

Generic Linguist

V1.0

By TheLegendOfCherries

Linguistics is the field of study that deals with language, and in this world, language has power. Orators speak magic words to influence reality, combative conversationalists wield words along with weapons to deadly effect, runesmiths study and use runic scripts to enchant items, and dictators enforce strict censorship and information control to prevent infohazards from wreaking havoc.

+1000 Language Points (LP)

Setting

You may freely choose from any of the following, or roll 1d6.

1. A generic modern world
2. A generic fantasy world
3. A generic cyberpunk world
4. Freeform: Design a world with whatever specifics you want, as long as there are linguists in it.
5. Cross-over mode: Pick another setting or jumpdoc and combine it with
6. Free choice of the above.

Origin

You may choose to be a drop-in, or have some sort of background in academia. Regardless, you start the jump standing in front of a prestigious academy well-known for its linguistics program.

Physical Features

You may freely choose the age and other details of your physical form, as long as you stick to a human base-line (no indestructible robot bodies).

Perks

Gain +5 word tokens, which can be redeemed to gain anything in this document for free. Only 2 linguistics tokens can be spent on 300LP purchases.

Linguist (free): You're educated in the field of linguistics, with the equivalent of a philosophical doctorate in a subject at least somewhat related to linguistics or languages. You know all about sentence structure, participles, phonemes, and other sentence stuff. This includes the holy grail of hidden knowledge: You know when it is appropriate to use a semicolon.

Incantations (free): In this world language can have literal, magical power. You know incantations for some basic cantrips, and you're able to discover other magic incantations by studying and experimenting with the spells you have.

Signing (100): You're fluent in a form of sign language, and are able to use signing in place of speech for the purposes of spells, powers, and perks. When you encounter others who sign, they're guaranteed to know this form of sign language.

Translator (100): What are you supposed to do when the alien species you've encountered communicates exclusively through a pheromone-based language? Here's your solution. When you lack the physical ability to express yourself in a language, you're able to train your body to make up the difference, somehow. Learn to control your pheromone production just well enough to be a skilled communicator in insect-speak, or learn to emit telepathic signals just well enough to communicate with members of a psychic society. You can only train qualities with this perk if it's necessary to communicate in a language you've encountered - if you haven't encountered any psychics, you aren't able to pick up telepathyspeak.

Language games (100): You're exceptionally talented at playing and designing word games. You know all sorts of obscure words, and find it easy to pick up on hidden meanings and codes. As a side-effect, you're also a little bit funnier. You'd make a great editor for the crossword.

Why waste time say lot word... (100): ...When few word do trick? By omitting some non-essential words from your speech, you're able to communicate ideas

significantly faster, without detracting from your listener's ability to understand you. You know exactly which words you need to retain in order to be understood. This also makes you an expert at making understandable text-abbreviations.

Prepared for Debate (100): You're skilled in preparing arguments and counter-arguments, and making those arguments on the debate floor. You're equally skilled in making attacks and counter-attacks on the field of battle.

Articulate (100): You don't just know how to use words; You know how to use the words that make you sound important to others. As a bonus, you'll never be asked to repeat yourself again, as you'll always be heard correctly the first time.

Idioms (100): You're really good at coming up with colorful expressions in your daily life. The things that come out of your mouth will end up in stories passers-by tell about the thing they heard a stranger say the other day.

Declaration (100): Your voice doesn't get any louder, but it carries further, allowing you to be heard from a further distance away. You could easily give a lecture in a lecture hall without needing a mic.

Cunning linguist (100): Whether innuendo or euphemism, you're a master of implying things without actually stating them outright. Useful for speaking of secrets in open spaces, engaging in doublespeak, dancing around censorship, and sneaking "dirty jokes" into kids' shows that only older viewers will understand. When you're about to imply something in this manner, you always know who amongst your intended audience will receive the implication.

Fluency (100): When studying a new language, you rapidly gain proficiency in all language skills (listening comprehension, vocabulary, grammar, reading, speaking, and writing). Furthermore, your skills in every language you know are linked, allowing you to increase your speaking proficiency by studying grammar, increase your reading proficiency by practicing conversation, etc. This ability also applies to variant local dialects.

Perfectly grammatical (100): People who are prone to correcting the grammar errors of others no longer bother you. As a bonus, if someone listening to you is

unfamiliar with your dialect's grammar rules, they'll respect it as an unfamiliar dialect instead of jumping to correct your grammar.

The DNA of the soul (100): You're educated in the field of memetics, able to predict how certain ideas will evolve when exposed to the public. You can easily guess the end-result of a game of "telephone" with a high degree of accuracy, predict whether that fashion trend will catch on, and you can tell when the kid who saw you flying above the city streets is going to start a new religion based on you.

Speech bubble (100): You can choose to manifest illusory text of the words spoken by other people in your vision, presented in whatever formatting you want - speech bubbles next to their heads, subtitles in front of them, etc. If you have the ability to read thoughts, you can manifest illusory thought bubbles as well. You can also visualize your words as speech bubbles or subtitles for other people.

Handwriting (100): You have very steady hands, and can easily replicate any style of handwriting you've seen. Useful for forging signatures. It doesn't take you any effort to write quickly while keeping your handwriting legible.

Turing test proctor (100): You're able to design communication-based tests that can detect robots with 100% accuracy. Even an unlimited true AI couldn't fool a test designed by you.

Devilish details (100): You'd make an excellent contract lawyer; You're able to spot every possible loophole and unfavorable interpretation to a set of terms before you agree to them. You're also able to read through contracts in thirty seconds, regardless of length.

Zombies (100): You can convince yourself that anyone/everyone you've harmed was incapable of truly experiencing pain or suffering, and any pain or suffering they did express was merely acting. This doesn't make it true, it only makes you believe it. Good for coping with guilt, bad for avoiding hurting people again in the future.

Deceiver (100): You are really good at convincing people to believe things that aren't true. Even if your target thought you were a lying liar who lies, you could present the honest truth in a way that they'd dismiss out of hand.

Hell is other people (100): Sometimes you just need to be alone. You'll always be able to delay social events without consequences to your personal or professional life. Leave the party early, cancel plans to hang out. Everyone will be waiting for you when you're ready, no matter how long it takes. Your social bonds will never degrade from time spent apart.

Spelling expert (100): You know how to spell all of the words you know perfectly, and you learn twice as fast when studying magical subjects.

The language of love (100): You have all kinds of charisma with the people you're attracted to. You know just the right things to say to gauge and reciprocate interest of any kind. If you're not interested, you know how to let someone down gently.

Vicious Mockery (200): Words can hurt. You exemplify this phrase, since you're able to deal physical damage to others by insulting them. The more hurt the enemy feels from your insults, the more damage they take. If it was humiliating enough, you could kill someone with words alone.

Voice-training (200): You can speak with any pitch, resonance, and tone you desire. You can mimic any voice or sound you've heard before, and you can "throw" your voice like a ventriloquist to anywhere within your line of sight.

Infohazard (200): If you have a secret you'd like to keep, you can apply a curse to that secret, making anyone who learns of it against your will suffer from the curse's effect. This starts out as a curse of silence, preventing the afflicted from sharing your secret (or anything), but with experimentation you can learn to put all sorts of curses on information. If you wanted, you could also use this to place blessings on information instead.

Little talks (200): As you converse with other people, you build up a reserve of linguistic energy, which can be spent to empower language-based effects. The

rate at which you gain this energy depends on your investment in the conversation. You might discover other uses for this energy pool in time.

Lingua Franca (200): You're able to make any language you desire catch on as a "common" language, leading it to become the most commonly spoken language in the world (or galaxy, or universe in space-faring societies). This gives a universe-spanning learning speed boost to attempts to learn the designated language, making *everyone* pick it up in half the time it would normally take them.

Constructed Language (200): You know Esperanto, Klingon, Elvish, and every other conlang out there. You have the knowledge to create your own conlangs, and with some effort you can create languages that are tailor-made for any purpose: communicating ideas quickly, being easy to learn, sounding pretty, or any other purpose you can think of. With enough practice, you could learn to create magical languages, and optimize their magical effects in the same way.

What's in a name? (200): A name is just what people call you, but what if you want them to call you something else? You have the ability to change any names, nicknames, titles, pronouns, and aliases you're known by to whatever you want. Want people to call you "The destroyer of worlds?" Go for it. Want your official job title at the academy to be "Slayer of the unworthy?" You've got it. Want people to stop calling you the embarrassing nickname you picked up at the party last spring? Of course. This doesn't change any of your official expectations or the reputation you have amongst others, just what they call you.

Gibberish (200): An offensive technique used by linguists, you're able to infuse your attacks with a quality that temporarily makes your foes spout gibberish instead of comprehensible speech. Advanced users are able to control the sounds made by targets, allowing them to mislead enemies with false orders out of the mouths of their comrades.

Provocateur (200): When you focus your attention on another person, you start getting ideas of what kinds of things would piss them off. If you wanted to, after a few minutes of observation, you could craft a sentence that would make a relatively stable person fly off the handle. You're also proficient in making more general 'ragebait' designed to garner a reaction from as many people as possible.

Runesmith (200): You know the basics of a magical script that can be inscribed on objects to enchant them. At a basic level, this script can be used to reinforce objects, making them a bit tougher, and a bit lighter or heavier. With practice and experimentation, you can learn to enchant flaming swords, self-repairing clothes, nearly indestructible armor, bags of holding, runic gates to other places, and other such high-tier adventuring equipment. You learn magical scripts at double the rate.

Fingers in the ears technique (200): An anti-linguist skill. You can mitigate the effects of any language-based ability being used upon you by plugging your ears with your fingers. If the effect is rooted in a visual medium, you can achieve the same by covering your eyes with your palms.

Librarian (200): A librarian in a world that so heavily revolves around information, knowledge, language, and the magic contained within ought to have strong defenses against intruders. You know a variety of incantations designed to shut down and contain intruders. These incantations can be spoken or written, acting as runic wards that cast the incantation on the reader, regardless of whether the reader knows what they mean. The incantations you gain from this perk are all themed after libraries (spells of silence, sleep, anti-burning, other effects that won't deal any collateral damage to the books) but you can eventually come up with an incantation that mimics the effects of any of your abilities.

Language barrier (200): You're able to form physical barriers out of languages that you speak. These barriers will act as impassable walls for anyone who doesn't speak that language, while allowing anyone who does speak that language to pass. These barriers can still be broken with effort, their durability scaling with your overall level of fluency in that language.

Death of the author (200): You're immune to the forces of luck, plot-armor, reality warping, and hostile time-travel (i.e. going back in time to kill you as a child or take away the sports almanac your past-self stole from the future so your fabulous wealth is butterflied away) This also makes people more willing to listen to your headcanons about stories you enjoy, at least enough to get past the barrier of "the curtains are just blue because the author wanted them to be blue"-style attitudes.

Communications technician (200): You're a genius engineer, with a particular knack for technology that is intended to send and receive signals from one place to another. You have the know-how to make and improve all sorts of radios, satellites, telephones, wifi routers, and even internet pages. If there's anybody who could invent the internet in a pre-industrial society, it'd be you.

Categorical Imperative (300): Do not kill, do not steal, do not lie. You can burn rules like these into the mind of anything capable of interpreting language, forcing them to comply or experience some sort of heavy consequences. The rule can be whatever you like, as long as it comes in the form of an imperative statement, and the consequences can be anything that you're personally capable of inflicting upon that person or thing. You can only do one rule per person, at least to start.

Memetic Virologist (300): Some ideas take on a life of their own once put out into the world. You know how to craft ideas that spread like viruses, infecting the minds and bodies of those who encounter them and forcing them to spread them to others. You could make a post online that forces readers to share it, or give a speech that turns people into zombies that happen to repeat it to everyone they encounter. The greater the effect one of these memetic viruses has on the minds and bodies of the afflicted, the more time and resources it takes to create. Achieve world peace, make society get obsessed with phone chargers, or make a podcast that literally bores the listeners to death. The world is your petri dish.

NewSpeak (300): The last word in censorship. You can permanently ban certain ideas from a language, making it impossible for anyone to refer to that idea in that language. This doesn't make that idea stop existing, or prevent it from affecting the world; If you ban all discussion of super-man, he's still going to show up to stop your robot army. However, it might prevent Lois Lane from calling out to him in her hour of need. If you're not a dictator, you can also use this to make ideas un-censorable, making any attempts at censoring those ideas ineffective: Laws become unenforceable, bills die on the floor of congress, etc. You could seriously shape society with this.

Body language expert (300): You become an expert in interpreting gestures and non-verbal cues from others, and returning intricate gestures in kind. But that's not all. By locking eyes with another person, you're able to initiate telepathic

mind-to-mind communication with them until you break eye-contact. This telepathic communication happens at a faster rate than you could achieve otherwise, allowing you to have an entire conversation in the span of a few seconds.

Largest language models (300): You're an expert programmer with a specialization in machine-learning algorithms and large language models. You can do more than make machines that pass the turing test, though. You know how to make programs that can learn to parse semantics, granting them the ability to truly comprehend language. You're able to design programs capable of utilizing any kind of language-based techniques you're able to teach, as long as they have access to an output device capable of expressing that language i.e. a monitor or speaker.

Combative Conversationalist (300): It's a commonly held opinion by warrior-types that combat is a form of conversation, and you're inclined to agree. You're able to use your argumentative and persuasive skills in battle to great effect; the fact that you're currently trying to take someone's life won't stop them from honestly considering your request that they lower their guard, or come out from their hiding place and face you with courage. If that's not enough, you can also treat conversation as a form of combat: Slice through your interlocutor's counter-arguments with your broadsword, and everyone will agree that your argument is unbeatable. You can find all sorts of ways to utilize your combat abilities in conversation and vice-versa if you put your mind to it, and all of those pesky social conventions that would normally get in your way just.. Don't.

Mixed Metaphors (300): The longer you meditate on a particular phrase, idiom, or expression, the more insight you gain into the power behind it, until these insights eventually crystalize into a new linguistic technique. Meditating on the concept of "letting the cat out of the bag" might eventually give you a technique to divine people's secrets by talking to cats, meditating on the concept of "burned bridges" as a metaphor for cutting contact might give you a technique to silence people with fire, etc. The longer you spend meditating on one of these concepts, the more powerful the resulting technique will be, and you can improve the techniques you gain from this with further meditation.

Dictator (300): You have the peculiar ability to determine the future by writing things down. When you write down what you *want* to happen in the future, the words on the page will slowly correct themselves to the ‘actual’ future. This power has two parts: the words that change will *show* you the future, and the words that don’t change will *influence* the future, nudging things in your favor. The closer the events you described are supposed to happen, the more ‘set in stone’ the future is, limiting the scale of what you’ll be able to influence, though you can still change the future on the page by acting on the information they describe; if you write “tomorrow i will win the lottery”, the words will likely shift to “tomorrow i will not win the lottery”, but if you write “tomorrow the winning powerball numbers will be _____”, the correct numbers will show up on the page, allowing you to purchase the winning ticket. The further out you schedule the events you describe, the more likely they are to come true, scaling based on how unlikely they are.

Famous last words (300): The end never seems to come for you. Once per jump, or once per decade (whichever is shorter), when you take a fatal wound you can say something that sounds ‘cool’ or ‘witty’, and then die. You’ll unexpectedly revive a few minutes later, and have all damage from whatever killed you reduced to a third from that point on.

Social Construction (300): You’re able to use abstract concepts as crafting materials, infusing your final product with a hint of conceptual power. Items crafted this way will be a bit better at tasks related to the concept in question, and this boost slowly grows stronger as the item is exposed to the concept in question. Very, very slowly. The more conceptual power the item has absorbed through exposure, the more it takes to achieve any significant growth.

Items

Behold, a man! (50): A chicken with all of the feathers plucked off. The feathers cannot be regrown. Can be purchased multiple times.

A slate of Rosetta Stone (100): When you write something on this stone slate, it learns the language you’ve written in, and then translates whatever you’ve written into any other language it’s learned on the other side. Even a small sample of writing is enough for the stone to fully learn the language.

An income (100): You have an office job that pays you every two weeks, regardless of whether you show up for work. If you do show up to work, your compensation is increased to match your performance in comparison to an average hiring candidate. That is to say, if you do 100x the work of an average person in this position, you're paid 100x as much. Somehow, this never hurts the company's bottom line. Your base salary in this position is \$40,000 per year.

Magic Typewriter (100): This typewriter has all of the standard functions of a typewriter. If you provide the typewriter with a basic outline of the general points of something you want to write but don't want to write, it will write it for you, taking the specific details from your unconscious mind. It takes twice as long to do this as you would if you wrote it yourself, but hey, you weren't going to write it anyways, were you?

Travel pamphlet (100): This pamphlet shows off all of the noteworthy tourist destinations in a given nation, and also provides a significant overview of that nation's culture. The more you read about the cultural traditions in that nation from this pamphlet, the more pages it summons explaining them. You could cite this thing in a research paper about that nation's culture. You can pick any nation from past or present jumps, and change this selection with a moment of thought.

Linguist's Library (100): This library contains a selection of books on all sorts of subjects, including the mundane and the supernatural. It also contains an extensive selection of books and essays on linguistics, individual languages, and the theory surrounding magical expressions of language. The contents of this library expand every jump.

A chair (100): Can you define a chair in such a way that the definition encompasses all things considered chairs and nothing not considered a chair? No? That's alright. This chair can shift to fit any definition of a chair, so long as it represents an honest attempt to define "chair". A chair has 4 legs and is commonly sat on? This chair is a horse. A chair has 4 legs and is made of wood? This chair is a table. You get the drift.

Crossword (100): This crossword puzzle does wonders to clear and reset your focus, allowing you to cast aside your preconceived notions and approach problems with a fresh perspective. The puzzle itself is guaranteed to have one

word and clue that will grant you a minor epiphany when solved, related to a problem that you've been working on, such as giving you the name of the poison used to kill the victim in that murder case you've been working on. Every day, the crossword resets to give you a fresh puzzle.

The eye of the beholder (100): A gorgeous necklace with a jewel in the shape of an eye. Those who look upon the wearer will perceive them as extremely beautiful, and will fail to describe them beyond a description of their beautiful necklace. Onlookers will also fail to recognize the wearer of this amulet when they take it off.

Magic Microphone (100): This microphone is able to shift between a standard hand-held mic and a clip-on microphone at will. It's capable of amplifying your voice to a considerable degree and acts as a focus for magical effects with verbal components.

Payphones (200): Sprinkled all across every city you visit are payphones that can be used to place untraceable anonymous calls to any phone number. These can also be used to place calls to other payphones. You can choose whether these are inserted at the start of each jump, and they won't be questioned even in settings where telephones haven't been invented or payphones have gone out of style.

Awakened Spellbook (200): This is a talking book. What's better than a talking book? A flying book. Which this is. You can decide on the nature of this book's speech - whether it generates text on the pages, emotes, or manifests a voice through magic. It automatically takes detailed notes on any spells, enchantments, wards, magical creatures, and other supernatural phenomena you encounter alongside it. These notes are comprehensive, always managing to be greater than you could achieve without detailed study or autopsies. Can be imported as a companion or a follower in future jumps.

Grammar guide (200): This book contains a section detailing the grammar and vocabulary of any magical scripts or languages you've encountered. This information is structured in a way that is personalized to your ideal learning, guaranteeing that you learn that language at at least double the speed.

Amnestics (200): A case of amnestic drugs from an organization so secretive it doesn't even know what it's called. These drugs can induce amnesia in those they're administered to, targeting any memories you want to erase from their mind. Erase childhood trauma, witnessed supernatural events, the last five minutes, whatever. You're guaranteed to erase only the memories you want to erase with these, as long as you know what it is you're trying to erase: "Their encounter with a blood-sucking vampire" works, "the supernatural thing they saw" does not. This case also includes a drug to temporarily prevent new memories from forming, and a drug to defend against unwanted memory erasure. This case refills whenever you run out, and comes with a formula for each of the drugs.

Willing Victims (200): A list of names with contact information making up a representative sample from all walks of life for any experiment you want to run. All of the people on this list will be willing to participate in any experiment, no matter how sketchy, as long as there's a somewhat reasonable cash prize in it for them (though you can low-ball them by quite a bit if you're out of grant money). If something happens to the people on this list, it will update with new names and contact information.

Satellite (200): At will, you can summon this satellite to the orbit of whatever planet (or celestial body) you're currently on. It allows you internet access with a full-strength signal from anywhere on the planet and the ability to make calls from the same. This satellite retains any upgrades you make to it, in case you want an orbital death laser you can summon at will.

The debate floor (200): A stage containing two finely crafted podiums and a large viewing area. If a debate takes place here, neither side can leave before a winner has been determined, and no physical attacks can be made for the duration of the debate. Winners are determined by either a moderator or an audience vote.

MTF task-force (300): A platoon of 50 highly-trained transgender women, each equipped with top-of-the-line soldier gear. Each member of the MTF task-force is able to respawn back at a designated base of operations 24 hours after falling in the line of battle, along with any equipment they had on them. The members of the task-force also take extremely well to super-serums and enhancement procedures, gaining double the benefits and none of the downsides. If you'd like, these ladies can be imported as followers in future jumps.

The spelling bee (300): A competitive tournament arena that draws in the greatest spellcasters in the world, allowing them to compete on every aspect of spell-casting. Identifying spells, magical combat, casting speed, and precision are all things you can enter competitions for here, as well as anything else you could make a spellcasting-focused challenge out of. The prizes range from money to magical artifacts for first place, with greater prizes in higher skill-brackets.

Tome of secret and forbidden knowledge (300): By allowing someone else to read this book, you can awaken them to the power inherent to language, allowing them to develop linguistic abilities like the ones described in this document. If you wish, you may use this Tome in a short ritual to spread the power of language across the land, seeding the world with Linguists, ancient magical languages, and info/memetic hazards.

One wish (500): An oil lamp containing a nearly all-powerful Djinn. If you rub the lamp, the Djinn will awaken and grant you one wish, which can do almost anything, even bring back the dead. The only limitation is that the Djinn will try to interpret the letter of your wish to involve some kind of unwanted ironic consequences. The more powerful your wish is, the more effort the Djinn will put into its willful misinterpretation. If you wish for a sandwich, it might come with a topping you didn't want. If you wish for true omnipotence or for anything that affects the chain, future jumps, drawbacks, fiat, or your choice-point totals, the Djinn will set you on fire and your wish will not be granted. You get another wish every jump. Post-spark, all limitations on your wishes are removed. **Cannot be purchased with tokens.**

Companions

Recruit Anyone (free): You may take anyone in this world with you as a companion for free, provided you can convince them to come with you.

Import (50/200): Import or create a companion with 600LP to spend for 50LP, or import/create up to 8 companions with 600LP to spend for 200LP.

Grug (100): A caveman with a peculiar ability to be understood by anyone he speaks to. Unfortunately, he only speaks in short sentences consisting of nouns, verbs, and adjectives, making it difficult to convey complex thoughts in a clear manner. No matter how much grammar you teach him, he will never change his speech pattern: he likes it this way.

The author of the Tractatus Logico-Philosophicus (100): A young German speaker in his early 30s who has recently published a book. He has a keen interest in the study of language, learning language-related abilities at twice the normal speed.

SPC agent 03 (200): A secret agent with a penchant for shark-punching. She's immune to all forms of info-, cognito-, and memetic- hazards, memory-erasure, mind-control, and instant-death effects. She's also skilled at all the things that secret agents do: hacking, infiltration, fighting with weapons, fighting without weapons, etc. She could be really useful to you, if you can keep her from vandalizing the local aquarium.

Drawbacks

No drawback limit. Go wild. It's your funeral.

Grammar Hell (+100): People keep insisting on breaking the flow of conversation to correct your grammar. Worse, they're almost always wrong. If you ever make a *real* grammatical error, people will lord it over you.

Bad with names (+100): You're really, really bad at remembering people's names. You're guaranteed to forget the name of someone you need to talk to at least once a week.

No literacy (+100): You're not proficient in reading or writing in any language, and your attempts to become proficient in these subjects will be 10x harder than they otherwise would be.

Processing (+100/+300): You have an auditory processing disorder. You'll need to ask others to repeat themselves often to understand everything in one go, which will get on their nerves. **Usually you only hear/understand 30 to 50 percent total with every attempt.** For an additional +200LP, Everything everyone else

says comes out completely garbled to you, making you incapable of understanding the spoken word. If you'd like, you may alternatively choose to be deaf.

Abnormalities (+100/+300): Occasionally, you will encounter information that is innately harmful to you. It might be *a secret not meant for human minds to know*, causing you to become unstable. It may be *cursed knowledge*, causing you to fall ill from knowing it. It could be something even stranger still. Regardless, none of these conditions will kill you on their own, but the only way to cure them is to somehow forget. For 300LP, forget that last part - these hazards definitely can and will kill you if left untreated for too long.

Endless Empaths (+100): A significant fraction of the people you meet in this world will insist that they're able to tell what you're feeling with 100% accuracy. Some of these claims *could* be true, but the majority of them will be deciding what you feel in their heads and then believing it or taking obvious non-verbal cues as proof that they have magic powers. Whatever the case, you can expect these people to be really annoying about this.

Comic Sans MS (+100): You have a really annoying voice, and it bothers everyone you speak to. If you encounter someone with an ability to see spoken words in text form, yours will show up in comic sans.

Academic (+200/+300): I hope you like school, jumper, because you're going to spend this jump working in an official capacity as a Professor of Linguistics at a prestigious academy. If you fail to attend to your responsibilities (teaching, assigning readings, grading essays, responding to student and faculty emails, holding office hours) in a timely manner, you will be locked in your office/classroom until you complete them. If you quit, or your school is destroyed, circumstances will conspire to force you to accept a position at another school. On the bright side, you get a guaranteed income and an office. For an additional +100LP, your responsibilities include making sure that all of your students actually learn the course material well enough to pass, and you can't cheat this by giving everyone a free A. If any of your students fail and don't make it by the end of the decade, your benefactor will make you stay behind and teach them with all of your perks disabled until you've successfully taught those students or died of old age before you're allowed to move on from this jump.

Material Dialect-ics (+200): Any “perfect communication” or “you speak every language” or other forms of perfect, instantaneous translation you have are disabled. That’s just the beginning, though. It seems like everywhere you go speaks a different language. *Everywhere*. Somehow the corner-store down the street speaks a completely different dialect from the pizza chain two blocks over. Furthermore, people you meet are distrustful of those who don’t already speak their language, preferring to keep to a few disparate social circles. This won’t be an impossible hurdle to get over, or even particularly difficult in some cases, but you’ll have to jump it every time you go to a new location.

A snail (+200): Somewhere within the amount of this universe that is accessible to you, there is a snail. This snail is immortal, knows where you are at all times, has 100 million dollars (or the local equivalent purchasing power), and is constantly approaching you. If this snail’s physical (or spiritual or mental-) form ever comes into contact with yours, you instantly die, bypassing all of your resistances and immunities (with the exception that 1-ups still work just fine). If you trap the snail in an inescapable prison of any kind, it’s guaranteed to escape without alerting you.

Persecuted (+200/+300): Some aspect of your identity is systemically oppressed in this world. Maybe you’re a racial or gender minority, maybe you’re disabled, or maybe this world’s institutions have decided that everyone shorter than 5’6” are lesser than people taller than that in some way. This results in everyone who doesn’t share this axis of your identity being able to wield some sort of negative stereotype(s) against you for some sort of personal gain, without suffering any real social or legal consequences from it, necessitating caution in who you choose to interact with. For 100LP, the effects of this drawback are contained to a social level; someone might make up false accusations against you that cause you to lose friends, but you’re unlikely to suffer physical violence. For 200LP, members of some dominant class in society are actively aware that any violence they do to you is likely to be excused by the courts, empowering people who are looking for someone to hurt to view you as a consequence-free punching bag. If you defend yourself from this violence, you’ll be viewed as the aggressor by the majority of the public.

Compelling plots (+200): Uh oh. It looks like there are all sorts of ambitious plotters and schemers in the world you find yourself in. For the duration of this jump, you'll find yourself consistently being roped into the middle of complex webs of murder and intrigue masterminded by mysterious geniuses. Somehow, the masterminds of these plots will always be able to counter any abilities that would allow you to solve their plots instantly.

Minigame Hell (+200): Any attempt at learning a new language or translating something involves a minigame. Learning requires (in addition to actually learning) some game of perhaps sorting different syllables, grammar exercises etc. and actual live translation may involve some sort of rhythm or memory-based minigame.

Hunted (+300): Somewhere out there is an organization that wants you dead, and they have seemingly endless resources. They'll keep sending kill-squads after you at least once a month for the duration of the jump. The first kill-squad won't know anything about your capabilities, but every subsequent squad will learn from what defeated the last squad and try to come up with counters. This isn't a scaling enemy drawback - they're not guaranteed to come up with perfect counters to whatever skills you display, but they're guaranteed to be smart about their attempts to kill you - if you killed the last squad with pyrokinesis, they'll bring fire hoses to the next fight. If you kill a squad with your sword of +99 sharpness, they'll try to separate you from it.

Blue curtains (+300): You're unable to infer anything from your surroundings. You meet someone dressed in finery? It simply won't occur to you that their clothes imply anything about their wealth or status. You encounter someone with hands stained red from some kind of fluid? Unless you watched them do it, you'll never manage to associate them with the murder that just took place down the street.

Who wrote this garbage? (+300): For the next decade, you'll be living as if your life was written by someone with no concept of narrative consistency; Plot-holes abound as people (you included) forget about their abilities during the times they would be most convenient, and occasionally when you fight someone they'll be retconned to be much stronger and more important than they initially seemed at the beginning of the fight.

Ending

At the conclusion of your decade in this world, you may choose to **Stay** forever, **Return Home** to.. Wherever you came from, forever, or **Move on** to the next link in your chain.

Notes

I made this jump because I thought that typical jumpdocs treat languages mostly as an afterthought (most jumps' engagement with language doesn't go any further than 'you know the local language' / 'you know every language'), and magical languages (demonic scripts, the thu'um, singing to the unseen, etc.) as just another type of generic power, and it didn't sit right with me.

This jump draws content inspiration from 1984, the SCP wiki, a variety of fantasy tropes, some philosophy, and draws the structure from Edrogrimshell's "Generic archetype" jumps.

Incantations essentially gives you the magical knowledge of a level zero wizard - you have just enough knowledge of magic to cast some minor spells and try to experiment - it would take you a Long, Long time and a lot of dangerous experimentation to go from cantrips like "heat metal", or "minor light" to serious big-time magic spells like "Wish" with this alone.

Non-telepaths are not guaranteed to understand telepathyspeak learned via *translator*.

Dictator feels like it's written confusingly. Basically, you write down what you want to happen at a given point in the future. Either this power makes your desired future come true, or it shows you what is 'actually' the future, allowing you to act on the information described within. If you want everyone in your nation to suddenly crown you the new monarch tomorrow, this power won't make that happen on its own unless you already had a pretty solid chance of making it happen. If you want the same thing to happen in 100 years, this power might line up the events of the next hundred years to make it pretty feasible that everyone decides to crown you the new monarch, painting you as the sort of person who really deserves to be in that position.

The author of the Tractatus Logico-Philosophicus can either be *The* Ludwig Wittgenstein in his mid-30s, or an OC matching the provided description at your discretion.

Famous Last Words is a 1-up - you're guaranteed to stay alive for long enough to consciously choose to use it in the event that something does enough damage to kill you, even if it'd otherwise be an instantly fatal wound.

If you can think of a way to synergize two or more perks, it's allowed. Possibly even intended. If I spelled out every perk I wrote in mind with a synergy with another perk, this document would be way longer. Besides, I'm not your mom and I can't stop you.

Content in **red text** is the work of anonymous contributor(s), whose assistance is greatly appreciated.