, such as Burst Fusion, Monster Armory, or even Familiar Binding. It also acts as a Trophy as if through the Trophy Hunter perk, except the effects are stronger.

A creature that can revive itself (such as a phoenix) cannot provide a Memento and one that is revived cannot provide another Memento.

Monster Arts (300cp): You are gifted with the power to learn the abilities of monsters, starting weak but eventually able to reach the point you can utilize them at the level of the monsters they are native to. This requires you to gain some measure of understanding of the ability, meaning you need to have the monster either teach you the ability of their own accord, observe the ability in question, or defeat the monster to extract a bit of the monster's own understanding, as well as spend a bit of the energy collected with the Tamer's Gift perk. By learning the same ability from multiple monsters you can improve your understanding, and thus the strength and potential, of the ability.

These abilities may be passive improvements, such as gaining a denser musculature that improves physical strength and durability, or an active ability, such as being able to heal others at the cost of becoming fatigued. However, you can only maintain a relatively small number of such skills from each category. Baseline, this is five of each, though you can develop the ability to maintain more given enough physical and mental conditioning to refine your capacity for them. Alternatively, you can use the natural pool of energy generated from the Tamer's Gift, not the collected form, to expand your abilities if you have enough gathered.

You also gain the ability to convert a large amount of the energy pooled in yourself with the Tamer's Gift perk, not the collected form, to create a reserve of regenerating power to fuel the active abilities you learn rather than having them tire you out. This can be used in place of other forms of magical energy and is effectively a generic magical energy you can use for any of your supernatural abilities..

Seal the Beast (300cp): Not all creatures are friendly, some are violently opposed to humanity, some are uncaring of others, and some are little more than walking natural disasters. When these creatures attack, often the only way to stop them is to seal them away. You know the methods used to seal a creature away into an object or person, either partially or fully, though the details may vary greatly from creature to creature. A creature that is fully sealed away is able to perceive their surroundings, may exert some influence on the object or person they are sealed into, and apply some of their traits to what they are sealed into. A creature that is partially sealed, however, takes on a much weaker, and often smaller, form that acts more like a normal creature rather than a force of nature.

Sealing a creature in an object can cause it to take on some of the traits of the creature, such as a fire-aligned creature with blue flames sealed into a lantern turning the lantern's flames the same shade of blue, as well as acting as a conduit for the sealed beast's power, making it act much like a magic item. A fully sealed creature can give this object a sort of curse if it doesn't like the wielder and, if the object is overused, may break, freeing the sealed creature. A partially sealed creature can be gifted some of its sealed power from the object by the current holder of the object. However, should the creature ever gain possession of the object that contains its power, it can slowly extract its power out and return to its prior form if it so desires.

Sealing a creature in a person, on the other hand, would allow that person to converse with the sealed creature, draw on some of the creature's power to use for themselves, either forcefully or with the aid of the creature, and improves some of the physical abilities of the host. The creature is, however, able to exert some level of influence on the host's personality and development, restrict how much power can be drawn on, and speak to their host even when the host doesn't wish to hear them. The creature may also fight the host to try and escape, which may be more effective if the host is drawing on their power or is willing to help them leave. If, however, the creature begins to like their host, they may be able to offer additional power to them.

With time and practice, you could improve upon or change how the seals manifest and work overall. This could, for example, prevent the host from conversing with the sealed creature unless they meditate to do so or automatically draw on the power of the sealed creature to form a pool of power they can use freely without a risk of the creature trying to break free.

You cannot use a Tamer Token to gain this perk.

Items

You gain two additional Tamer Tokens that can be used in this section only.

A Place in the World (Free/100cp/200cp/300cp): Not so much an item, but not quite a perk either, this option gives you a place in the world. This gives you access to a history in this world, however sparse it may be, along with just enough memories to allow you to fit in and any paperwork necessary to prove you exist in the setting, if that's a thing. However, if you want something more, you can spend additional CP or a token to do so.

For 100cp, you gain access to a small, but comfortable, home, improved knowledge of your starting location, people that you will know and have friendly relations with, and enough of the local currency or resources to get by, along with a job to make more if you are so inclined to such things.

For 200cp, you gain a larger home that is able to house a small family, more knowledge of the world at large, rather than just your starting location, trustworthy friends and allies you can call on for help or favors, a bit more of the local currency, and a source of income that doesn't require you to invest much time, though it isn't entirely passive, needing your input every now and then.

For 300cp or a token, you gain a full on mansion with servants (which will act as followers going forward if you wish), even greater knowledge of the world at large, including the sociopolitical state of the world, a great deal of allies and friends, as well as some measure of political influence, coffers that carry a great deal of starting wealth, and an incredibly reliable source of passive income. This may come with noble title, if you so choose.

Each jump after this one, you can choose to apply these effects to your origin, even drop in if you were to so choose, though this would be limited to more academic knowledge and people that are more contacts or hirelings than proper friends and allies. It is enough, however.

Regardless of what level this is purchased at, you can choose the specifics of your history and origin within the bounds of the tier you purchased.

Hat & Goggles (100cp): Not actually a hat or goggles, but a signature accessory that has a quality that ensures anyone that sees it recognizes you, so long as you are the one wearing it. It also provides a minor boost to tactical thinking when put into a certain position such as turning a cap around or putting a pair of goggles over your eyes.

Expanded Bag (100cp): This backpack has multiple pouches, each of which is much larger on the inside, allowing it to store up to ten times what its dimensions would normally let it hold. It will also sort the items put into it into the various pouches based on criteria you set ahead of time.

Changing these settings takes roughly fifteen minutes.

Feed Bag (100cp): A simple seeming sack full of food fit for consumption by a wide variety of creatures, always providing just the right level of nutrition and having a pleasant, if bland, taste. It can be mixed into other forms of food to improve the nutritional value while also improving the taste.

The feed from this bag can be eaten by any creature, including humans, safely.

Toys & Games (100cp): You have a variety of toys and games ranging from the simple to the complex that are guaranteed to be fun for any creature you've tamed, helping to relieve stresses put on them while also building up physical and mental abilities to a degree. These toys are particularly durable and are safe for the creatures that use them, including being impossible to cause any kind of harm with them.

Pocket Device (100cp/200cp/300cp): A simplistic bit of tech that can identify nearly any monster you come across and provide some degree of useful trivia, as well as being able to monitor the condition of your tamed creatures. It can also act as a smartphone and handheld gaming system with internet access when it is available.

For an additional 100cp, the device gains infinite storage capacity and no longer needs power for its normal functions. The battery can also house as much power as you can put into it, can be charged with the energy collected from the Tamer's Gift perk, and only drains when more advanced functions are used.

For a final 100cp, your pocket device gains access to an app store where you can download and install apps that allow for some level of interaction between the device and various creatures and objects. These can have real, tangible effects on the world around you, given enough power is available.

Elemental Catalysts (200cp): An array of crystallized elemental energies along with a machine that can extract such energies from examples of the elements. With a bit of tinkering this machine can produce a wider array of 'elements' including ones that would not normally qualify such as bug or digital. Using these crystals can allow a creature to gain some measure of familiarity with an element and possibly add that element to any transformation a creature undergoes at the cost of consuming the crystallized element.

Portable Cabin (200cp): Rather than a simple tent, you have a handheld box that can unfold into a full sized cabin able to host up to ten humans with surprising ease in about a minute. This cabin is stocked with raw ingredients for cooking, has a kitchen, several bedrooms, a few bathrooms with full facilities, maintains any upgrades you make to it, and is larger than the outside dimensions would suggest. Anyone inside finds it easier to relax and rest, healing and recovering just a bit faster.

Storing it back in its box form is done with the push of a button and takes about a minute, with anyone inside being teleported outside before it closes up.

Laboratory (200cp): A large and expansive laboratory that has all the tools you'd need for scientific and magical pursuits, including an infinite supply of basic and common ingredients, with rarer materials that will replenish themselves slowly, some replenishing after a week while the rarest will only restock once per jump. You can add new materials to this replenishing supply by dumping a good sized portion down a chute in a side room. Everything will automatically clean itself once you are finished with it without affecting what you are still working with.

Atlas of Beasts (300cp): A simple seeming device about the size of your average ATM, whether it takes the form of a book on a pedestal, a computer terminal, or a portal of some variety, it is able to store your tamed creatures in a pocket reality suited to their needs. They will gain all of their needs met while in these pocket realities, including for physical conditioning and mental stimulation, and can mentally project themselves to meet with other creatures, as can you if you are at the terminal yourself.

The terminal is too unwieldy to be carried around, but can be accessed through the Pocket Device if you have it, though it will take longer to retrieve or store creatures than at the terminal.

Grove (300cp): Where the feed bag provides nutritious foods, the grove provides foods that are infused with some of the power that creatures produce in specific patterns that allow them to have their own effects. Some of these trees grow edible fruits that can act as restoratives and cures for various afflictions, nuts that provide a small increase in the potential growth for a specific facet of physical or mental development, spices that can help a creature develop its innate abilities, and herbs that can be worked out to change certain aspects of a monsters.

Pandora's Flute (300cp): A strangely shaped white and red flute with an angular, vaguely teardrop shaped pattern on the top of it. Someone playing a few notes on this flute will allow that person to develop abilities similar to those described in this document. If you choose to, you can cause the flute to crumble to dust and cause it to affect the entire world, spreading some of these abilities to the various denizens of the world and causing the emergence of various empowered creatures. If you do, you'll get a new one at the start of your next jump.

You cannot use a Tamer Token to gain this item.

Companions

You may spend your Tamer Tokens to gain +100cp per token that can be spent on this section only.

Recruit Anyone (Free): Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Starter Creature (Free/50cp): Your very own tamed creature. They have a higher than average potential for growth, luck that gives them greater chances for growth, and a friendly demeanor. They are loyal to you to begin with, but may attempt to leave if you abuse them. You can purchase additional creatures for 50cp each.

Import (50cp): You can import a companion, and they'll get 600cp to spend. They also get the 4 Tamer Tokens, same as you got. Each additional purchase doubles the number of companions you can import. With four purchases, you can import all of your companions.

Fellow Tamer (50cp): This option allows you to create a new companion with 800cp and 5 Tamer Tokens to spend, which can be spent the same as yourself. Each additional purchase allows you to create another companion. You can choose the specifics of their appearance and personality, though they are guaranteed to get along well with you.

Drawbacks

Leave When The Story Finishes (+0cp, Toggle): You can leave when you've brought the story to a conclusion. When the "canon plot" ends or is made completely impossible, you can go. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Longer Stay (+50cp): You'll spend 5 more years here. Can be purchased multiple times. Can only provide up to +400cp for an additional 40 years in this jump.

Lesser Start (+50cp): Your starter isn't as impressive as other starter creatures, they may lack an elemental quality, may be below average in ability, or otherwise just weaker than other starters. This can be taken twice, the effects becoming more pronounced. You can take this drawback one additional time for each instance of the Truly Monstrous drawback you have taken. After the jump is over, your starter will regain the power they should have had, and then some, as well as having greatly increased potential.

Lowborn (+50cp): You have little in the way of resources, born and raised on the lowest rungs of society. This will make your time here harder, but it is not insurmountable. An additional purchase will ensure hardships that drain your funds will constantly plague you for your stay, making it even harder to surmount the issues you already face.

Prejudice (+50cp): You will have to deal with a measure of prejudice during your time in this jump, whether due to your gender, your race, or some other quality. This will make your time here harder, but it is not insurmountable. An additional purchase will make this prejudice more intense and lead to some extremists targeting you.

Interesting Times (+100cp): May you live in them. This will make your time here quite a bit more exciting as you will have little time to rest and relax. One event after another will need your attention on a nearly monthly basis. An additional purchase makes this a weekly occurrence and a final purchase makes it nearly daily.

Truly Monstrous (+100cp): Each purchase of this drawback makes the creatures of the world, usually little more than mostly mundane animals, much more dangerous, aggressive, and powerful. A single purchase gives minor array of abilities and a slight increase in aggression. Each additional purchase would increase the danger these creatures represent. This can be taken a maximum of ten times, at which point the creatures would be powerful enough to count more as forces of nature than creatures, and a group of them on a rampage would be the equivalent of an extinction level event.

Limited Roster (+100cp): Normally, having tamed creatures is only limited by space and food available to them, now, however, you have an extra limitation. You are only ever able to have six such creatures traveling with you at any given time, the rest must remain behind, either released, at a ranch, in a digitized form, or otherwise unavailable without accessing specific resources. An additional purchase further limits you to three creatures instead of six. A final purchase limits you to only a single creature at any given time.

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

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

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

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

Delayed Gratification (+300cp): You don't get access to any purchases from this jump, save for Taming, Creature Care, Trainer of Beasts, Tamer's Gift, Hobbyist, Craftsman, Career Path, Combat Skills, A Place in the World, and whatever freebies you gain from your Tamer Tokens, until after the jump ends. You may work towards learning the effects of the perks you have purchased, however. With an additional purchase, you only gain the benefits of Taming, Creature Care, Trainer of Beasts, Tamer's Gift, Hobbyist, Craftsman, Career Path, Combat Skills, A Place in the World, and nothing else. You can still work towards learning the effects of the perks you have purchased.

Rival Tamer (+300cp): You have an enemy that has a custom build from this doc using 1000cp as well as their own set of Tamer Tokens. They don't like you and want to defeat you, though they don't necessarily want to kill you. Additional purchases can either cause you to get another rival or make one of your rivals willing, and possibly more than willing, to kill you. You only gain points for the first five rivals.

Renown (+300cp): Your abilities and skills don't stay a secret for long, everyone knows what you are capable of and it is easy for your enemies to find out the specifics. An additional purchase gives them a complete dossier of your abilities.

Tamer Wars (+400cp/+600cp): Creatures are often seen as weapons by governments and are exceptionally dangerous in the right hands, and now a war is being fought with them and you may just be caught in the crossfire as a tamer in your own right. For an additional +200cp, you have been drafted into the war effort and must contribute or be labeled a traitor and be hunted by both sides of the war efforts.

Choices

Now at the end of the jump you have one final choice to make... do you go **Home**, do you **Stay**, or do you **Move On** to your next jump?

Notes

As with all of [My Generic Jumps](#), you can import items from past jumps into similar items you purchase here.

As with all of [My Generic Jumps](#), if you have questions about specifics, just use what is narratively appropriate for your story, this is a generic jump and it is meant to be flexible and open ended for interpretation by the Benefactor for the story, and thus the writer of the story.