Garden of Eternity

Contents (518 Perks)

Foundation Flora - 41 Perks

Tree Flora - 37 Perks

Atmosphere Flora - 23 Perks

Fairy Flora - 52 Perks

Ore Flora - 29 Perks

Magic Flora - 33 Perks

Ocean Flora - 10 Perks

Magitech Flora - 87 Perks

Synthetic Flora - 29 Perks

Spirit Flora - 14 Perks

Energy Flora – 31 Perks

Tech Flora – 48 Perks

Ancient Flora – 30 Perks

Virtual Flora – 10 Perks

Water Flora – 7 Perks

Psionic Flora – 37 Perks

Sources I - VII

Notes:

"uttu" stands for "up to the user", because I couldn't find the perks, which were either under different names, are not there anymore or weren't perks to begin with. You have to look more closely in the jumps or have to make extensive research into the settings. Therefore this forge-adjacent is the most research-extensive list.

Based on this: https://pastebin.com/YESqzKnv

Foundation Flora

1.1. Let's Make It Bigger - 400 cp – Unholy Heights

These run down apartment rooms are not only ugly to start with but also incredibly cramped. Being only big enough for three people at one time isn't good enough. It's time you fixed that. With whatever demonic magic you somehow had you enlarged the rooms to fit five people in them. The building didn't get any bigger you simply warped the space in the rooms to make them bigger on the inside. With time and effort you might even be able to fit the entire apartment in a run down shack. If you could move it I mean.

1.2. Blessing of the Goddess - 300 cp – Harvest Moon

You have been blessed by the Goddess of the Harvest. Harvest Sprites will come by and help you with various tasks that revolve around nature, such as watering your plants, planting seeds, or taking care of animals. They will never do anything to harm nature or another person.

1.3. Crystal Farmer – uttu – Final Fantasy XI

1.4. Crystal Magic - 600 cp - Avernum

The magic of the Vahnatai a hidden and enigmatic race, you can manipulate Crystals to use them for magic. It is a powerful art, capable of making anything from magical grenades, to Crystals that act as a focus for magic, to even enshrining a person's soul into a crystal, and more.

1.5. Portable Geneforge Components - 500 cp - Geneforge

This is most of what is needed to build a Geneforge of your own. However it is also very small in comparison to a full geneforge, using this you might be able to create a full geneforge that fits in the back of a wagon. Though it lacks the required information for how to get it to truly shape others, but you could find or produce most of that on your own.

1.5.1. Focus (first free)

Within this world everyone is separated between certain classes. Shapers being separated between; Agents, female shapers who focus on magic, Guardians, male shapers who focus on martial skill, and Shapers, which within the Shaper order refers to those of either gender who have focused upon the arts of Shaping itself. The rebels have their own classes, which are more distinct including any sub focus subject between magic, martial, and shaping. Rather than placing you within any of the specific class you may choose a Focus for your skills allowing you to learn faster, and just be better at that group of skills. You may purchase a focus a second time to double the effect on your skills, but not the learning buff.

1.6. Crystal Working - 600cp - Geneforge

You intrinsically know how to work crystals and form them into useful magical systems, if you observe such a system you would know how to recreate it, and likely how to make it better. This will work on any magic that you understand, as a bonus you know how to create the intricate crystal systems that are part of the geneforge.

1.7. Magitek Mastery - 600 cp – Final Fantasy VI

In essence, magitek is simply the use of magical energies as a power and fuel source for technology. Your understanding of that outstrips anyone elses, and you can now apply this principle to any technology you own. By altering your devices to use something magical in nature, such as a magicite stone, an enchanted item, or just raw magical energy, you can enhance it in every single way and give it unique properties. A suit of armor would become much harder, lighter, and more agile than before, perhaps even boosting the physical abilities of the wearer in line with the magical power source. From there, the armor could make more esoteric uses of the magic, such as casting spells on its own based around the sort of magic infused into it automatically or at the wearer's prompting. This isn't some measly effect restricted to the mundane or basic, no, magic can infused into any sort of technological device to enhance its functionality and give it a partially magical nature and powers. Even life may be infused with magitek technology like this, not only as cybernetics but directly as well. In this situation, it behaves a bit differently. The magic integrates itself into their body, becoming a natural part of them, allowing

them access to that magic system and enhancing them physically, but they must grow into it. They start at a much weaker level, where they have to practice and develop their connection to this magic to realize it fully. There's no upper limit to them beyond what the magic's system is capable of, but it can take time, and you can instead choose to infuse living things with a larger amount of magic to grant them greater magical ability much more quickly. Unfortunately, this can have dangerous side effects, as giving them too much to handle at once can lead to mental instability or even insanity, the severity rapidly scaling upwards the more initial energy put in.

1.8. Living Technology - 200cp – Tenchi Muyo!

Slice of Life: Jurian appliances are semisentient, from starships to entertainment systems to cookwear. You have the ability to control all basic devices of this type with just your mind alone, and have the knowledge to construct more with appropriate materials. You can eventually replace most interfaces with living wood input devices In later jumps, this enhances your ability to use and understand sentient or organic technology.

SpaceOpera: You have a knack for all forms of technology, and especially the kind that thinks. Sentient or not, you can convince devices to operate for you instead of their registered or passworded owners. Stronger security makes this process take longer, but you can essentially charm your way into a mainframe, instead of breaking a howevermanylong character password.

1.9. Smiling Goddess Leaves - 400cp – Tenchi Muyo!

Slice of Life: You are landed elite, and as such have not insignificant holdings across the galaxy. Every developed planet will have a small mansion suitable for someone of your stature. When you jump to another realm, you may either add this peopleonly space to your Warehouse, or let it place itself seamlessly into the current reality wherever it fits best. You automatically know where it is. Because you are landed elite, your family has arranged the finest, most beautiful/handsome warrior they can find to be your betrothed. They are however a veteran of some recent conflict...

SpaceOpera: You have a sapling 1st Generation Sentient Tree from the Royal Arboreum, which can serve as the core of a treeship. It has a number of other uses regarding Jurian technology. Most importantly, Jurian trees cannot die of old age, and neither can their caretakers. This young tree can keep you healthy and lets you heal three times faster outside of battle, as well as preventing you and one companion from aging. The tree will grow to maturity one hundred years after sprouting. Every year it grows, you may halt the aging of another companion. By the time the ten years are up, the tree can provide this benefit an infinite number of companions. After 100 years, the tree can age any linked beings back to the prime of their life and keep them there. As long as the tree is alive, You and connected companions cannot die of naturally accumulated old age. Because of this tree, your family hosts hundreds of parties a year, and you are expected to attend as many as you can afford to.

1.10. Precursor Bloodline - 100 cp/Legacy Lived - 100 cp, Require P. Blood x2 – 300 cp – Assassins Creed

Precursor Bloodline: You contain a greater than normal amount of First Civ genetics. Enhanced strength, agility, hand-eye coordination, speed and Piece of Eden attunement. Can be purchased up to three times.

Legacy Lived: Your blood is now concentrated enough to pass down knowledge and skills through inheritance or transfusion. You can also receive knowledge and abilities through transfusion of other blood to a lesser degree.

1.10.1. Iconic Item (Free)

Whether it is the Templar Ring, the Assassins Insignia, the Jumper's Jump-thing, or a sign of the Before Times, you must choose a symbol as your emblem and display it everywhere! On your hand, your hood, wherever! Oddly enough it never acts as a giveaway.

1.11. Nectar Pets - 200 cp - SimAnt

Your nest starts with several dozen Honey Pot Ants. These ants cling to the tops of special chambers and are content to gorge themselves on water and food to produce a sweet, honey-like nectar they can secrete for other ants. After the Jump, a large dirt chamber opens up in your Warehouse where you find a dozen of these ants hanging around. They can consume any biological matter plus water and turn it into ant nectar. If killed then the ants will respawn in a week.

1.11.1. Ant Telepathy (Free)

You can communicate with Ants! Even better, its for free!

1.12. Royal Chambers – 200 cp - SimAnt

You nest starts with an extremely large egg chamber that is heavily fortified and easily defensible. It starts filled with several dozen Worker and Warrior eggs and several Royalty eggs. After the Jump, an extremely large dirt chamber opens in your Warehouse. Inside is a bus sized Queen Ant that lays eggs that produce dog sized ants if she's fed properly. The Queen is attended to by a dozen nurse ants that take care of her needs and any eggs in the chamber. There are another dozen smaller side chambers where resources, eggs and larva are stored. The chamber promotes growth in juveniles where if properly fed will grow healthier and stronger then normal. This extends to other species which the nurse ants will take care of to the best of their abilities.

1.13. Soil Brain – 200 cp –Banjo-Kazooie

You can identify any type of natural ground and its properties. You become extremely capable in the science of geology and especially pedology. When fictional elements contribute to the ground, you quickly understand their properties and role in the environment.

1.14. Keeper of the Garden – 400 cp – Cave Story

Though it was forbidden to cultivate the red Flower, the skills to do so are in your reach. You have a thorough knowledge of how to grow the Red Flower in almost any soil, and you are able to discern the perfect conditions for growing any other supernatural fruits or vegetables you encounter. The conditions themselves may be overly specific or difficult to set up, but you certainly have knowledge of them.

1.14.1. Moonsong (Free)

Now the Cave Story soundtrack follows you wherever you go! Every song from the soundtrack is available to you and you can play whatever feels appropriate. As a bonus, you also get a constantly updated list of remixed tracks based on Cave Story music wherever you go. Ever wanted to hear Moon Doctor while traversing space? You can.

1.15. Eco-Dome – uttu – World of Warcraft

1.16. Conductors - 400 CP - Bastion

The Ura’s environmentallyfriendly answer to the Caelondian usage of Cores, these statues are usually placed in groups of four to provide stability and increase productivity in a small area. They require no power of their own, instead channeling the natural energy of the world to strengthen the natural order of things in the vicinity, improving crop yields, making stone more durable, purifying water, etc. PostCalamity, these devices are easily repurposed to keep the shattered remains of the Tazal Terminals together. You gain four sets of four of these statues.

1.16.1. Phonograph (Free)

An oldfashioned handcranked phonograph. Very sturdy, gives much higherquality sound than you’d expect. Has a single record with the full OST for the Bastion game, as well as several additional Caelondian and Ura folk songs.

1.17. Aura of Cultivation – 200 cp – Final Fantasy Crystal Chronicles

The Clavat are farmers at heart, and in their hands, all plant life flourishes. Though the Miasma has taken a toll on agriculture, the Clavat still work ceaselessly to ensure that seeds are sown, the fields are tilled, and the crops are harvested. Without fail, any seedling you plant will always spring forth hearty and strong, and from time to time, two plants will grow from one seed.

1.17.1. Crystal Principle (Free)

Each Crystal Bearer carries a single shard of Crystal on their body, and that crystal grants them full control over a single element of nature. Past Crystal Bearers have been known to control elements of fire, ice, wind, and such just to present some examples. It would seem that as a Crystal Bearer, you have a choice of the basic elements to establish control over.

The Crystal Bearer's control over his element is innate – something which begins from the moment the shard was present. However, his experience in controlling that element still requires sufficient usage and exposure, and without experience the level of control the Bearer has is very small. As the Bearer gains more control, it is possible to adopt more and more Crystals into their body, thereby strengthening the power they have over their chosen element.

1.17.2. Reactor Boost (Free)

When in the presence of a crystal reactor however, or any locale with a high concentration of magical energy, it becomes possible for the Crystal Bearer to freely manipulate the magic they possess regardless of their current state. Almost as if entering rampancy, the presence of a crystal reactor seems to drive Crystal Bearers single-mindedly forward, hyper charging their energy all the while. However, the true issue with a Crystal Bearer activating in the presence of a crystal reactor is the possibility for crystal spread. Reports have documented the occurrence where crystals have grown on a perfectly normal individual. As that occurs, the Crystal Bearer may accidentally cause the creation of another Crystal Bearer, though the element that this new bearer has domain and control over seems to be random.

1.18. Extraction Efficiency - 100 cp – Final Fantasy XIV

Judging from the state of Eorzea, the Carpenters and other tradesmen here have long since improved the efficiency of their resource collecting processes. From the record books, while the presence of Aether has helped a great deal, the harvesting practices put into place played a large part as to why the natural landscape is still the way it is today. Adopting those same practices, you've improved on the harvesting efficiency for all manners of things, not just restricted to trees - but other plantlife as well. So at least the plant doesn't simply die off after one round.

1.19. Rapid Growth - 200 cp – Final Fantasy XIV

You can't afford to wait years for a forest to regrow! By the time that forest grows to a state where it's ready for harvest, you won't even need the lumber to build your house anymore! No, in order to make it in time for harvest this season, you're going to need to draw on some more potent forces. It might be a little bit dangerous to use Aether in such a fashion, but by imbuing the saplings with concentrated Aether, you've successfully sped up the growth rate of the trees - to a point where you can harvest them again. Well, unfortunately, the trees did grow a bit bigger than normal, but you expect that's just a normal side effect from using concentrated Aether to grow things.

1.19.1. Soft Echo (Free)

The blessing of the mother crystal, the power of the echo shows up from time to time in different individuals all over Hydaelyn. Many see this as a "gift", as the powers of the Echo are very distinctive even in a world with such vibrant magic. However, there are those who view the bearers of the Echo as abominations. The Garlean Empire is an example of one such society where the Echo is not tolerated. In this initial state, should you choose to take it, the Echo's strength will allow you to understand the basic fundamentals of foreign languages, and with

time, you'll be able to pick up those languages faster as well. As a side effect of bearing the Echo, you grow more resistant to the effects of Tempering and similar mind control.

1.20. Viera Idol - 200 cp – Final Fantasy XII - RW

While we appreciate that you're admiring the statue, and it is indeed rather well sculpted, it's probably best if you don't waste all day standing about. Regardless of where you place it, it seems to emit a soothing atmosphere – as though you're standing in a quiet forest. It seems that people have used this as a shrine of sorts – and it has a natural effect on plants nearby, causing them to grow hardier regardless of physical condition. If that is the case anyhow, it would probably explain why some of the Purvama are practically tropical rainforests. It's neat to note that every so often, you'll find strange packets of seeds at the base of the statue – probably plants native to wherever you are at the time. Maybe if you had time you could plant these?

1.21. An immaculate silvery egg – 0 cp – Final Fantasy XII RW

An immaculate silvery egg, from which a wyrm that even gods fear is rumored to hatch. No one quite knows what lies inside - but there is a brood of them lying here. In time, the egg will hatch into an infant variant of the Yiazmat wyrm. There is a variant of the egg even heavier, requiring 3 men to lift, which hatches an infant variant of the Scion under the sign of Ophiuchus

1.22. Feather Dragon DNA – uttu – Fove Star Stories

1.23. SCP-107 - 100 cp – SCP Foundation

They say it looks like the top part of an upturned sea turtle shell; I say it looks like one of those mushrooms with an upturned, cup-like cap. Whatever you think it looks like, when you put a liquid in the top, it makes it rain whatever you put into it in a 10 kilometer radius around the object's half meter radius exclusion zone, which you can move, in real-time, by picking up the object and walking around. The more you put in, the more it rains, not just in duration, but in intensity; 10 mL produces an about twenty-seven minute drizzle, while 55 mL produces two days' worth of torrential downpour. Different liquids and quantities have a different effect on the plant-life in the area, with successful tests having been carried out on everything from tap water, to adhesive, to blood, even, of all things, urine. See testing log(http://www.scp-wiki.net/scp-107) for more information.

1.24. Herb Garden - 50 cp/ Fertilized Fields - 50 cp/ Gravistone - 100 cp/ Overgrow - 300 cp – 500 cp - Atelier: Arland Triology

Herb Garden: Fertilizing your fields always helps and having more nutrients in the soil means that you can grow more with less space. It might not be optimal exactly, but you'll see your plants grow in larger quantities, and bear better quality fruits and flowers. This can be taken multiple times to improve the quality further.

Your own personal herb garden, though you'll find that plenty of people in Arland seem to have one nearby. Perhaps it's due to how popular alchemists are in Arland proper, but hey, at least now you can stop asking that neighbouring girl for some herbs. You could always continue to hunt in the various dungeons for herbs – but this will give you a reliable measure to cultivate new herbs, something that won't be as easy in a dungeon. You may only purchase a single garden, though taking this option multiple times will double its size each time – it starts off the size of a small backyard garden. When it comes time for you to leave, just remember to take your garden with you – can't have children wandering about in the lot...not knowing what kind of things you'll grow.

Fertilized Fields: Fertilizing your fields always helps and having more nutrients in the soil means that you can grow more with less space. It might not be optimal exactly, but you'll see your plants grow in larger quantities, and bear better quality fruits and flowers. This can be taken multiple times to improve the quality further.

Gravistone: A stone that interferes with gravity, by using this in the construction process of the garden, you can rearrange your garden such that it will have levels. These levels are essentially floating platforms with which you

can plant even more plants – though working out the lighting issue is going to be a major problem. It naturally makes your garden bigger and allows it to grow towards the sky.

Overgrow: Overgrowth can be a dangerous thing, and when plants run amok, it isn't out of the realm of possibility to forget about it for a little while and come back to find a forest in place of your garden. Upon taking this option, your plants can freely expand outside of the garden's bounds – a concept which should be simple enough should your garden follow you throughout worlds. Be wary of how invasive your plants can become. In a bizarre twist however, should you choose to make the garden a standalone realm or merge it into a realm, it will slowly expand the domains as plants grow more and more. Certain realms, like that neat little warehouse you have, is far beyond this magic's capabilities, and will never increase in size. The creep is ridiculously slow, that you might not notice any change in a decade– but its growth is truly just a matter of time.

1.25. Blessing of the Land (Sindain) - 200 cp – Dark Cloud 2

This is a fresh land, full of magic and various spirits – and with the massmdisappearance of humans since the cataclysm, you could even argue that the monsters have the upper hand. Regardless of that, with the environment returned to its original state, now you have the opportunity to draw out the energies of the land. Depending on where you arrived, you'll find that the benefits shift slightly – and your starting location is discounted by half.

Sindain: The blessing of Sindain is the blessing of the forest, and with it comes the ability to cultivate life even from the smallest of seeds. Plants with any level of sentience also seem to rally to you on their own accord, and under your guidance they too will grow vibrantly. Should no plants be present, you can quickly bring seeds to life with your magic for a short time.

1.25.1. Master of the Trade 100 (First 1 Free)

In a world with so little people, every single skill a person has makes a substantial difference, regardless of how basic or esoteric that skill may be. Suddenly, skills such as fish breeding, animal handling, gathering can make the difference between life and death. For each time you purchase this, you can pick another skill that would be plausible in this world to master (Essentially mundane fantasy adventure skills) - the more specific and far-fetched the skill happens to be, the more proficient you will be at it.

1.26. Lafreisca Seed - 200 cp – Dark Cloud 2

A Lafreisca flower in bloom is a massive iridescent flower, which seems to generally stay in bloom for as long as both water and sunlight are available. While very pretty, its true function appears to serve as a habitat for a bizarre creature called the Rainbow Butterfly. By growing the flower, you also apparently bring forth this insect inadvertently. It's rather benign and actually sapient to a degree, though it can only remain so within close vicinity of where the flower is planted. An excellent caretaker of plants, its presence seems to accelerate the spread of plants substantially.

1.27. Royal Flower Garden – 200 cp – Dark Cloud 2

A garden fit for a Queen...or an Emperor for that matter. Always in a pristine condition, you'll find that whatever is planted here grows more vibrantly – but planting seeds here is not a mere physical act. Every time a seed is planted by an individual, it carries a memory as well, and over time as the seeds flower and bloom, people who come to see these flowers can relive those planted memories as well.

1.28. Teleporters – 200 cp – Dark Cloud 2

Perhaps a strange deviation away from a rail network, this construct project sets up a series of teleport pads all over your settlement, allowing your people to hop from place to place with ease. Ideal for very large settlements.

1.29. Net Sphere Reformation Device - 600 cp – Blame!

Perhaps what one could call the Net Sphere Engineer's best friend, the Reformation Device is intended to allow the Engineer to directly interact with the Net Sphere environment, but it's entirely possible for the Engineer to "reverse" the process and recreate the virtual environment in the "real space". Granted, it's still a virtual environment, so to some extent it's a glorified holographic emitter – but of course, that wasn't its true purpose.

The Reformation Device was made to recompile the Net Sphere, piece by piece, and wherever its bearer goes, with the right resources it becomes possible to create your own Net Sphere framework – essentially a virtual world that you can regulate access to and from. What will you do with these virtual worlds? Well...you are the administrator, so it's up to you to decide. Any world that has reached the level of technology to develop an interconnected telecommunications network will suffice, but the infrastructure and regulation are things you'll have to work to construct and reinforce.

1.30. Fruitful Bounty - 100 cp - Actraiser

Your touch with plants is remarkable, as well as your eye for what is safe to eat or not. You can now tell right away the edibility and taste of any fruits, flowers, roots, or plants you come across. As a side effect, you can also tease plants into being more fertile, producing more fruits and seeds than they normally would.

1.31. Starro-tech Notes – 600 cp – Young Justice

These notes detail the research Professor Ivo, Brain, and Klarion the Witch Boy took in order to create Starro-tech; a combination of technology, magic, and an ancient alien organism. With time, and some studies of your own, you may be able to apply the principles of Starro-tech to your creations as well, creating technology and creatures that have features of living beings, magic, and technology.

1.31.1. Costume (Free)

You have an expertly made costume of your design. It's not that much more protective than normal clothing, but it's very iconic. If it gets destroyed or lost, a new one will appear in your Warehouse, with any modifications you've applied to it intact. You may choose to import an existing costume or outfit for free.

1.31.2. Souvenir (Free)

After major battles/missions, you always seem to find an item or trophy that you can take that's pleasing to look at or of some (sentimental) value.

1.32. Gardener - 200 cp – Max Max

Even in the Wastes, life can bloom. And under your care, it's almost certain to. Despite the radiation, lack of water, and similar attendant problems, you are able to grow a crop given enough time and labor. If you have seeds, you can start life.

1.33. Cherry Blossom Grove – 200 cp – Fire Emblem Fates

The plants of Hoshido show the beauty one can find in the world; and now you can have access to such a scenic space available at all times. This grove can always be accessed by you through other extra-dimensional spaces you may possess, such as a My Castle. Such a calm place will be a huge asset during periods like this with senseless conflict, as any time spent relaxing or introspecting here will ease stress and generally provide a sense of tranquility.

1.33.1. Armed (Free)

A quality weapon option of either of Lance, Sword, Axe, Daggers, Tome, Bow, Naginata, Katana, Club, Shuriken, Magic Scroll, or Yumi. Basic training in the use of the weapon is included should you have a history in this world.

1.33.2. Outfitted (Free)

A practical and stylish set of armour that showcases the path you've chosen or a possibly less-practical but even more stylish outfit that offers more limited protection (and possibly less covering if you're looking to show off). (your choice)

1.33.3. Deep Trouble (Free)

Should you form a romantic relationship with a member of the opposite sex in this world it will result in one child and for better or worse the safest place for them is the mysterious Deeprealms. Due to the unusual time properties of such pocket dimensions they grow out of childhood quickly. Though it may seem like they're growing up far too fast rest assured they'll have a fulfilling childhood that takes just the right amount of time from their perspective. Do remember to visit often while they're growing up as time between visits will seem exceptional on their side of the Deeprealm barrier. If your relationship is with a canon character who is fated to have a certain child, you will be the parent of that child in addition to your own, singular, child. Despite your best efforts, danger will come to their Deeprealm and it will be clear your child is safer with you. After the jump concludes you make take your spouse and your kids with you as a companion that share a single companion slot. When imported, a background and powers can be applied to any one of them, but are not shared. While a spouse of the same gender is an option, no children will be result from the union without a heavy hand of divine intervention.

1.34. Black Rose Garden – 200 cp - Fire Emblem Fates

Places where you can achieve peace of mind in Nohr are few, but now you'll have one. These immaculate beds of dark roses will always be well-maintained with a subtle yet sweet aroma that can help remind you of the goals you're striving towards. Simply meditating or relaxing in this space increases your resolve and dedication to your ideals. It may be incorporated into any extra-dimensional spaces you possess for easy access, such as My Castle.

1.35. Apiculture Networking -50 cp - SBURB

A curious mix of beekeeping and computing, you have series of Beehive Mainframes made from silicomb to use for running complex programming and producing Mind Honey, which when ingested causes heightened awareness and psionic powers to go out of control.

1.35.1. Sylladex, Fetch Modus, and Strife Specibus (Free)

You get your very own Sylladex, with a single standard Fetch Modus, a Strife Specibus with a simple weapon of choice, and four Captchalogue Cards for free. Oh, you don't know what that means? A sylladex is much like a game's inventory, except instead of storing every item (or stack of similar items) in a single pocket dimension, you store each in their own Captchalogue Card. Your fetch modus is the method by which you take you take objects out, which might be as simple as an Array Modus to only allow the last object put in to be retrieved, or as obtuse as an Ouija Modus that allows the spirits of the dead to pick and choose what to retrieve from it. Meanwhile, a Strife Specibus is specifically for the storage of weaponry, and will only accept one kind of weapon. As a trade-off, you can store as many of those weapons as you want in there. Perhaps yours will be Hammers, Rifles, Spoons, or even Cakes. Whatever it is, simply having the Specibus for it in your portfolio means you can use it as a weapon on a basic level, though perhaps not expertly.

1.35.2. Alchemy Machines (Free)

These machines will be the basis for your use of Alchemy, with which you can create and combine a multitude of useful items throughout your time here, and perhaps beyond that... as long as you have Grist to pay for what you want to Make. Since these are necessary to even start your game, they're even free... beyond the cost in Grist to construct them of course.

1.35.3. Symbol Shirt (Free)

If you're a human, you get a single perfectly fitting white shirt with a symbol of your choice on it. If you're a troll instead, you instead get a black shirt with your sign on it, in a color matching the color of your blood.

1.36. Green Thumb – 200 cp – Origin Spirits of the Past

When the memory-package given to you by the Forest installed itself, you gained a large amount of knowledge in botany and related fields, allowing the identification of plants with great accuracy, being able to fashion rudimentary medicines and chemicals from them, and helping you make them grow and prosper in an appropriate environment. As you search those memories in depth, you find a strange quirk inside, allowing you to apply this knowledge to extra- terrestrial species.

1.37. Voice of the Forest – 400 cp – Origin Spirits of the Past

From your connection with the Forest has spawned a strange ability. Your voice carries weight and enables you to gain the ear of otherworldly spirits and minds, allowing you to attempt to sway them to your needs. This ability only ensure that whatever being you may wish to contact will hear what you have to say, not that it will care or even be happy about being contacted.

1.38. Nature Spirits – 600 cp – Origin Spirits of the Past

From your memories given to you by the Forest, you have learned how to awaken the latent intelligence buried deep in nature, allowing you to give any plants a certain amount of consciousness and to use the large amount of energy they will generate (for example making them grow very fast, or siphoning it to power some machine). Though you should probably be very careful, because while those plants may become intelligent, they shall always have self-preservation as their first goal and they will become exponentially more intelligent the more awakened plants are in proximity, with potentially disastrous results....

1.39. Growth Accelerant - 300 cp – Origin Spirits of the Past

You gain a small vial filled with a sample of the growth accelerant used by Shunak to make the plants of the Moon grow much faster, accidentally creating the catastrophe that destroyed a part of the Moon and ravaged the Old World. While turning it around in your hands, you see a sticky note and a small data disk taped to the bottom. Reading it says “Enclosed on this data disk lay all my notes on the experimental growth serum that will soon be used in the Main Lunar Biosphere to accelerate plant development. This will prove a great advancement to the field of genetic engineering, recorded for posterity. Signed: Primary Assistant-Researcher Shunak”. Those notes may enable you to rework the serum to make it less virulent. For 300 CP, you will directly get a stable, much less aggressive serum that simply allows plants to grow very fast.

1.40. Worldsinger - 400 cp – Warhammer 40k - Craftworld Eldar

The craft of the Bonesinger is mighty indeed, yes – but as there are many notes in a song, so are there more uses for music than Wraithbone alone. In the way the Bonesinger shapes Wraithbone with psychic energy and their voice, so do you shape the green and growing things. Vegetation springs from the earth, seemingly from nothing, at the sound of your voice, molding itself to fit your needs. Should you grow hungry, bring forth fruit. Should you grow hot, bring forth shade. Should you grow weary, bring forth a bed of leaves. All these shall heed your song.

1.40.1. Guardian Training (Free)

Everyone serves the military at one point or another. However, Guardians are civilian militia called to put on their war masks for the Craftworld. Basic training includes instruction on how to move and shoot with great accuracy, how to read maps, set up ambushes, and basics of hand to hand combat. Compared to the average Imperial conscript, your basic training is of far better quality, as individuals are valued more alive than dead.

1.40.2. Psychic Race (Free)

All Eldar are psychic, putting them in the low psychic ratings naturally. The benefits include telepathy, limited clairvoyance, and limited telekinesis. Their minds glow bright within the Warp; if a Human Psyker is a flashlight in the dark, an Eldar is a strobe light in the dark. The Path system and their spirit stones keep their souls safe from prying monsters of the warp.

1.40.3. Eldar Physiology (Free)

A quick glance will tell you that an Eldar is much like a human. However they are a genetically engineered race of beings, created to be near perfection. Such must be the case for those forged by the Old Ones to destroy the Necrontyr. Their bodies seem to be stretched, and wiry muscles do not lose tone from lack of use. Their eyes are almond shaped and glimmer like jewels, capturing every available light beam and reflecting it back - not unlike a cat's eyes, which grants them superior senses in low light conditions. Additionally, their ears are incredibly sensitive to sound, vibrations, and temperature changes. Lastly, their reflexes and speed are unmatched by anything the Imperium of Man can muster, save for Officio Assassinorum killers.

1.41. Chaw – 100 cp – Guardians of Gahoole

Guardians-in-training take one or more courses - Chaws - to provide education. You have graduated one of these courses; choose one from the following list. You can purchase this perk multiple times, for a different speciality each time.

Ga'Hoolology - Care of the Great Tree, farming and botany.

1.41.1. Instinct (Free)

You have the animal instincts to operate your animal/bird body and survive in the wilderness – if you are an owl, it includes such as the ability to eat (and keep down) a raw mouse, preen and care for your feathers, regurgitate a pellet, and get an idea of how to fly. Small animals have predator-avoidance instincts, bats know how to sense with echolocation, etc.

1.41.2. Prehensility (Free)

The birds don't have 'feather fingers' here – you'll have to rely on your feet to hold things if you have wings. Fortunately, you can use your feet and beak with the same aptitude as you use your hands – writing, painting, holding objects, even typing if you had a keyboard.

Tree Flora

2.1. Eywa Trees – Uttu – J.C. Avatar

2.2. Sapient Pearwood - 300 cp - Discworld

You have a large object, up to wardrobe size, made out of well-crafted Sapient Pearwood. This wood is extremely strong and tough, dense enough to be unmarked by sword blows and untouched by centuries at the bottom of the sea. The high magical radiation in which these trees are grown also make them totally immune to any and all magic known on the Disc, and makes the tree sapient and capable of locomotion (and even more oddly, reproduction) even after being harvested. It will follow you anywhere, and serve you as well as it can, counting as a Companion in the future. Oddly, despite its immunity to magic, Sapient Pearwood serves as an excellent magic channel; many a wizard would kill for a chance to get their hands on a large wooden staff, especially if it has a large knob on the end.

2.3. Seed of Yggdrasil - 300 cp – Final Fantasy XIII-III

Far above Nova Chrysalia, a tree rests in Bhunivelze, counting off the time until the end. Feeding off the spirits and emotions of those that the Saviour rescues as well as the dead, it grows bigger and brighter, simultaneously expanding the lifespan of Nova Chrysalia by a bit. With a bit of work, you've figured out how to mimic it...somewhat. Figuring out how to grow it was one thing - figuring out how to conjure it was another. What good was a tree going to be if you couldn't bring it along with you? The tree can be offensively enhanced, with options ranging from conjuring its roots out from beneath the ground to temporarily giving the tree the capacity to move. The tree's fruits however, which take a ridiculous amount of time and souls to grow, can extend one's lifespan significantly. It won't help save a world as the original Yggdrasil's fruits may have, but at least it'll give somebody a bit more time to do it.

2.4. Branch of a World Tree – uttu – Tales of Symphonia

2.5. Health-increasing Fruit – uttu – Shadows of the Colossus

2.6. Lizard Detection Stone – 100 cp – Shadows of the Colossus

A stone shaped like a lizard. This useful stone allows for lizards and stamina boosting white-tailed lizards to show up on your map if there are any in your immediate area.

2.6.1. A Horse (Free)

A trusty steed to carry you around. General design is largely up to you.

2.6.2. A Map (Free)

A map of the Forbidden Lands. Try to keep it tucked away somewhere.

2.6.3. An Ancient Sword (Free)

A sword that appears to be unremarkable. It glows faintly.

2.6.4. A Bow (Free)

A bow with no quiver. To fire arrows from this bow all you need to do is desire an arrow and one will appear between your fingers ready to be fired. All ranged weapons act like this.

2.6.5. A Set of Clothes (Free)

A set of Wander's clothes fitted to you. Surprisingly resilient to most forms of damage.

2.6.6. A Sack of Rations (Free)

A couple days worth of dried meat, fruit, and water. This land is not really fit to support much wildlife or edible vegetation so don't lose these.

2.7. S2 Engine/Organ – 600 cp - Evangelion

You have an S2 engine or organ, which in general terms, means you have an infinite energy tap for which to power your mechanical, electrical or organic systems. Note that this is not infinite power most S2 devices have a cap on how much they can exert at any given instant. In practical terms, an S2 engine can supply a rough equivalent to a modern nuclear power plant. Evangelions and Angels gain exceptional AT field capability, allowing them to exert greater feats and realitywarping efforts. This option also waives the need for power cables, and Evangelions no longer have a battery life that drains from basic motion or ATfield use. There is an inherent flaw though: An S2 engine/organ is your Core, and if it is damaged extensively, it will explode.

2.7.1. Infinite Supply of Tang (Free)

You have an always full can of Tang Orange Juice drink powder, which never goes bad and always mixes perfectly.

2.8. Gourmet Cells – Free - Toriko

Gourmet Cells are special, highly adaptive cells first discovered and harvested from the Gourmet Jellyfish by the "Bishokushin" Acacia 605 years ago. The cells have extreme regenerative and strength-enhancing qualities, such that when implanted into the cells of another living thing they can enhance it in various ways. When Gourmet Cells are implanted into an ingredient, for instance, its flavor improves drastically, though it may become more powerful and difficult to capture as well. An individual's Gourmet cells 'evolve' when they consume delicious foods that suit them and the 'tastes' of the cells; this enhances the strength of the user and their abilities. Certain individuals can also develop new abilities or resistances as a response to harsh new environments, instantly creating adaptations which allow the user to survive. Training one's Gourmet Cells to adapt to a variety of such environments is an integral part of training to survive in the Gourmet World.

2.8.1. Basic Cooking Skills (Free)

Jumping into a world that revolves almost entire around food without some basic cooking skills would be a horrible idea. This skill covers all the basics and you are now adept at not turning simple meals into charcoal. You can safely boil water, grill meat and bake things.

2.8.2. Basic Cooking Utensils (Free)(Can Only Be Taken Once)

In a world devoted to finding and eating the next new taste, something as simple as the basics is needed for every chef and hunter. You don't get a whole lot for basics aside from a good ladle and a couple knives.

2.9. Genesaur Sample – uttu – World of Warcraft

2.10. Yggdrasil – Free – Age of Ice: A time of Heroes

The first living thing ever to exist on Erebus, Yggdrasil, the first tree, remains undimmed and unharmed by Mulcarns ice, the branches of the great tree shielding an area hundreds of miles across from the frost and snow, miles after mile of verdant forest that exists in an eternal half twilight, the sunlight filtered by the leaves of the great tree and leaving all under its boughs in half shadow.

Lakes and cities and even farmland exist in and on and between the great branches of the tree, clouds crashing into the very top of the mighty plant, and down on the ground amongst the roots strange plants and fungi thrive, things found nowhere else.

The fruit of Yggdrasil are massive nuts the size of a mans head. They can be refined with ease into Nature Mana, and the meat of the nut is truly incredible. As the progenitor of all plants, the nuts each taste different, as exquisite as they are unique, flavours hinting at fruits and crops yet to exist. A few mouthfuls of the delicious stuff is enough to sustain a man through a week of backbreaking labour and he can expect injuries, aches, pains and exhaustion to fade as he chews.

If the seeds are planted, while they will not grow into another Yggdrasil unless the first is somehow destroyed, they will sprout into whatever plants the planter would find most useful, root vegetables for the hungry to massive shade giving palm trees for those trapped in the glare of the desert sun.

2.11.Tree of Plenty Seeds - 250cp - HunterxHunter

A pack of seeds that'll grow into a Tree of Plenty, a rare tree that is always full of different fruits each morning. The tree will be fully grown in 3 years after planting and will produce fruit daily after that. There's gonna be a lot of fruit, and everything you don't pick is erased at the end of the day. Every 5 years the tree will produce a golden apple which will grow into a new Tree of Plenty if you plant it.

2.12.MUSHROOM ME - 400 cp – Alice's Adventures in Wonderland

This mushroom grows or shrinks you to tiny or gigantic heights depending on which size you nibble from. Buying them once will allow you to grow them on other worlds or in a nice botanical garden which all respectable people should have.

2.13.Nursery Blueprints - 300 cp – Space Pirate Captain Harlock

These instructions, encoded on a memory crystal of some sort, reveal the perfect environment for the sort of plants that the Mazone are born from, and how to create such a nursery on a starship. Now if only you had the raw materials to build this, maybe you could get a small Mazone force growing. It seems that they take as long as humans do to reach adulthood, though.

2.13.1. Flight Suit (Free)

Whether a sleek Mazone suit or the bulkier pressurized human space gear, this suit leaves you ready to take to the stars in a fighter craft!

2.14.Golden Tree – uttu – Endless Legend

2.15.Life Tree – uttu – Endless Legend

2.16.Massive Tree – uttu – Endless Tree

2.17.Kypar Tree – uttu – World of Warcraft

2.18.Elemental Pollution (Wood) - 400 CP – Captain Planet

You can temporarily imbue a given sample of your Element with the ability to replicate itself. For the next thirty minutes or so, any inanimate matter touching the affected sample is converted into more of that Element. This conversion is slow, but a larger sample obviously will convert faster, as it has a larger surface area to touch things with. Generally speaking, a sample will triple in size over the course of the thirty minutes, although using an Artifact of Power can accelerate the process. In order to target a sample for this ability, you must touch it, unless it is harmful to touch, in which case you must simply be close enough to touch it. You may not effect a sample more than once, and all samples you effect may not exceed a size of roughly two cubic meters.

Using this with mental Elements requires you to touch somebody currently feeling a great concentration of that Element. It will spread to anyone around them, giving them an infectious aura of goodwill/hatred/curiosity for the next thirty minutes, and giving anyone affected the same ability. These emotions fade when the ability ends.

2.19.Myrrh Tree Seed - 200 cp – Final Fantasy Crystal Chronicles

Don't ask us how we got a hold of this seed, we already have a memorial for everybody who fell in the process of procuring it. Planted into the ground,it can take years for even a sapling to appear, but at the end, a Myrrh tree will spring out without fail. The droplets of Myrrh provided by a Myrrh tree will rejuvenate any crystal, and while a Miasma filled atmosphere is generally detrimental to their growth, in a conditioned environment a Myrrh tree could potential create a pool of Myrrh droplets just by itself.

2.20.Eye of Nidhogg – uttu – Final Fantasy XIV

2.21.Cache of Galbados, Partial Fragment - 300 cp – Final Fantasy XII RW

The legend of the Cache of Galbados goes such that its maker sealed a portion of his own spirit into the stone. You can't be sure whether it is his spirit or not, but whenever you draw near to it, you can feel an odd burning sensation – and you'll feel compelled to move to a certain place. The problem is that following your instinct on this usually leads you in circles. However, with greater exposure to people, the stone seems to charge up. The moment it makes contact with some form of technology, the energy collected inside seems to surge into the technology – enough to even animate it for a certain amount of time. Based on what sparse documents you could find, you'll find that this stone was supposed to act as an airship's reactor. But what kind of airship runs on emotions? It seems that even if you charge it extensively, it only allows a machine to run for about an hour at amped up rates - guess it being a partial fragment was a problem after all. Maybe if you could find the rest of the fragments, you could reassemble it to form a complete crystal? Perhaps a complete crystal could fuel a machine infinitely – you can only presume that was the intention anyways.

2.22.SCP-143 Sapling - 200 cp – SCP Foundation

The Bladewood Grove is a couple hundred Japanese cherry blossom trees with blooms of glassy, blade-like petals that are razor sharp without any added weight, and wood that is no heavier than regular cherry wood, but gray-fleshed with an incredibly smooth grain. Both of these products reach up to 5,000 HB on the Brinell hardness scale; for reference a normal hardwood ranks about 2.6-7 HB, annealed 18-8 stainless steel ranks at 200 HB, hardened tool steel at 600-900 HB, and glass at 1,550 HB. The closest to its own hardness is rhenium diboride, a synthetic superhard material designed to have hardness nearing that of diamond, which is used in the Brinell scale to determine hardness, ranking at 4,600 HB; SCP-143's materials' weight to strength ratio surpasses that of Titanium, the material being as hard as it is and nearly 15% lighter than pure aluminum. Because of this, its materials are incredibly hard to work, and require heats in excess of 1,500°C just to fuse pieces of the material together. In addition, due to the nature of the plant as a very slow grower, its materials are hard to harvest, though its petals are shed regularly, falling twice every year. You receive one, a sapling, in a small pot; comes in both standard and bonsai forms and, as it produces no fruit, and thus no seeds, includes instructions on how to safely perform own-root propagation, for if you want to grow -another. ---

2.23.Golden Apple Seeds - 300 cp – Xena – Hercules The Legendary Journeys

You have a handful of apple seeds from a divine tree. A single bite of one of the apples grown from these will cure any mortal ailment, from disease to disfigurement. Consuming a whole apple will

grant the eater immortality, becoming ageless and able to recover from horrendous injuries. From a botanical perspective these are no different from ordinary apple seeds, but they cannot be cultivated by mortal creatures (or mortal creations) nor will they grow in a mortal realm. As it was created by Jump-chan, the cosmic warehouse is a suitable place to plant them, but by itself, being a Jumper does not count as being more than mortal.

2.24. Time Flow Seed – 200 cp – Atelier: Arland Triology

A seed that accelerates plant growth in its immediate vicinity. It may never flower, but its effects don't go away unless the seed is removed from the area. Be very careful that it also accelerates wilting for plants that go through such processes.

2.25.Eden Seed - 200 cp – Dark Cloud 2

In contrast to the Lafreisca flower, these fruit of Eden plants seem rather diminutive, but each fruit borne contains a massive amount of vital nutrients, enough to rejuvenate a person from near death, and even add a year or two to their lifespan. Unfortunately, they need to be grown in a very controlled environment, perhaps explaining why they aren't just found everywhere in the wild. One would do well to note that even given optimal conditions; typically Eden plants don't yield more than one or two fruit per harvest cycle.

2.26.The Eye of Set – 600 cp – Sword and Sorcery

A gleaming emerald jewel said to be shed by the serpent god himself. This is no mere jewel however, for it is a focus of incredible arcane power. It may be used for any mystical or arcane working, acting as the perfect channel and tool for any occult act and magnifying the power and magick up to tenfold. This alone is enough to set a conjurer of average skill head and shoulders above all but the greatest of his peers. With this even the greatest of workings is potentially within an occultist's grasp. They need only strive to make it so.

2.27.Tea Tree Bonsai - 200 cp – Kingdom of Loathing

A small tree capable of producing the best brews in the land. Highly effective and stimulating, they soothe the mind and body in preparation for fights with small buffs. Of course, you could drink vastly superior, though not as beneficial, coffee instead.

2.27.1. Beginner Go-Pak (Free)

Not much, a campsite, a drink mixer, a hotplate, and a Familiar-Grotm Terrarium for any pets you find along the way.

2.28.Erana's Tree- 400 cp – Quest for Glory

Far greater than a single fruit, you receive a sapling tree blessed with Erana's Power. Plant this tree in a peaceful garden and within a year not only will it bear half a dozen fruits per day, but will cultivate a powerful aura of peace and tranquility for all that rest near it. The more love the tree sees, the faster it will grow; in time, it will bear seeds of its own to plant where you will. Like the respawning fruit above, the fruits picked from the tree lose their potency after 24 hours, but will regrow on its branches by the next day.

2.28.1. Basic Gear (Free)

A set of trail rations, good for a week. One water canteen. One sturdy pack. One basic grooming kit. One basic first aid kit. One course and sturdy blanket.

2.28.2. Heroing Outfit (Free)

You receive, complementary, a full set of genuine, original, heroing clothes from the Famous Adventurer's Correspondence School! Three pairs of purple socks, three pairs of heroic undies (with your choice of pattern!), one pair of bright green pants, a red cloak, two white undershirts, a tan tunic, black belt and black boots (see images above for the full look). All of the clothing is well made and quality, and seems to never wear or become dirty. It can be damaged and pierced normally, but somehow seems to be fine the next day. Brownies, maybe?

2.29.MTT-Brand Always-Convenient Human SOUL Substitute – uttu – Undertale

2.30.Complete Net Terminal Genes - 600 cp – Blame!

The legendary Net Terminal Genes, the necessary catalyst to halting the rampant Builders and perhaps the key to bringing any sense of order back to the City. At a glance under any standard electron microscope, you'll realize that this is basically no different from human genetic information – it's human DNA. But if you continue to observe it closely, you'll notice that despite the overwhelming similarity...there's something peculiar about the way the strands are linked together. Something...alien.

The Net Terminal Genes can be integrated into any human life form, and is intended to allow the individual to interface directly with any cybernetic or virtual system. More importantly however, it allows them to directly control the Builders while bypassing Safeguard regulation checks. With time, you might be able to determine the secret behind these genes, and adapt them to other genetic material you have on hand. Making them in a laboratory...shouldn't be out of the question.

Should you possess this – you'll find that a certain man in a black suit seems very keen on protecting you, and even the Safeguard will think twice before attacking you. Not that it'll actually help with the Silicon Life.

2.31.POWER TREE'S SEED - 100 cp – Gravity Rush

A native species of the Rift Plane, these trees bear an odd shining fruit which seems to bestow upon Shifters new capacities for their gravity control abilities. With enough consumed, even a non-Shifter may be eventually capable of grasping the very basics of what a Shifter may do, but the growth of these fruits takes quite a long time – and likely it is the sheer concentration of magic within the Rift Plane which stimulates their growth.

2.32.Sword of Mana - 800 cp Legend of Mana

This sword has the will to shape its own destiny. It is said that an air disruption follows this blade, and if you listen closely, you can hear the air around it hum. In its artifact form this item serves as an incredibly powerful blade, superior to that of any other weapon you may purchase here. When planted however, you will bring back the Tree of Mana itself, or what's left of it. It has been slowly healing over the years after it burned down. You will have to free the Mana Goddess who resides

here from her corruption in order to heal the Mana Tree. By free I mean you're going to have to kill her. Good luck.

2.32.1. Mailbox (Free)

Everyone has to start somewhere. Might as well start at home. A nice cozy home built into the base of a great tree, this will serve as your base of operations for the duration of your stay in this world. It comes with a library (with encyclopedias that will automatically fill up as you learn more about the world), a monster corral, and a magical orchard (which you can access once you get rid of the weeds), as well as a building out back with room for three different workshops. By doing favors for people you might get someone to build these workshops for you, or you can purchase them here. As an additional note, you should talk to the Sproutling that lives in front of this house. He might have something useful for you. You may have the house and all its addons become part of the warehouse after the jump in the event you don't want to replant it every time.

2.32.2. Starting equipment(Free)

You can't exactly be expected to defend yourself with your bare hands (unless of course that's just your style). This package includes a simple bronze weapon of your choice and some bronze armor. Possible weapons include a pair of knives, a onehanded sword, a onehanded axe, a twohanded sword, a twohanded axe, a hammer, a spear, a staff, a pair of gloves, a pair of nunchucks, or a bow.

2.32.3. Abilities & Techniques (Free)

This is your basic combat package. You gain proficiency in wielding all the regularly used weapon types wielded in this world (plus the basic special techniques for said weapons), as well as the knowledge and skill to pull off some basic combat abilities. You have the potential to learn all other abilities and techniques given time and practice.

2.32.4. Synchronize (Free)

United you and your companions stand. This is an interesting passive ability that only activates when in close proximity with an ally, and it affects said ally as well.

2.33.The Stairway to Heaven - 400 cp – Heaven's Lost Property

It's not enough to be able to use Synapse's technology, you need to be able to understand it as well. Angelroids might be the most convenient way to make use of it, but maybe you have some better ideas? You can now construct the various modules that Angelroids use independently, from weapons to scanners, so long as you can give them an alternate power source. You also gain full understanding of the portals between Earth and Synapse, and how to construct your own with the right time and materials. These Gates create permanent portals connecting between two locations you can access normally, so long as the Gate itself isn't damaged by the environment (dimensionally-distorted places, black holes, and stars are all invalid). The Gate can be triggered by a single phrase, item, or gesture of the creator's choosing when they are both complete.

2.34.Tools of Daedalus - 600 cp – Heaven's Lost Property

To serve them, whether as soldiers or housekeepers, the people of Synapse created Angelroids and other technological wonders. You now gain an understanding of how to build, program, and manufacture First Generation Angelroids of your own. While they will start out purely as mindless

constructs, you will eventually be able to construct your own with emotional capacity and intelligence...or perhaps raw destructive power. You also gain an understanding of artificial intelligence, and how to ensure it matures in a way that the fruits of such labor will love their creators instead of hating them. With time and study, perhaps even the secrets of the self-evolutionary program, Pandora, and Second-Generation Angelroids will be within your ability to recreate...

2.35. Incubation Pod - 600 cp – Heaven's Lost Poperty

As Angelroids are bio-mechanical by nature, they can be grown and made...or perhaps even change a previously-ordinary human being into one. This is a human-sized capsule with room for one, with a control panel attached to it. Anyone who voluntarily enters the pod and has the panel activated by a second party will be steadily converted into an Angelroid. The subject is unconscious and unaware of the process once it has begun, only waking if released prematurely or when the process is complete. If the volunteer is an ordinary human, this process takes a month to complete. A Synapse Resident will complete the change within an hour. When they emerge, they will have wings and the Imprinting System installed, along with a single Angelroid perk with a base price below 400 of the creator's choosing. Any other upgrades will have to be built and installed by either the creator or the newly-created Angelroid themselves, and they will find any technology they can build is easily adaptable to Synapse technology. With the Tools of Daedalus perk, this Pod can be used to create Angelroids from scratch under the same conditions. Angelroids created using this Pod will not count as Companions, unless they were already Companions before being converted.

2.36. Tree of Life Sapling – uttu – SCP Foundation

2.37. Seed of Ga'Hoole – 200cp – Guardians of Ga'hoole

You possess a seed from the Tree of Ga'Hoole. With time and nurturing, this seed will grow into a huge, twisted tree with many internal cavities within its trunk, branches and even roots, and providing delicious milkberries and noots (nuts). Fully grown, at human scale, it seems merely an exceptionally large and twisting tree, but at owl scale it's the size of a small town. After several decades, it too will produce viable seeds.

Atmosphere Flora

3.1. Gaia Class – 300 cp – Light of Terra part 2

An unforseen result indeed. The terraforming machines seem to have collided with an unknown Eldar artifact of some kind. Both were destroyed, and now the air itself seems thick with some form of essence, while overhead psychic energy corruscates through belts of powdered Wraithbone that float high in the sky. Your people will find themselves growing healthier, graceful and more in tune with the world, their lifespans massively extended. The world itself will become akin to paradise, the trees and plants thick with food, the water sweet like nectar.

3.2. Psitanium - 200 cp - Psychonauts

A 50 lb. chunk of Psitanium (also available in arrowhead collection form), an extraterrestrial psycho-reactive metal that makes psychics more psychics (and unstable people more unstable) over prolonged exposure, appears in your Warehouse each year. If not worked into a new item and instead

carried around, it will instantly return to the Warehouse if it has become lost or destroyed. Arrowheads can be spent at the Camp Store.

3.2.1. Merit Badge Belt (Free)

This camp sash will allow you to display your Jumper powers/skills as merit badges. This has only a cosmetic effect, but might impress some people if you explain that each one is a super power, area of science/magic/martial arts, or other skill. Despite being properly fitted to you at all times, it always has space for each badge.

3.3. Psycho-Science - 400 cp - Psychonauts

You are familiar with everything from the cutting edge to the earliest tests of the Psychic Sciences. You know how a Brain Tumbler works, how to construct a Geodesic Isolation Chamber, how to make your own Psycho-Portal (most available ones will include a built-in block to protect underage minds from being entered), how to build Psychic Death Tanks (and properly store brains so they stay alive and can be easily transported), and how to make people sneeze out their whole brains and stay alive using nothing but a pepper mill! That last one doesn't work on people with a stuffy nose though. Also comes with knowledge of how to put brains back inside a person's head.

3.3.1. Basic Braining (Free)

You have training in mental obstacle courses, an ordeal that instructed you in the basics of acrobatic feats (jumping, trapeze, and the art of the double jump), psychically-assisted hand-to-hand combat, sorting another's mental baggage, and accessing someone's mental vaults. As an added bonus, you are less disoriented by astral projecting or entering someone's mind.

3.4. CHEAT MODE – Fire Ant! (Water) – 1000 cp - SimAnt

You chose an element to become immune to, can consume your element to survive an power your elemental abilities, and can increase your range, damage, control and movement speed with time an practice.

Water – You gain aquatic attributes. You can freely breath under water, shoot jets and bullets of water as long as you have some stored up, and swim through water at your normal pace. With enough practice you can even extend this property to Ice and skate along it, burrow through it and coat yourself in it. In time, you can learn to store other liquids in your body to use, mix, separate or secrete as needed. You are not inherently immune to what you consume. Over time you gain a fluid like flexibility letting you contort, twist and enlarge or shrink your body like a balloon based on stored fluids.

3.5. Feel It Out - 600CP – F.E.A.R.

Your ability to understand machines and designs are more than just knowledge, and anyone who follows your work would know this well. You have a subtle psionic ability to 'understand' the machines and items that you physically touch, to the point where you can understand how it might work. More importantly, what you could do to also make it better. Naturally the more complex or esoteric the item is, the more drastically the time needed increases. But the more information you collect the more ideas and methods you can formulate to begin working.

3.5.1. Paxton Fettel (Free)

There can be some pretty odd names people take up in places, and if you have an improper name it could lead to getting teased or ill-thought of. Not anymore! With this little bonus you could have any strange-sounding name and people would treat you as seriously as they would anyone else. That's the key part, 'as serious as anyone else'.

3.6. Synchronicity Event - 300 cp* - F.E.A.R.

Curiouser and curiouser. Due to coming into contact with... well, SOMETHING, your psionic abilities have noticeably increased. Psychic powers you may have had are stronger now, with control and development coming more quickly with practice. There is also a boon to this; by taking a few days to 'attune' a person, you may impart upon them the beginning of psionic abilities of their own. You may only gift one school at a time, and they start at the very beginning; if they are to grow and learn as you have, it would be wise to teach them. On the plus side, they'll eventually become as strong as you are, so you'll have quite the pupil on your hands.

*Synchronicity Event boosts psychic powers from outside this setting by a decent amount. It's nothing like Alma, but it's a decent boost. At the same time, you may also unlock the following abilities:

-Taking 'Feel It Out' increases your understanding of technologies and different items, dramatically cutting down the time needed to analyze the object in question and improving defenses should any psionic traps be laid. You can also 'attune' objects to better channel psionic abilities and become a powerful focus for them.

3.7. Karmatron Dynamics – 900 cp - GUNNM

The study and prediction of intelligent interaction. Requires Medicine, Cybernetics and Biotechnology. Discounted for Doctors. Macro Karmatron Theory – Also known as "psychohistory", this is the science of human destiny, a mathematical model of sociology. Where an observer has great difficulty in predicting the motion of a single molecule in a gas, Kinetic Theory can predict the mass action of the gas to a high level of accuracy – so too with the behaviour of intelligent beings. Psychohistory allows the long-range prediction and manipulation of the future, provided the population is of sufficient size, without directly infringing on the free will of the individual. Constant revision, surveillance and supercomputer assistance is required, but even with these efforts, sufficiently powerful individuals may emerge who create their own unpredictable karma singularities and throw the entire model into turmoil.

Nano Karmatron Theory – Applied to guided micro- and nano-machines, NKT allows unprecedented control over chaotic systems. Ordinarily it is impossible to create truly advanced nanotechnological systems no matter how sophisticated their base programming – they are extremely sensitive to heat, radiation, computer corruption, unguided self-evolution, rebellion and biomechanical horror. The ordered chaos of NKT makes all of this part of one purposeful design, a vast system marching in unison and self-correcting via its own randomness. It allows for reprogrammable hard nanomachines to be used for anything from industrial manufacture, to cellular surgery, to outright construction of stable nano-cybernetic bodies capable of adaptive reconfiguration and near-perfect biomimicry that still vastly outperform almost all purely mechanical cyborgs.

These Imaginos Bodies are a perfect fusion of the will of the mind and the power of the physical form. However, at least with the current state of Karmatron Dynamics, very few are capable of making the transition successfully – their wills disintegrating their body into a screaming crumble. At the moment, only karmic singularities – individuals of exceptional and unpredictable influence on the

destiny of mankind – can be reasonably expected to make the leap into the new flesh. Their base appearance reflects the self-image of the mind. As the mind reflects upon itself it may learn to change colour and – gradually – shape. Assimilation of cherished weapons, generation of new systems and limbs, intuitive hacking – the full capacity of the Imaginos is limited only by the imagination and will.

With Karma Chameleon, you injected yourself with a prototype form of the Imaginos nanomachines. The result is initially little more than human, but far more capable of self-improvement and adaptation – and it can be actively guided and designed by your own will. Effectively starts with Regenerator Nano, which will usually become slower and slower as your body becomes more powerfully augmented. With Berserker Body, you now have an Imaginos v1 body. Begins at (and will vastly surpass) 100x peak human.

3.8. Karma Chameleon – 900 cp - GUNNM

Your biology isn't content to just sit around and wait for the next generation to surpass it. A constant internal struggle, a genetic hothouse under your skin – writhing tests of new muscle fibres, skin weaves, neuron insulation, circulatory system innovations – your body is constantly tweaking and advancing itself to better fit with the demands placed upon it. This isn't just reactive evolution, though it is that - it's the brute-force computation of a billion tiny computers, a constant drive to exploit every advantage. While it's very slow, you may find yourself growing internal electroreceptors when your cells notice that most of the really dangerous things around you have EM signatures, or find your dietary preferences shifting to include metals and silicon to reinforce your bones and slowly hybridise into a truly biological robot. When you do actually struggle and fight and bleed, this process is sped up by an order of magnitude – in the course of a single fight you might find your blood incorporating foaming clotting agents, or your eyes and visual cortex adapting to cyborg-speed combat. You can ultimately develop any biological ability you want, though whether you get it is based on your cleverness in providing the right evolutionary pressures – you might want a secondary heart and end up with none at all. Additionally, while results never really cease, they tend to plateau when you cannot actually challenge yourself meaningfully in life-or-death situations. Any other biological powers that you have benefit from this as well, constant tweaks and adaptations that may not be quite what you expect, but always fulfil a purpose.

3.9. LOST TO THE PATH: Exodite - 400 cp – Warhammer 40k – Craftworld Eldar

Each path has its own perils. The Eldar are a race of extremes, and they experience everything with far greater intensity than even the most emotional Mon'keigh. The Paths were a way to deny them of the highs and lows that lead their Empire to destruction and the near extinction of their race. However sometimes the mask takes a permanent hold on an Eldar's soul. They can no longer hold interest in anything else. They become "Lost to the Path" - something to be celebrated but at same time pitied. Even so, when an Eldar becomes lost to the Path, they gain the potential for entirely new skills within their specialty. When choosing this perk, you gain the [LOST TO THE PATH] of your origin. (CAN ONLY BE CHOSEN ONCE)

Exodite: [LOST TO THE PATH] – Not quite. Your people have chosen a simpler lifestyle, rather than merely degenerating from a loftier state. It is arguable that you may retain even more of the old Empire's knowledge than the Craftworlders – but are often unwilling to use it. A bit of knowledge your ancestors did require, however, was the making of the Maiden Worlds. Seeded long before the

Fall and some settled in the waning days of the Empire, the Maiden Worlds were perhaps the greatest of the works of the Eldar. Dead, barren worlds were transformed by atmosphere-inducing bacteria and the gradual addition of mosses, water, and simple lifeforms, leading to more complex life and a suite of verdant, garden-like worlds ripe for colonization. Though it has been eons since your forefathers brought the Maiden Worlds to life, you remember, as your people do, how this came to be. The steps of the process by which the Maiden Worlds were made are known to you now – and though the materials may be another matter, should you follow these guidelines with the building blocks of life in your possession, you shall find that slowly but surely a world vibrant and beautiful beyond imagining will replace an expanse of the most barren rock. Have faith, child of the Exodus – your journey may not be over, but it will certainly be worth it.

3.10. Path of the Awakening - 200 cp – Warhammer 40k – Craftworld Eldar

In their view of perfection, the Eldar know everything and miss nothing. However, to ensure that this does come true, those that seek to achieve knowledge observe their surroundings well and even focus on that which is invisible. While the Eldar brain is very different from that of the lowly human, even their ancient eyes miss fine details or become too focused to notice that the shadows creeping in the corner the eye are more than what they appear. To the Eldar, this is unacceptable, and thus have they forged a Path devoted to expanding their horizons. Your years on this path have honed your mind to detect all senses, for you there is no blind spot as your psychic senses has merged with your physical senses. Additionally through genetic engineering, and cybernetic implants your eyes are as advanced far beyond normal. Allowing you to see in more colors within various light spectrums - and by focusing your mind's eye, you take upon yourself true trinocular vision. May nothing escape your notice for long, you who probe the present as a Seer searches the future.

3.11. Bonesinger - 400 cp – Warhammer 40k – Craftworld Eldar

Dear child, the Eldar do not simply build their wondrous technology. Instead, they rely on the power of song to shape their creations into being. This is a very demanding process, which requires a unique mix of artistic and scientific knowledge. Most importantly of all, a strong mind is necessary for this process. Bonesingers sing a psychic song, and its melodies form a psychoreactive material from the warp itself, called Wraithbone. This lightweight material is stronger than titanium but is far more flexible and weighs less. Additionally you can psychically grow crystals that are basis of their laser & lance technology. You have the knowledge and ability to sing any Eldar technology and any technology you know into being – and more than that, eons of experience in doing so. Even so, the more complex an item is, the more time it takes to create said item. A whole choir of Bonesingers is required to create large and complex items such as starships and Eldar Titans – unless you are willing to sing alone for years. With enough time, perhaps, you could even sing forth a brand-new Craftworld – but how and where would you acquire that much time? Even an Eldar is not immortal.

3.12. Well of Eternity Water –uttu – World of Warcraft

3.13. Water of Life - 400 cp – Five Star Stories

The water of life has many tales surrounding it, and very few have been verified. What we can tell for sure is that this fluid is a very powerful growth catalyst, strong enough that it can give incorporeal creatures a corporeal form. Arguably at this point we should be classifying it as a product of Diver Alchemy, but we're still not too sure what the exact results are. Those who drink this are bestowed with elementary Diver powers which remain latent until exposure to some sort of psychokinetic trigger. As previously mentioned, incorporeal creatures that drink this can regain a physical form in a

fashion not too dissimilar from mass regeneration. There probably are no further results beyond this, or at least, these were all the results which we could confirm through testing.

3.14. Glove of the East - 300 cp – Binbougami Ga!

This hand of mine glows with an awesome power! It's burning gri-... oh! Sorry, wrong show. This single glove comes in any color and style, and is actually quite useful! You can channel your spiritual energies through it to help you with mundane tasks; your cooking might turn out excellent, cleaning takes less work for better results, and massages work WONDERS when you hit those points. If you channel a LOT of spiritual energy, you might even imbue items and equipment to improve them and be more receptive to your spiritual/chi powers! Heart symbol optional.

3.14.1. Deadbeat Holiday (Free)

WHAT WAS THAT YOU ARROGANT, ENTITLED SH-... oh, sorry. Was practicing for something else. As you can no doubt guess, this will help you figure out just how to overreact to a situation for comedic effect, as well as WHEN to enact those very moments. You'll get used to it in time, unless you're like a certain grumpy pants. Yeah I said it, GRUMPY PAAAANTS.

3.15. *Sorcery - 600 cp – Viking Saga

Necromancy away! Armies of relentless dead heed your call and the power to strike your foes dead with a thought becomes open to you. You also gain immunity to the cold. You may grant wishes at a cost, such as immunity to fire but being permanently burned from head to toe. Over time the benefits from these backhanded wishes increase and the drawbacks decrease, great power is yours if you are patient and let it come to you.

3.15.1. *Farming tool (Free)

Hit ho’s with hos.

3.16. Monster Powers Section: Space Monster – 200 cp – Godzilla - The Series

Only Monsters can buy these powers & they get 600cp Free To spend on any of the options here. If building a monster from the Baby Egg option it gets 800cp to spend on this section.

Space Monster - 200

You've arrived on earth after travelling through the cold void of space. Since you've done this it is obvious that you can survive out in space but you can now withstand tempatures down to around -460 Fahrenhight or -273 Celsius. Still might not want to visit the sun though.

3.17. Environmental Adaptation – 100 cp – DC Jumpchain

You find it easy to adapt to new environments and find that different atmospheric conditions very often suit you. You can breathe imperfect mixtures of gases and adapt instantly to new pressure levels. The pressures of flight and extreme speeds do not harm your body.

3.17.1. Unrealistic Proportions (Free)

You may choose to take Unrealistic Proportions. While conferring no physical advantage you will look every inch the superhero. From chiselled jaws and barrel chests to gravity defying breasts.

3.17.2. Costume (Free)

You gain a costume of your own design. Seems extremely resistant to damage but does not protect you any more than normal clothing would. You can somehow always find a fresh set.

3.18. Basic Bioprocessing - 100 cp - Symbiote

Your symbiote can easily engineer biological substances, making better-than-standard synthetic versions. For anything not produced natively within the body, you'll need an intact, functional copy of the structure that makes it first; a spider would be necessary to learn to synthesize spider silk, for example. You'll also need caloric energy to burn as fuel to make it, though you're a bit more capable of breaking down biological substances for it with this, able to, if a bit inefficiently, digest gasoline and other such substances, and the process goes faster with food rich in the materials used to make the substance. As a side note, this is how symbiotes make, "juice," hyper-oxygenated synthetic adrenaline, from the items section below.

3.19. Advanced Bioprocessing - 200 cp - Symbiote

Your symbiote can now create and control separate, autonomous bioprocessors, also known as biocomputers, that can carry out instructions without your input. Like Basic Bioprocessing, it can create biological components, but it is also capable of creating things that are organic, but non-biological, such as minerals, like diamond or ruby, or carbon in the form of carbon nano-tubes or nano-scale armor plates, as well as things that are biological, but unnatural, such as an organic fabricator. Biocomputers require a modicum of upkeep, or they eventually deteriorate and die; being close enough for your Symbiote to debug its functions and fix any problems for a few minutes every or day or two is more than enough.

3.20. Enhanced Body - 200 CP - Symbiote

Basically just an efficiency enhancer for your ability to process things natively, putting it on par with Advanced Bioprocessing's ability, though not necessarily its scale. You would, for example, be capable of, 1:1, replacing your organ, skeletal, and muscular systems with far more efficient carbon nano-scale replacements, increasing the efficiency of all of your body's physical functions. Alternatively, you can augment your skeleton with inorganic components like metal, without your body rejecting them, or integrate mechanical parts into your body, such as fabricating a coil gun made from a high-end defibrillator station, and mounting it in place of your forearm. Y'know, whichever floats your proverbial boat.

3.21. Mixing Mixtures – 200 cp – Banjo-Kazooie

Your created potions can bestow multiple effects you know, however mixing too many might cause surprises. You can reliably mix up to a dozen elixirs without them interfering with the effects of each other.

3.22. Trigram Knowledge and Manipulation - 600 cp – Journey to the West

Alchemy and matter manipulation with the understanding of the 8 trigrams to represent the fundamental forces of reality and how to represent and enforce change using these. Let me break this one down for you. It’s like FMA alchemy but with less focus on direct creation and more turning one thing into another of a similar size, including living things. However it cannot create life where there once was none and it requires you to write out a short formula describing the change to make it happen. Feel free to turn sand into water, sheep into boulders and anything else you can think of.

3.23. Crucible of eight trigrams - 500 cp – Journey to the West

A big ass crucible that can render down *most* objects into their base components. Magic and enchantments can be removed this way and used for later experiments, although this will take some time to accomplish and is not an exact science. You can't use it to break down living creatures.

Fairy Flora

4.1. Octiron - 100 cp - Discworld

You have a large supply of unworked Octiron, a heavy and dark metal with an extremely high magical charge. The high thaumic radiation present in Octiron makes it good for making magical equipment, but also somewhat uncontrolled; sometimes what you get isn't quite what you wanted. For example, bells wrought from Octiron ring with a great resounding silence, negating sound nearby, and compasses made of Octiron point to large concentrations of magical fields rather than magnetic fields. Octiron can also be used to ground out rogue magic, much as lead blocks most forms of radiation.

4.2. Fairy Garden - 50 cp – Changeling the Lost

Any extradimensional space that follows you through jumps now has enough ambient glamour to support the growth of goblin fruits and other plants that grow in the hedge or give you a quick fix when you're in need. This ambient glamour will have no effect on mortals, but leaves changelings feeling giddy. You have to actually transplant the fruits you want, though. If you don't have any spaces that follow you through jumps, you now have a small garden that appears in a safe place. A Changeling can only carry a certain number of goblin fruits, depending on their wyrd rating.

4.2.1. Seemings & Kith (Free)

You may pick 1 Seeming and 1 Kith from that Seeming, unless you take the Dual-Kith Merit. Seemings and Kiths are not charged for, everyone in the freehold has one.

Your time in Arcadia changed you, warping your body to fit the needs and desires of your Keeper. Even breathing the air and feeling warmth from fire require subconscious contracts that those things would provide you with sustenance, with your body warping as a consequence. It is worthwhile to note that many Changelings upon looking at pictures of their peers from before they were taken can identify what sort of Seeming that Changeling would end up as. Some of these changes were for the better, some for the worse, but all are a part of who you've become. See original jump for further details.

4.3. Tomb of Sucellus - Free – Age of Ice: A time of Heroes

... Mulcarn entered creation and with a whisper the Luchuirp army was wiped out. A permanent winter set in across creation. The gods considered this breaking of the compact. They were unwilling to restart the Godswar, but couldn't let Mulcarn move into creation unchallenged. They agreed to let one god go into creation to fight Mulcarn. That god was Sucellus, the god of nature. Sucellus entered creation and battled with Mulcarn. Though he fought long and hard, eventually Mulcarn triumphed and Sucellus body was broken in seven pieces and scattered across Erebus. The Soul of Sucellus departed for the Underworld, where he helped Arawn, God of Life and Death, deal with the huge influx of souls that perished in the cataclysms that marked the beginning of the Age of Ice.

The tomb itself is not the resting place of Sucellus however. Indeed, it is the place of his resurrection, the place where he became the god of life, and the echoes of this event still echo in the small marble mausoleum. As well as being a source of Life Mana, the tomb radiates life, bringing almost unimaginable vitiality to the surrounding areas. Crops grow almost overnight, farm animals give birth to six or seven healthy, thriving offspring at a time, the soil is deep and rich, waters teem with fish and lifespans almost double.

4.4. Ruins of Patria – Free – Age of Ice: A time of Heroes

Patria was the first city, the capital of the Empire of the first high age and the greatest settlement the world has ever seen. Wonders now only seen in a handful of the greatest palaces were commonplace, and many of the things achieved by The Patrians aren't even talked about in myths and legends, for some things are just too unbeleivable.

Though the city is all but gone now, a little of its magic remains - the foundations of the ruined buildings and the roads between them still exist, and they were all laid out in carefully measured geomantic patterns.

As well as being a powerful source of Earth Mana these massive glyphs will affect your entire newly adopted home civilisation, drawing forth truly incredible amounts of mineral wealth and gems. Even the poorest citizens will be counted as a Lord in other lands, and the forces you have available will be clad in Mithril arms and armour normally only seen on the elite bodyguards of kings.

4.5. Body Mana – 300 cp – Age of Ice – End of Days

Health, Constitution, Haleness

Not a type of mana that affects the environment, rather it affects those that dwell within its area of effect, and it does so in spectacular fashion. All living things in the area that the Mana Node affects grow larger and healthier, becoming not perfect representations of their race, but certainly not representing the worst of it in any way. Stronger, faster and healthier, living things become considerably harder to injure as wounds heal with almost trollish speed. There are few if any offensive combat spells in the Body school, most of them being concerned with dealing with the aftermath of war instead. Spells include Fortitude, Trollish Regeneration, Mass Heal, Cure Disease and the incredibly difficult to cast and nigh legendary True Ressurection.

4.6. Enchantment Mana – 300 cp – Age of Ice – End of Days

Delight, Allure, Beauty

Enchantment Mana is one of the most beloved types of mana, for it both lends itself to spells of delight and entertainment and when allowed to saturate an area leaves it thick with wonderful sights and sounds and scents. Flowers bloom in a rainbow of colours, and each has a unique and heady scent, birds plumage tinted in ways unique and unseen in all other places while the insencts that flit from bloom to bloom leave trails of glitter dancing in the air behind them. Typical spells include the city wide Hope enchantment that leaves the occupants of a city greatly entertained and considerably happier or Linwie's Instant Carnival, a spell that instantly summons a massive party. There is a darker side to enchantment few speak of though, for it also include spells to affect the mind, such as charm, Break Will and Dominate.

4.7. Mind Mana – 300 cp – Age of Ice – End of Days

Thought, Awareness, Self

Similar to Spirit Mana in all but effect, unsurprisingly, Mind Mana affects its namesake. People under the effects of long term exposure grow vastly more intelligent, with all the benefits that brings with it. The easiest way to locate areas containing Mind Mana nodes is to look for unusual concentrations of libraries, universities and places of learning. Mind Mana lends itself to spells that affect the mind, amazingly enough. While temporary bursts of genius or inspiration are possible, the most common uses are on the battlefield – A Confusion spell at the right moment can have charging opponents unable to remember who they were attacking and turning on allies, while shattering the mind of an enemy commander is just as useful. Spells Include Confusion, Wrack Thoughts, Inspire, Enoll-Eva's Duplication, and for the truly mathematically inclined, Mechanus Cannon.

4.8. Sun Mana – 300 cp – Age of Ice – End of Days

Illumination, Revelation, Light

Sun Mana is extremely unusual in its effects, for they are only visible during the hours of daylight. What complicates things is the effect the Mana does have - the days themselves become longer, the sun shining brighter, the nights shorter and considerably brighter, as though a full moon shone down. Once extremely popular with mage lords in the High First Age, A heavy saturation of Sun Mana naturally lends to incredible harvests and much lower crime rates due to the lack of shadows for criminals to lurk. Sun mana lends itself to both the breaking of illusions and the destruction of undead, the spells vastly easier to cast compared to other schools and requiring much fewer resources. Typical spells include Shatter Illusion, Divination, Banish Undead, True Sight and the awesome undead scourging Flase Dawn.

4.9. Water Mana – 300 cp – Age of Ice – End of Days

Motion, Fluid, Purity

When properly harnessed, an excess of Water Mana is a glorious thing, especially in drier or desert areas. Scare a day goes by when there isn't rainfall of some description, light summer showers of collosal thunderstorms one would expect to encounter only in tropical rainforests. Soon enough even the most parched terrain will be crisscrossed with rivers and lakes of the purest, cleanest water. Water Mana lends itself to spellcasting easily, but there is no one dedicated school, instead spells reflect the ever changing nature of water itself, each different to the next. Typical spells include Divining, Summon Water Elemental, Raise Tidal Wave, Fluid Agility and the always useful Wave Shield.

4.10. Dimensional Mana – 300 cp – Age of Ice –End of Days

Distance, Volume, Size

It quickly becomes apparent mastery of Dimensional Mana bestows a number of benefits, and a few minor complications, and the more of your spellcaster followers begin to specialise, the more pronounced the effects become across your lands. Distances aren't quite so distant anymore. At first the effect is barely noticable, but in time it will be readily apparent that crossing from place to place is considerably easier. A room may be fifty feet across, but a man can still get from one side to the other with a couple of steps. While Dimensional mana doesn't feature many spells useable in combat, it is increadibly easy to work enchantments with, and in a surprisingly short amount of time there will be

few people who do not have pouches or bags of holding, or even dwell in a home considerably bigger on the inside than on the outside. Typical spells include Teleport, Enlarge, Ten League Step and the magnificent mansion.

4.11. Sword plant – 200 cp – King Arthur

In your hands hold the power to grow nearly anything, even man made objects. Just plant pieces of objects and they grow bigger or more complex. You might plant a branch and grow a log, or a bee and grow a hive, even metal objects can be planted.

4.12. The Hanging Gardens – 100 cp - Civilization

When hung as inside a structure or on some property as a talisman, the Hanging Gardens ensures food you are aware of will never spoil, and that there will always be enough for thirds, even if you only made enough for one serving. When placed as a structure, The Hanging Gardens improves efficiency of harvests and crops, ensuring they are 25% more bountiful and effective.

4.13. Rationing – 200 cp – Tropico

Food produced on your land or produced by you personally is twice as nutritious and filling. To get by, people will only need to eat half as much of it.

4.14. Real Organic Food – 200 cp – Tropico

You can produce with the essence of food and the blessings of Gaia. Any crops grown on land you control will repel pests without the need for pesticides. In addition, plants can be grown out of season without any reduction in quality.

4.15. Bulb of Hope - 200 cp – Final Fantasy XIII-II

You couldn't help but argue that it isn't a bulb but rather a flower. A light producing flower, but the dealer hands you a pot with a bulb in it and explains that the plant has been genetically tuned to promote the growth of other plants, an effort to better promote terraforming efforts. As an accidental side effect – in addition to making plants grow bigger, it also gives them a distinctive glow. They've worked out what makes the glowing effect though, and apparently enough people liked the effect that they offer the bulb in all sorts of colors.

4.16. Khaydarin Crystal - 100 cp – Starcraft – The Terran

You obtain a Khaydrin crystal tuned to your psionic energy, that allows you to recover from psionic fatigue a third faster. You can also store a psionic charge within it to boost any powers you focus through it. At most it enhances your power by 50% and lasts 10 minutes. As your skill improves you may be able to improve the effects of the crystal.

4.17. Jorium Crystals – uttu – Starcraft – The Terran

4.18. Blue Crystal – Free – E.V.O. Search for Eden

About as simple as it gets, this little bugger acts as a gatherer and battery for evolutionary potential. Eating it will result in gaining a very large chunk of EVO, enough to fuel a series of large changes for you.

4.18.1. Evolutionary Potential (Free)

You now have the ability to gather and store an energy that can only be properly described as evolutionary potential or EVO for short. This will slowly accumulate as you go about the natural process of survival. Impressive acts such as surviving a natural disaster or mortal combat will grant you larger amounts, and eating food will give you some based on the relative value of it. Namely, the higher up on the food chain (meaning it processes larger amounts of biological energy) it is, the more you'll gain per pound. You do technically have a cap on how much you can store relative to your form, but it's large enough that at full capacity you could go through a large number of relatively extreme changes before bottoming out. Actually reaching that maximum is another story.

4.18.2. Mysterious Time Stream Evolves You (Free)

I shouldn't have to explain why the natural process of evolution isn't really going to work for you. Thankfully you get to cheat. By expending EVO you can evolve yourself, with the cost depending on the scale and complexity of the change, along with how much is diverges from the current state of yourself and nature, as adaptation is specifically influenced by its environment. It's easier to become a large reptilian beast when the dinosaurs roam the earth for example. This only requires intent on your part, with nature handling the rest. Note that evolving leaves you with a new body in it’s prime, meaning you should haven’t to worry about old age. Evolving only requires several minutes to let the changes take place. Never more then five, and should you really push yourself you might be able to manage it in two, although it's advisable to take your time with the process as the end results will be much better if done with patience.

4.18.3. Record of Evolution (Free)

You can effectively review your evolutionary time line, including all forms you've previously had, in a sort of mental catalog. It possesses all the information you have about the form, and you can sort through it effortlessly to find what you want. While it doesn't really have any use beyond this on it's own, further perks might just let you use these stored designs in interesting way.

4.18.4. Instinct (Free)

For the duration of this jump odds are you're going to be changing forms on a regular basis, and you probably aren't to be exactly familiar with them. From now on regardless of the form you take you have a full and complete set of instincts that let you control and use your form with competency. This ranges all the way from basic body control to knowing that the thing you see right there is something your body would love to eat. At all times you have a complete awareness of your instincts, as clear as a voice in your head would be, instead of them just being subconscious impulses. You're also aware of why they are telling you what they do.

4.19. Yellow Crystal – Free – E-V.O. Search for Eden

This crystals gathers and analyzes evolutionary data. Eating it results in a sudden flood of information into your mind that will inform you of all the various useful evolutionary paths you could take, giving an awareness of options you otherwise would have been completely blind to. Alternatively you can let it rest in an environment for a few days and then devour it to gain a sudden influx of data on the local biosphere and living beings.

4.20. The One Power - 600 cp – Wheel of time

You were born with the spark, the natural ability to channel the one power. You draw upon the one source and form flows of power. With training you can weave together to achieve numerous results. You can open gateways to distant places, alter the weather, heal mortal wounds, bind someone in air, or form shields to block other channels. There are also forbidden weaves such as compulsion, to bend people to your will, or Balefire which not only destroys whatever it touches, but erases it from having existed. If taken without Aes Sedai or Asha'man you will have to teach yourself or try and find a teacher in the world to help you learn weaves. Pick Earth, Fire, Wind, Water, or Spirit to excel in.

4.21. Flames of Tar Valon – uttu – Wheel of Time

4.22. Nitramene - 100 cp – Marvel Cinematic Universe – Volume 1

The formula for the chemical compound known as Nitramene, this compound has multiple purposes. A typical Nitramene bomb has a blast radius of five hundred yards after which it creates a vacuum that causes an implosion as matter rushes to fill the void that it has created, but a grenade of that size will do considerably less damage. On the other hand, Nitramene also emits low levels of Vita Radiation, which has a specific wavelength that has stabilizing properties.

4.22.1. Tactical Suit (Free)

A standard bodysuit made of a polymer blend with ten layers of treated composite materials, allowing for state of the art protection. Default appearance of a S.H.I.E.L.D. logo and emblem, but you may choose a different style upon acquiring this.

4.22.2. Soundtrack of the Galaxy (Free)

What's a good act of heroism or villainy without some kind of music to back you up? This will ensure that you have a fine selection of music that you feel defines the moment, whatever it may be. Superb orchestra, rock music, even a hefty dash of songs from the 1980s if that's your thing. I'll even throw in this handheld cassette player that can work in deep space to listen to it from if you feel like it. Plan and act your day with style.

4.22.3. They call me “Star-Lord” (Free)

Using your real name can be so boring at times... or lacks the awe and intimidation you need. Fortunately, with this you can designate a code name or alias that people will know you by, and a great majority of people will associate that name with you. This does not guarantee they will call you that name, but they will know it's a name that belongs to you.

4.23. Technician – 400 cp – Alpha Centauri

Learning has become easier for you now, especially in the field of natural science and engineering, you absorb and retain information like a sponge and can mix and match theory and experience with much greater skill.

4.24. Wallpaper – 300 cp – Unholy Heights

Happy Wallpaper - 50

Strangely when this wallpaper is up, people just seem to enjoy being around more. You're not sure how it does it but almost everyone leaves with a smile.

Burnin' Wallpaper - 50

Things heat up with this stuff around. And i mean that literally, the temperature rises as-if a fireplace has been lit. No more cold winter nights for you!

Clean Wallpaper - 50

It seems dust just never settles in a room with this. Stains fade away over night, & the toilets never need cleaning. It's like the wallpaper hates dirtiness.

Wood Wallpaper - 50

Now this is a strange one. It's a wallpaper where the trees feel like real wood. towards the bottom there's even dirt, and if you put a seed there a plant will grow up the wall over the next few days. what's even cooler is that you can actually pull off fruit from the branches of the tree!

Smutty Wallpaper - 50

Seriously even the succubi blush when they see this stuff. And almost every other person seems to spend too long in the bathroom after they see this stuff. Whats worse is i'm not even sure it's from the wallpaper's magical effect, if it even has one.

Sky Wallpaper - 50

This wallpaper doesn't really have a useful magical feature. The one it does have however is really neat. It features a sun that actually moves with the time. even at night a beautiful moon appears on it, and you shouldn't forget the pretty sunsets either. Like i said it's not super useful but it will always give a pretty sky to look at.

4.25. Artificial Blastia – 200 cp – Tales of Vesperia

You have an artificial blastia, and the related research materials to reproduce it. It doesn't really work though, as it seems that the research was stopped in the middle. It does however seem to interact with the Aer in some way, so maybe its half way there. Still I would suggest not trying to turn it on unless you can deal with a massive increase in the density of Aer, most of which seems to be coming from nowhere. On the upside if you could complete this you could revolutionize the world by producing blastia that don't require cores.

4.25.1. A Weapon (Free, dependent upon fighting style)

You have a free weapon as is related to your fighting style, if you have multiple fighting styles they you gain a weapon for each. This weapon is useful but is hardly among the best that can be found in this world.

4.26. Elemental Motes – uttu – World of Warcraft

4.27. Crystallized Motes – uttu – World of Warcraft

4.28. Volatile Motes – uttu –World of Warcraft

4.29. Universal adapter – 600 cp – Storm Hawks

The laws of physics state that all energy can be transformed, and this perk teaches you how. The efficiently of this process depends directly upon your skill, equipment and the energies involved – some forms of energy are simple enough, like heat or electricity, that you could produce generators powered through magic that are far better than those of 21st century Earth. In the other direction, mystical energies can be generated from mundane sources, though the process isn't terribly efficient. Some of the more esoteric energies will require truly staggering amounts of power before you can can even begin to attempt to create them.

4.29.1. Uniform (Free)

You gain an outfit plus spares appropriate to your background. Civilian garb, sturdy coveralls, pilot's leathers, or a comfy set of loose robes with concealing hood.

4.30. Myrrh Condensation - 200 cp – Final Fantasy Crystal Chronicles

The presence of Myrrh keeps the world alive, and had we an unlimited stock of this vital fluid; the crystals could maintain their protection of the world against the miasma without fail. But the Myrrh trees are in a faraway place – and unless you join a caravan you aren't likely to go there.

Thankfully, you can cultivate the Myrrh from other plants. Though the rate at which Myrrh is produced is even slower than a Myrrh tree would produce it, you'll at least be able to get one first drop to get the Crystal going. It might last you a little while – but relying on this alone will probably lead to a bad conclusion.

4.31. Crystal Division - 400 cp – Final Fantasy XIV

This might not be the wisest thing you could have done, but when you consider how the Crystal gave life to Eorzea and rejuvenates the resources that Adventurers consume, it only made sense that you should graft your plants with Crystals. Unfortunately, that had very bizarre effects which you still can't properly explain. On the other hand, you did figure out an optimal combination for merging plant and crystal! It turns out that while replacing the skin of the plant entirely with Crystal doesn't work out very well, when you try to merge the two with your magic, the Crystal portion will allow the plant to naturally absorb magic and shift their properties slightly depending on what type of magic they are exposed to. It's best you don't go about exposing your plants to death magic. Most of the effect is visual in nature; though having fire absorbing trees can be nice.

4.32. The 14th Crystal's Lingering Echo – Free – Final Fantasy XIV

Whether you choose to stay or go, the Mothercrystal's protection will continue to watch over you throughout your travels. Nesting itself inside you, the Mothercrystal's protection takes the form of your Echo – manifesting an Echo should you not have taken it – and enhancing its powers should you possess it. The Mothercrystal's protection extends Aether even into the worlds you go into. A slow, gradual permeation into the surrounding environment, Aether will slowly fill the world around you in waves. Should you expend any magical energy at all, Aether will gush into the affected area – and

should enough Aether concentrate, crystals will begin to form that only serve to promote further growth. As Aether continues to flow in abundance, eventually others will begin to exhibit the effects of the Echo as well to minor degrees. Bring magic into worlds where there was none, and let the will of the Crystal spread.

4.33. Territory Creation A+++ - uttu – Fate/Extra

4.34. Place of Power – Free – Master of Magic

You have the ability to create a unique place of power aligned with your magic. The process is costless, but requires several days of attunement to the location along with ritual effort. Most wizards choose to place theirs within a highly defensible fortress, but all that is necessarily is the area of a small room. Within this place of power you are able to project spells across the entire world. More localized spells do not require use of a place of power, and once a spell is cast, you need not remain in the place in order to maintain it. You may not have more than one such place at a time.

4.35. Node Mastery - 100 cp – Master of Magic

All magical nodes, in both worlds, generate twice as much mana for you. Additionally, you have no trouble with interference from the extreme power of these nodes in casting your own spells near them. In other jumps, this will increase the amount of magical power that you can draw from external sources.

4.36. I Am The Fortress - 400 cp – Master of Magic

Other wizards may hide in their fortresses, but not you. Once attuned to a place of ritual significance, you retain the benefits granted by it even after leaving. Here this means that as long as your place of power is intact, you retain its benefits wherever you are. You cannot be “attuned” to more than one location at a time in this way.

4.37. Book of the Elements – Free – Master of Magic

This book contains a method to transform a place of great natural power or majesty into a magical node. The process is slow (on the order of a year, most of which is waiting), and requires noticeable rituals in the area, but will allow you to then draw upon that location to power the spells that you have learned here.

4.37.1. The Weight of the Years (Free)

You might be here for a long time. Could get dull at times. What this ability allows you to do is to put yourself on autopilot. Your autopilot self won’t be quite as capable as you are, but can handle routine with no problem at all. You can set conditions, or a length of time, at which the autopilot will end. e.g. “Until I finish mastering this spell, or someone attacks my empire, or a year has passed.” You will not be consciously aware of the time passing during this period, but can access knowledge gained during the time (subject to the normal decay of memory; the ability does not inherently grant perfect recall unless you have that from elsewhere). If you do not explicitly set a different time limit condition, your autopilot will not last more than one year before bringing you back to reality; it will also always end if you are (personally) attacked.

4.38. Worker's Break Room – 200 cp – Dark Cloud 2

Adds a set of sprawling mine shafts underneath the city – probably best if you mined this out slowly as the veins will take a ridiculously long amount of time to replenish unless you intervened. The ore veins available within will always be very basic ores and Zelmite...if you dig deep enough.

4.39. Hell, Ward Level 5 – 200 cp – Dark Cloud 2

Suitable for an adventurer, this construct is a special mineshaft that extends underneath your settlement but instead of being filled with ore veins is filled with monsters instead. Be wary that the monsters will fight to defend themselves and some can pack quite a punch. If you already have the Worker's Break Room, the Ward Level 5 changes in that the monsters within the mineshaft will be docile and over time will form a civilization of their own underneath your settlement.

4.40. Lighthouse – 200 cp – Dark Cloud 2

Sets up a Lighthouse that will act as a beacon, one that your allies will recognize regardless of the distance. The Lighthouse also acts as an efficient pre-emptive warning for enemy assaults.

4.41. Moon Crystal – 200 cp – Dark Cloud 2

A massive crystal that will constantly emit moonlight regardless of the time of day, the crystal enhances the powers of magic, especially those dependent on night time or the moon. It can, if need be, be used as a medium range laser weapon as well. If you already have a Lighthouse, the effective range of the Lighthouse's beam is quadrupled – and your allies will always be under the veil of moonlight regardless of their distance from the settlement.

4.42. Luna Shard Growths – 200 cp – Dark Cloud 2

Glowing crystals will begin to form all over your settlement – though largely concentrated around bodies of water. While the crystals don't have detrimental effects on your populace, you'll find that over time, those who reside within the settlement seem to grow smarter at an increased rate. If you already have the Ship Shack, you'll also find that a group of Sea Dragons – called the Shigura have shown up and decided to make your settlement home. Their presence seems to cultivate the Luna Shard crystals and amplify their effects to enhance both magic and technology.

4.43. Road of Stars – 200 cp – Dark Cloud 2

A visual change that affects your entire settlement, you'll be able to see the stars and galaxies in the sky regardless of the weather at night. It enhances both the power of stellar magic and anything related to the night. Star elementals – spirits embodying small celestial bodies – will appear as well in very small numbers as well. Their presence inspires hope to all those nearby regardless of circumstances.

4.44. Demons! – 300 cp – Dark Cloud 2

Introduces a race of benign demons – and over time you'll start to see racial hybrids as the demons and other folks in the settlement will interbreed. Grants those within the settlement a demonic form should they reside in here for extended periods of time.

4.45. Siphoning – 600 cp – Vampire Diaries

You gain the power to drain and absorb the magic away from people and items, with or without their consent. Not only can you increase the magic at your disposal, you can also absorb the power in spells and artifacts, consuming it to boost your own powers and spells. Unlike natural born siphoners,

you posses power of your own too, and can in fact add your absorbed power to your own reserves potentially permanently, albeit in much lesser amounts. Simply put, you can either immediately use all your absorbed power, or add roughly a fifth of it to your own pool permanently. This does not translate to absorbing specific spells or powers, mind. Only raw magical energy/Mana/whatever. And no, you can't go creating artifacts and then absorbing them. The magic you 'eat' has to come from other people. And of course, you need to watch what you eat, as too much energy in too short a time will overwhelm your capacities to hold and 'digest' it, if you will. Sucking up too much energy...well, an awfully cliche way to go, ain't it?

4.46. Obrimos – Free – Mage The Awakening 1st Edition

The Watchtower of the Golden Key. This tower rises high amidst the realm of Aether, the kingdom of the Celestial Spheres and the domain of Angels. The journey through the Supernal realm of Aether is often a chaotic and blinding experience. It is filled with divine light and blazing fire, magic in its purest unbound form, roiling in a state of perpetual creation and rebirth. Its denizens, the Angels serve an unknown "divinity" that may be and has been interpreted in as many ways as there are stars in the sky. Those called to the Obrimos watchtower tend to be fighters, people who have struggled all their life and are well acquainted with conflict. As a result of their journey to the watchtower their resolve is strengthened as they become agents of "the divine". What that is or who it is interpreted varies drastically from one Obrimos Mage to another, but all agree that it certainly exists, and have become stronger for it. With this revelation they have gained the ability to manipulate raw energy; fire, electricity, light, all bend at their command. In addition they have access to the power of Prime, the distilled raw essence of magic itself, allowing them a unique "metamagic" of sorts. Their ruling Arcanum are Forces and Prime and their inferior Arcana is Death.

4.47. Soul stone - 50 cp - (First one free+optional) Mage The Awakening 1st Edition

The soul stone is a physical fragment of your soul, drawn out from the depths of your spirit during an act of deep meditation. It is not necessarily a stone but it is usually very small and thematically linked with your path. A Thyrssus mage might have a fang or flower, while an Obrimos mage might have a golden ring or runecovered key. Whatever it is, its effects are the same as it is a literally fragment of your soul made manifest in the fallen world. The soul stone is a powerful tool and may be used as a strong basis for creating an enhanced or imbued item. Its true strength emerges only after someone has reached mastery in an arcana. Once this is done, the mage may choose to create a demesne; a ritually prepared area in the fallen world wherein vulgar magic does not induce paradox. The size of the demesne and the arcanum that may be cast there are limited by the number of soulstones that are willingly contributed to it, and the paths of the mages that those soul stones belonged to. A single soulstone could be used to create a demesne large enough to cover a small apartment or underground chamber. By adding more soulstones from different mage's (to a maximum of five) the demesne will extend over a sprawling estate or series of underground tunnels. While vulgar magic will not trigger a paradox in these hallowed realms, the spells themselves are still subject to disbelief and subsequent unraveling by sleepers observation. Should someone get their hands on it however, they will be able to siphon magic away from the soulstones owner freely. Furthermore anyone who possesses it will have an incredibly powerful sympathetic link to its owner; allowing them to cast spells at a great distance on them with an extreme chance of success. Finally, soulstones are highly sought after by all sorts of nightmarish entities, from the Tremere Liches evil spirits and demons of the abyss, all of whom would happily destroy or devour the stone for their nefarious purposes.

Soulstones are an extreme vulnerability and must be well guarded, lest their owners suffer terrible fates.

4.48. Kessig Wolf Run (red/green) – 400 cp – MtG - Innistrad

One of the many pathways into the Uldewald. And with an infusion of red and green mana, it can convey some of the might of the werewolves that once roamed it.

4.49. Moorland Haunt (blue/white) – 400 cp – MtG - Innistrad

A small chunk of the moorlands, with a tower at the centre. Like the moors of Innistrad, it is host to spirits and even outside Innistrad itself those that wish to return fervently enough may manifest as geists.

4.50. Vault of the Archangel (white) – 400 cp – MtG - Innistrad

A replica of the place of Avacyn's birth, symbolic of both the start of the Church and the creation of an angel. People can sense this place is inherently holy, even if they have no context for why. It will make founding a religion far easier if you bring people here to hold initial sermons.

4.51. Slayers Stronghold (red/white) – 400 cp – MtG - Innistrad

A recreation of the training hall and home of the slayers. Lanterns are always lit throughout the stronghold, with the exception of the barracks, and light cast by them conveys the effects of daylight.

4.52. Alchemist Refuge (green/blue) – 400 cp – MtG - Innistrad

The laboratory of an alchemist who left society to ply their grim craft. Located in a small copse, the laboratory will always be stocked with tools for both necroalchemy and the modification of still living things.

Ore Flora

5.1. Elementium/Thorium – uttu – World of Warcraft

5.2. Eternium/Adamantite – uttu – World of Warcraft

5.3. Titanium – uttu – Various Worlds

5.4. Pyrite – uttu – World of Warcraft

5.5. Weird Glowy Rocks - 50 cp - Borderlands

A small supply of Moonstone and Eridium, these rocks are good for... something. Eridium has been known to boost some Sirens and can serve as a power source in some vague and undescribed manner, while Moonstones are good for making shiny weapons (and Moxxi really likes them).

5.5.1. ECHO device with HUD (Free)

essentially a Extremely bulky smart phone You don't have to touch or look at to use with powerful health and equipment monitoring capabilities the ECHO device can tell you things like your overall health, your current shield capacity, let you manage the contents of your storage deck,send and receive video calls and more.

5.5.2. a melee weapon (Free)

not everyone is strong enough to punch Skags to death barehanded but you're eventually going to run out of bullets grenades and rockets, then you're going to need some other way to strike back this is a decently strong melee weapon and holster styled to fit with the rest of your set up for this jump easy to use and intuitive, doesn't come with that much knowledge of how to use it but you can at least swing a hammer or thrust a knife right?

5.6. Black/White Trillium – uttu – World of Warcraft

5.7. True Iron/Blackrock Ore – uttu – World of Warcraft

5.8. Mithril – uttu – Various Worlds

5.9. Transformium – uttu- Transformers

5.10. Vibranium Sample – 200 cp – Marvel Cinematic Universe – Volume 1

Vibranium is an extremely rare element that possesses unique attributes. In a pure mass, vibranium forms a solid metal that is stronger than steel, but only a third of the weight, as well as being completely vibration absorbent. This means it can absorb the impacts of a great deal of attacks, but bear in mind high-energy attacks WILL do damage... especially if it is consistent. Purchasing this gets you a container a foot in length with some Wakandan Vibranium shards that will replenish itself every month.

5.11. Fold Quartz Box – 600 cp - Macross

Do not let anyone find out you have this. Absolutely no one. If people found out, you would easily be targeted within seconds by anyone with half a brain. What is this wonder item? Well... it's a small hand-sized box, capable of slowly creating and refining a fist-sized chunk of Fold Quartz every few hundred years. Fold Quartz is how the Vajra communicate in their superdimensional hive network and travel through space folds naturally (which are basically wormholes for FTL travel), and it is normally only capable of being refined inside a Vajra Queen. You can guess why this is important.

5.11.1. Space Suit (Free)

A futuristic, spandex space suit that will let you survive for 20 minutes in deep space. It's really more in case your vehicle gets stranded, but otherwise it's pretty darn cool looking.

5.11.2. Serene Sinatra (Free)

You're no slouch in the singing department, that's for sure. You may not be popular idol material, but no one's going to complain if you decide to sing along to a song or randomly bust out a tune with a voice like this. Who knows, maybe you could practice and get a little better?

5.11.3. Basic Training (Free)

Piloting a Variable Fighter can be pretty complex. There's all kinds of modes and maneuvers to worry about... with this, you won't have to worry so much. You'll know which button does what, and you won't end up turning into a mech when you need a jet. ...but I reserve the right to laugh if you mess up anyway.

5.12. Raritanium - 100 cp – Ratchet and Clank

A Rare ore often used in ship upgrades and the like. Very common in asteroids but less so on planets. Expect large deposits to be closely guarded. In the Polaris galaxy this substance has been used for weapon upgrades, so keep some handy. This option gives enough for one or two top of the line ship upgrades or to pimp out a single weapon

5.13. Raw Unicornium – 100 cp – Robot Unicorn Attack

A massive chunk of this rare space metal, known for being exceptionally explosive when exposed to rainbow energy. With proper training, it can be refined into a versatile substance used to build all manner of Wishes and their parts. You have one star worth of the material. Once refined the volatility to rainbows is removed. If used up, another falling star will arrive that you can easily find.

5.14. Various Metals – uttu – Endless Legend

5.15. Magnite Sample - 200 cp – Zoids Legacy

It's a sample of magnite, a rare ore used to restart Zoid Cores which have fallen into stasis, and used to revive those which have suffered too much battle damage and have collapsed. Maybe you could adapt it to other machinery?

5.16. Magic Ore – uttu – Gothic

5.17. Aurorium - 200 cp - RWBY

A single bar of an interesting, rare, experimental material that conducts Aura extremely well, amplifying its effect by a lot. Hope you can craft it though, or it’s a paperweight. Worth a kingdom’s ransom.

5.18. Naquadah Stash - 200 cp – Stargate SG-1

A super-heavy mineral of unknown composition, this superconductive material is the building block of Goa'uld and Ancient technology. Purchasing this perk gets you a small burlap sack's worth of unrefined Naquadah, but I'm sure you'll find a way to make good use of it.

5.18.1. Round Telephone (Free)

The Stargate is a pretty important piece of technology, that much is certain. It's the name of the series, of COURSE it's important. You have knowledge on how to decipher its interface, and as such can use it to go from world to world.

5.18.2. Unleash the Snark (Free)

All these aliens acting all hoity-toity... someone needs to take them down a peg. You always know what to say to be snarky at others, whether it be at a superior or a terrorist or an alien menace. They may have weapons and lasers, but the battle of wits belongs to you.

5.18.3. Toxicology Reports (Free)

That wasn't there before. For whatever reason your blood contains just a bit of Naquadah now. Not enough to drain yourself and siphon it, but enough to utilize and work the technology of the Goa'uld. As a bonus, this allows you to sense when other Goa'uld symbiotes are nearby.

5.19. Starmetal - 100 cp – Order of the Stick

This palm-sized chunk of starmetal could easily improve even the finest steel blade and give it extra effectiveness against undead! Lucky for you, you also get a new one every week.

5.19.1. He's Got Tha X's (Free)

You can now tell a person's physical state by their eyes – the dead will have X's for eyes, and the hypnotized will have swirls. Special cases may exist – someone controlled by a heterochromiac, for instance, will adopt their eye colorations.

5.19.2. Commentators (Free)

A small group of demonic roaches will accompany you on your travels, mostly to laze around and feed on your scraps. They will also, however, make snarky comments about whatever it is you happen to be doing at the moment. They can't be modified in any way or anything like that, but you get used to having them around eventually.

5.20. Gundanium Supply - 100 cp – Gundam - After Colony

You now have a workable supply of Gundanium- a material that is, once again, better than titanium. It's not a wonder-material, but it's tough, durable and thanks to being electrically-neutral it's able to dissipate weak beam weaponry and reduce the effectiveness of more powerful beams. It's also very heat-resistant and pretty much immune to corrosion. This is enough to either make a double-dozen Gundanium-coated MS shields, or cover the entirety of one MS in Gundanium plating. After jump, this supply regenerates weekly. Gundanium is expensive and hard to make outside of this, so keep that in mind.

5.21. Elementite Cache - 200 cp – Final Fantasy Crystal Chronicles

Like magicite, elementite is a specialized form of the crystal, whose energies are dedicated towards creation of tangible objects - rather than the synthesis of magic. Those with the power of the Architek or Dungeon Master Crystals can use elementite with great proficiency, molding buildings and even whole cities out of them. Those without that power will find it much more arduous to go through this process. Regardless of where you deposit this cache, elementite will slowly grow when exposed to magic and spread out, though this takes quite some time.

5.22. Zodium Cache - 200 cp – Final Fantasy XIV

A lodestone of Zodium ore, the minerals found in here form the frame of any Zodiac Weapon. A Zodiac Weapon forged with an ore different from Zodium not only lacks the strength necessary to keep the weapon intact during the forging process, but it is also substantially less receptive to the presence of Alexandrite, resulting in a loss of experience. The presence of Zodium is, like Alexandrite, rather difficult to isolate in Hydaelyn. However, its ability to bond with a substantial amount of other minerals has led to its high demand in markets – and as such, you might find it lucrative to mine this ore and sell it. The vein doesn't regenerate very quickly however, so don't depend on it as your main source of income!

5.23. Alexandrite Cache - 200 cp – Final Fantasy XIV

Alexandrite is a rare and well sought after gem due to its capabilities to interact with spiritual energy on a fundamental level. The rumor among legendary smiths is that with Alexandrite, one could even transfer the "soul" of an inanimate object, absorbing all the experiences of that object into itself.

There are those who believe that Alexandrite is a variant of dark matter itself, thus explaining its spirit manipulating properties. What is known for certain is that Alexandrite shifts colors under different lights. With this, you'll have a cache of Alexandrite that you can place, and the cache slowly refills over time as you consume it.

5.24. Metrotek Chrome Lode - 100 cp – Five Star Stories

A lode of metrotek chrome which naturally regenerates when it is mined out. Metrotek chrome happens to be the primary material which forms the armor of MHs, and is an extremely efficient insulator which allows for the flow and proper regulation of high temperature plasma. Able to contain high quantities of unstable materials such as ezlaser cores without a containment breach under standard conditions, it is a relatively rare metal.

5.25. Halmolium Vein - 200 cp – Atelier: Arland Triology

Thankfully just from a glance you can tell that this vein is definitely not a vein of platine. Perhaps aptly described as the opposite of platine, Halmolium is very reactive to magic. Its inherent magic conducting nature leads some to think that Halmolium may be the first true magic conductor – and it is not uncommon to find Halmolium being used as magical cores for staffs and wands. Similarly to the vein of platine, you can place this anywhere you wish. Grants you a vein of ore for you to place and mine anywhere you'd like.

5.26. Sunlite Vein – 100 cp – Atelier: Arland Triology

A vein of sunlite ore, which when refined into a metal, will bless anything created with it with the power of the sun. The more sunlite used in the forging or refining process, the stronger the item will glow. Good for making a night stick out of a baton...or your sword for that matter.

5.27. Zelmite Vein - 200 cp – Dark Cloud 2

*A vein of Zelmite ore, which can be used to fuel a tremendous amount of machinery or magitech.

*Might get you part of the way if you were to try and use it to make machines sentient.

5.28. Dreamstone - 400 cp – Chrono Trigger

Rarer than gold and far more lovely, this crimson mineral has been vital to civilization for millions of years. It is a perfect conduit for all forms of energy, able to act as both conductor and battery, and when properly prepared can even short-circuit other forms of energy. In its natural state, it exhibits a form of crystalline growth; though this specimen is just enough to create a knife, if left alone it will grow large enough to craft even massive machines.

5.28.1. Basic Equipment (Free)

Weapons... If the world were a better place, there'd be no need for them. Still, as things are, it would be foolhardy to go without them. Your anonymous benefactor has paid for the weapon of your choice, along with a suit of armor, a helmet, and a week's worth of clothing. All except the clothing are made from my own personal blend of steel, and are ighter and stronger than similar items.

5.28.2. Combination Attack (Free)

You didn't think I'd let you go without teaching you this one, did you? Now that you're fortified with magic, or other tricks, you're going to start noticing some of them seem compatible with your buddies' moves. Well, that's because they are. By using them together, you can merge them into one

big move that'll be greater than the sum of its parts. Fusing two spells, enhancing an attack with elemental energy, even a well-coordinated double strike... there's a lot of possibilities, so try them out and see what works. Just keep in mind your buddy needs to know how to do this too, and not all techniques are going to be compatible.

5.28.3. Jumper's Theme (Free)

Ever notice how everyone around here's got their own theme song? Huh, you can't hear it? Well, I sure can, and if you'd like, I can hook you up with the Composer to get you your own personal song! It'll fit you perfectly, and start playing whenever you're doing something impressive or cool. You can decide if anyone else besides the two of us can hear it, although nobody's going to think it's unusual or associate the fact that it suddenly kicks into gear with your presence.

5.29. Black Opals - 100 cp - Tortall

The Black Opals that can be mined here are ideal for use with the Gift. They somehow store and amplify magical energy, allowing them to serve as an extra reservoir for mages to recharge their strength, or can be used in models, simulacra, or other workings to greatly increase their strength. While these opals are incredibly rare (and a crime for a mage to possess without the Crown's approval) no one will question your small (and slowly replenishing) supply.

Magic Flora

6.1. Metal Seed - 200 cp – Zoids Legacy

A seed to grow a metallic planet, the leafs of which are used in the creation of an energy source called Reggel - which is in turn what Zoids consume for sustenance. It seems with a minimal amount of engineering you could use it as an energy source for other forms of machinery as well, sentient or not.

6.2. Crate of Rare Luxury Resources (Hydromiel) - 150 cp – Endless Legend

Dust Water, Redsang, Pixie Blood, Hydromiel, Dust Orchids. The rarest luxury goods in the world, each is worth their weight and then some in pure Dust, and each have amazing properties.

6.2.1. No Fly Bys (Free)

The world is orchestrated by a very location and situation fitting musical score. You may turn this off and on at will. www.youtube.com/watch/?v=RrqF_VEXBnQ#ENDLESS_LEGEND__Full_Soundtrack

6.3. Bag of Seeds - 100 cp – Winnie the Pooh

This bag is full of seeds of your favorite vegetable, and while they're hardy enough to grow in even arid ground, plant them in the right fertile spot and you'll see carrots the length of longswords, or cabbages the size of beach balls, or maybe asparagus shoots a meter high!

6.3.1. Bottomless Hunny Pot (Free)

This pot of hunny will never empty and never stick to anything you don't want it to. Furthermore, you'll never grow bored of the taste, because the taste is more than just hunny. It's every fond memory you have in this world of the Hundred Acre Wood, and any childhoods you've lived before it.

6.4. Seeds Galore - 100 cp – Harvest Moon

You gain a magical bag that generates 10 mundane seeds every day of whatever you want.

6.5. Seeds – 5 CP – Dwarf Fortress

Bring along some extra seeds. Mushrooms, veggies and fruits. Its all here. Each purchase grants you 10 seeds and a free bag to hold them in! Be careful that the seeds don't get eaten.

6.6. Golden Lotus/Black Lotus/Fel Lotus – uttu -World of Warcraft

6.7. Netherbloom/Terocones/Rain Poppy – uttu -World of Warcraft

6.8. Firebloom/Purple Lotus/Sungrass – uttu - World of Warcraft

6.9. Khadgar’s Whisker/Dragon's Teeth/ - uttu -Wildvine World of Warcraft

6.10. Bloodthorn/Diamondglow/Fadeleaf – uttu -World of Warcraft

6.11. Tiger Lily/Addler's Tongue/Frost Lotus – uttu -World of Warcraft

6.12. Cinderbloom/Heartblossom/Stormvine – uttu - World of Warcraft

6.13. Talandra's Rose/Golden Sansam/Green Tea Leaves – uttu -World of Warcraft

6.14. Kingsblood/Arthas' Tears/Dreaming Glory – uttu -World of Warcraft

6.15. Talador Orchid/Starflower – uttu - World of Warcraft

6.16. Magebulb/Songbell – uttu -World of Warcraft

6.17. Demon Ink Flower Seed – 200 cp – Mark of the Ninja

This is a rare and more importantly, healthy seed for the demon inkplant. Something you and you fellows have guarded for centuries in ancient obligation to the Hisomu clan. The plant can only grow in arid, desert climates, and is very fragile. Attempting to cultivate this blossom will be an incredible challenge...

6.18. Crate of Rare Luxury Resources (Dust Orchid) – 150 cp – Endless Legend

Dust Water, Redsang, Pixie Blood, Hydromiel, Dust Orchids. The rarest luxury goods in the world, each is worth their weight and then some in pure Dust, and each have amazing properties.

6.19. Supply of Uncommon Luxury goods (Moon Leaf) – 100 cp – Endless Legend

Several crates of Blood Crystal, Titan Bones, Grassilk, Moon Leaf, and Quicksilver. A lot of money, or some real useful material this.

6.20. Crystal Flowers – uttu – Endless Legend

6.21. Ruby Cactus – uttu – Endless Legend

6.22. Moss Pearls – uttu – Endless Legends

6.23. Azotic Exotics – uttu – Endless Legend

6.24. Steel Stalks – uttu – Endless Legend

6.25. Steel Stalks – uttu – Light of Terra

6.26. Red Fungus – uttu – Light of Terra

6.27. Weaver Worms – uttu – Endless legend

6.28. Eden Seed - 200 cp – Dark Cloud 2

In contrast to the Lafreisca flower, these fruit of Eden plants seem rather diminutive, but each fruit borne contains a massive amount of vital nutrients, enough to rejuvenate a person from near death, and even add a year or two to their lifespan. Unfortunately, they need to be grown in a very controlled environment, perhaps explaining why they aren't just found everywhere in the wild. One would do well to note that even given optimal conditions; typically Eden plants don’t yield more than one or two fruit per harvest cycle.

6.29. Jeweled Tree – 400 cp – Fallen London

Whether made in mockery or defiance of the Surface, your not inconsiderable talents have liberated this magnificent false foliage from Hell. When fed, watered, and fertilized, this produces leaves of ever warm brass, seeds of moon pearl and flowers of venomous ruby and sapphire. Echoes, unfortunately, do not grow on this tree.

6.29.1. A Thing About Names (Free)

Following the example of HRH Queen Vic- I mean the Traitor Empress, many citizens of the Neath have taken to calling themselves the Adjectival Noun. Prominent individuals include the Fidgeting Writer, the Sardonic Singer, the Amused Lordship and so on. It is fashionable to do so, though choosing not to do so is a choice in itself. The name chosen will become the title others refer you as.

6.29.2. Timekeepers Candle (Free)

Useful for lighting you to bed or to provide atmosphere for meals. Lasts ten minutes when lit. When snuffed out, will grow to full length in ten minutes. As time in the Neath is difficult to quantify, you can set your clocks to this reliable finger of wax.

6.29.3. Connections (Free)

By the way he hunches, you can hazard that Mr Spices does not like this arrangement. “So, another game is it?” Mr Spices snaps, “I have so little patience for these games. Masters do not play games. We would not be meeting now if it was not for that d_mnable contract” A pause. A hiss. “Yet, here we are” A pocket book is produced from a fold in his cloak, dislodging clouds of spice. “For in the end, is not variety the spice of life?” You gain two for no charge, they will send you gifts every fortnight as payment for some obscure service. Some factions are incompatible. Similar factions may be present in future jumps.

6.30. RIFT FLOWER SEED – 100 cp – Gravity Rush

These special flowers grow within the Rift Plane, acting as beacons for wary travellers when they bloom. With the release of sufficient magic, they’ll bloom – though it’s questionable whether the intense magical light they release points to “foreign objects” or if they merely point towards concentrated areas of magic. Considering the Rift Flowers tend to point towards things which were drawn in by the gravity storms, both theories are plausible. In any case, they do release a large quantity of magic when they bloom – until they wilt and the cycle repeats again. If anything, you could consider their “crop” to be magic – provided you have a method to harvest it.

6.31. Golden Apple – 200 cp – Shin Megami Tensei 1

A mysterious apple with yellow skin that shines like the sun. The light coming from it has a sort of mental healing power, such that those afflicted by any madness, be it borne from isolation and time, neural decay, or a simple curse, will find their mind put back together and their senses returned to normal after being bathed in its radiance.

6.32. Soma – 200 cp – Shin Megami Tensei 1

Drink made from the juices of a long-forgotten plant. It is like liquid divinity, and those who drink a dose have their body and spirit fully restored. Even a single drop can bring a man back from the brink. You have a ten mL bottle of it which refills every other day. The liquid you get is pure enough to, with centuries of work, discover what plant this is made from and recreate it with genetic engineering, unlike the Soma that you could find in this world yourself.

6.33. Paopu Fruit Seeds - 50 cp – Kingdom Hearts

The seeds in this bag will grow into trees that produces a bright yellow star shaped fruit. It's really juicy, delicious sweet treat to share with those close to you. In fact, it's said that if two people share one their destinies become intertwined. But that's just a rumour ...right? As a bonus, when grown near a ledge or overhang the trees will form a nice level resting place mid part way up it that is

surprisingly comfortable. Trees grown in other spots will grow mostly vertically, they may have a bit of a jaunty lean to them.

Note: Yes, it is just a rumour, but they are tasty and in this world (and this jump only) you may notice coincidences piling up should you share one with someone.

6.33.1. Tema Del Jumper (Free)

Every adventurer of the world's needs a soundtrack. And you'll get your own personal theme arranged to match the tone and mood of your day to day life. In addition, this theme also meshes well with any of your other companions very well. This can range from a beautiful sweeping score to a simple little tune but it's your leitmotif and yours alone. None shall claim it unless you say otherwise. You can control the volume at will, and even let others hear it. Unless you actively draw attention to it no-one will think this odd, even if they comment on how much it suits you.

6.33.2. JRPG Style (Free)

From the JRPG school of design and colour theory. You've got an eye for the garish eye bleeding-ly complex technicolour vomit that is JRPG design. Somehow your over designed and over the top costumes never suffer from impaired functionality, and despite all odds always looks good on you.

6.33.3. Magical Potential (Free)

In this setting everyone has at least a small pool of magical potential, measured in Magical Points, or MP, these points power magical spells that can be found and learned in-jump. You are no exception, getting a small pool of MP that adds to whatever other magic you had. Your MP will grow over time, and with use, but non-magicians would need a lot of magic restoring Ethers on hand if they wanted to cast more than a few spells in a row. Magicians have significantly more starting MP and will peak even higher than other backgrounds.

6.33.4. Hit It! (Free)

You are able to hurt Heartless and Nobodies with physical attacks, even if you aren’t using a magical blade.

Ocean Flora

7.1. Seed Bag - 50 cp – Aquaria

Once formed by the Druniads out of still-living leaves, this bag is filled to the brim with all varieties of seeds. When planted in the silt of a sea bed, they will quickly sprout into a small garden of leafy green plants, perfect for forming the base of a meal, or crafting into healing poultices. Somehow, no matter how many seeds are drawn from the bag, it never quite runs out of them.

7.2. Big Seed - 100 cp – Aquaria

Larger than most fish, this spined green seed thrums with the energy of the Verse. When planted, it will sprout into not just one bloom, but a colorful garden. Not merely beautiful, these flowers regularly grow potent fruit, including vibrant red bulbs which burn with fiery energy, and cyan ones filled with life-giving nectar that, when properly prepared, can heal even mortal wounds.

7.3. Verse – uttu – Aquaria

7.4. Mother's Lullaby - 600 cp – Aquaria

Battered, waterlogged, and decaying, this ancient book is almost too fragile to open. Once a collection of children's songs and stories, it is now all but ruined. However, a single page miraculously escaped any damage - the musical notation to a song, one whose Verse is eerily familiar, and whose Chorus was lost since the dawn of Aquaria...

7.1. Various Sea Plant/Reef Samples – uttu – Anywhere

7.2. Songstone Composer - 200 cp – Ar Tonelico

Another 1m cube. This produces the essential elements of Song Science, in the form of 1 ton each week of Songstone rubble, a crystalline ore of Parameno, Grathnode and Ardel. By itself, Songstone converts sound into magic, storing it until a threshold is reached and it explodes in a burst of wild energy - making them effective improvised grenades. Extracted and refined, their true potential can be reached. Parameno absorbs sound as magic, Grathnode emits it as magic, and Ardel acts as a semiconductor.

7.2.1. Starting Loadout (Free)

While many backgrounds will give you implied possessions, this is what you're wearing when the Jump begins, along with purchases below.

All: Sturdy, drab clothing. $5,000 dollars in the equivalent currency. Camping equipment and one week of food, in a spacious backpack.

7.3. Azshara's Veil – uttu – World of Warcraft

7.4. Super Sea Snails - 300 cp - Splatoon

You have a small breeding population of around 10 Super Sea Snails, large snails with crystalline, conical shells. The snails are hermaphroditic but and they live for around 15 years. They're more than they seem, though- they provide an invaluable service- Their shells can be used to imbue hats, shirts, and pairs of shoes with extra Ability Slots, or reroll the abilities of a clothing item with 3 full slots. This kills the Sea Snail, but if you're careful to keep up the population then eventually you might have an entire wardrobe of 3-slot clothing. Also, they're delicious when cooked right.

7.5. Song Magic – uttu – Ar Tonelico

7.6. Orgel of Origins – 500 cp – Ar Tonelico

A copy of the original Song Science device. A handheld music box that plays a very carefully calibrated song. It is made of Parameno and Grathnode - and got hot pretty quickly. Enjoy your white hole generator - this is what powers the entire tower, including the antigravity generators, weather control, and giant beam cannons. All of it. It's an infinite energy generator, with a very high output. Unless you buy both this and Song Science, replicating it is nearly impossible, with both it is tricky.

7.7. Enchantments – uttu – Various Settings

7.8. Jorium Crystals – uttu – Starcraft The Terran

7.9. Isle Fish – 200 cp – Atelier Arland Triology

A fish as big as a small island! How is Cole even keeping it around...? It actually lives on land despite its name and is really friendly, except most people tend to get scared of it. Maybe you could find a way to breed it eventually? Astrid seems rather interested in it though. Well, not like you can really blame her, considering how big this fish is. Hopefully she doesn't just want it for dinner though... Should you give it to her your relationship with Astrid will improve by a fair bit.

7.10. Volcanic Spring – 200 cp – Dark Cloud 2

Constructs a series of hot springs in various parts of your settlements. The healing properties of these hot springs are strong, and you'll find that people seem to flock from all over the world to try them out – resulting in some peculiar guests from time to time. If you already have the Fire Squall, you'll find that in addition to the hot springs, you'll get strange ash beds that can temporarily bestow fire resistance on those who sleep on them. It won't harm them of course.

Magitech Flora

8.1. Setup Wizard – 200 cp – Harry Potter

You have a natural knack of melding technology and magic. You can easily jury-rig technology to work at Hogwarts. Your inventions could do considerable good for the magical world if they weren't all such luddites.

8.1.1. Wand (Free)

A wand. You don't have it yet, mind you, but you'll get one soon enough on a trip to Ollivanders. You can choose the wood type and between one of the wand cores he produces wands with (Unicorn Hair, Dragon Heartstring and Phoenix Feather). You may instead choose a more exotic wand core (excluding Thestral Hair and limited to parts from other canonical magical creatures/beings of this world e.g. Thunderbird Tail Feather, Veela Hair, etc.) although the three previously mentioned are among the most reliable and powerful. Different cores and woods tend to act a little differently but regardless of what you choose the wand will choose you as soon as you are introduced. Different woods may alter your historical personality (for all but Drop-ins) and therefore tendencies very slightly (e.g. Cypress wands tend to choose brave people and you will as such have been a relatively brave child, Blackthorn may result in you being slightly more combative, etc.). If you already had a wand you may import it into this role and while it will keep it's wood and core it will gain a significant loyalty boost.

8.2. Doll Maker of Bucuresti - 200 cp – Touhou Project

Being an undisputable genius in terms of mathematics and science in a realm ruled by magic tends to undermine just how impressive it is. Your ability with technology and engineering is so great that you are able to adapt to handling, repairing, modifying and even reverse-engineering completely foreign devices you have little to no background on. Your connection with both practical technology along with magic allows for you to eventually unlock the secrets to creating magitech if given enough time to experiment.

8.2.1. Touhou Soundtrack (Free)

Catchy Touhou music will play in the background, appropriate to the situation at hand. But instead of the cheap midi-trumpets ZUN uses, the songs you hear will be far more varied and unique, though still with ZUN's iconic melodies. You may turn this on and off at will.

8.2.2. Spell Cards (Free)

A set of personalized spell cards, essential to Danmaku battles. Though they can be destructive, they are also completely non-lethal. Despite its name, spell cards do not need to be purely a result of magical abilities. Even mundane technology is allowed in forging one's spell cards During Danmaku battles, any extremely powerful abilities that assures an "absolute victory" or an "absolute defense" will be limited for the duration of the Danmaku battle. The reason for this was to allow humans and Youkai to fight at an even footing, and you're no exception to the rule.

8.3. Magitech – 600 cp – Banjo-Kazooie

Your technology and magical powers are always fully compatible with each other. You gain a better understanding of both machines and magic, and are quite capable of using one to supplement the other.

8.4. Magitech - 600 cp – Thundercats 2011

The combination of magic and technology. Magitech creations are rare and difficult to make but they're also extremely powerful and could easily function after being abandoned for hundreds of years. Some are even capable of trapping and containing souls.

8.4.1. Old Cloak (Free)

A dull looking piece of clothing that will perfectly conceal your features and help you go unnoticed in large crowds.

8.5. Technosorcery – 400 cp - Gargoyles

Combining magic and technology is a no brainer for you. You can handily blend the two to create amazing effects like broadcasting spells over telephone lines or melding creatures together through sorcerous surgery. Very little in the field of technomagic is beyond your reach with this skill.

8.5.1. Loadsamoney (Free)

200,000 American dollars or the local equivalent. You could probably use this to survive for a couple years. Or you could get a job.

8.6. Moon Tech - 400 cp – Okami

While you aren't granted a full of understanding of everything the Moon Tribe could do, you've been blessed with the basics, including the method to make the metal used in their constructions, and an intuitive understanding of the way the machinery functions. For the most part, the inner workings are mostly a mystery, though what is known is that they can run infinitely on their power source and are controlled by the spirit or divine power of the user. Examples of the greatest of their technology includes Yami's nearly unbreakable transforming robot body, a machine that generates freezing blizzards, and spaceships. Lesser works include most non-divine creations in the item section. This talent could quickly grow into so much more if you could only get your hands on enough Moon Tribe

relics to experiment with or an expert to learn from. Indeed, this is all promised to you by Yami, along with dark power unending and rule in Nippon if only you swear fealty to him and devote yourself to his goal. After all, he has already granted you so much, and without even demanding your loyalty. As a bonus, Yami will even throw in the right to manifest his markings on your body. In appearance, they're simply a blue mirror of the celestial markings worn by Brush Gods. Try not to show it off to those few who've dealt with him before, as none will hesitate in slaying an agent of Yami. I'll leave the choice up to you.

8.7. The Magic of Science 600 cp The Witcher

You can resolve the issues between magic and science, and while this does not increase your magical or scientific ability, you are able to make quite a few discoveries by combining the two and experimenting.

8.7.1. Soundtrack (Free)

You get the entire Witcher soundtrack. You can play it at any time and Choose who hears it, breathtakingly clear and beautiful.

8.7.2. Horse Riding (Free)

You can ride a horse proficiently and with no difficulty. Horses will Trust you more easily.

8.8. Device Meister - 600 cp – Lyrical Nanoha

This is the real treasure of the TSAB's technological capabilities - mixing the use of magic and technology in order to create Devices that can channel the energy outwards. You have a complete knowledge of how to build and maintain Devices, along with how to program AI for said Devices to use. While you can construct most Devices and similar items presented here, the ability to make Unison Devices isn't included here - you'll have to learn that one on your own, and many have tried and failed to do so in the past. You could, with some experimentation, combine different magical systems into Devices together, especially with the help of 'Similar Principles' to streamline the process...it will take some trial and error, but you could apply these principles and Devices to other systems if you work at it enough.

8.9. Digitized Sorcery – 600 cp – Fate/Extra

The Magi of old had to adapt, converting the dying system of magecraft into something that could be used to their advantage within the Moon Cell. The results of their efforts are the Code Casts, a digital version of magecraft. Much like them, you can now convert magical systems into a technological variant. This will not be instant and will require a fair amount of research for you to accomplish, but it would let you find a new side to existing systems you possess.

8.9.1. Datapad (Free)

This small touchpad will act as a way to store any information you gain on enemy Servants, Masters or your own Servant. It will automatically fill up with any info you already know or learn in the future.

8.9.2. Brown school uniform (Free)

A simple, brown and rather drab school uniform. This is the default avatar clothing and most Masters change it. But hey, why change what works?

8.9.3. Classroom (Free)

As a participant in the Grail War, you'll need a home-base to rest and figure out your gameplan. The server will give you use of what seems to be an abandoned classroom for the course of the war. This room is off limits to other Masters, just as their's is to you, so you can be sure of relative safety while within it. It is not impenetrable however.

8.10. Assault Manadrive – 200 cp – Final Fantasy XIII

The higher ups gave you a manadrive, which you saw fit to attach with offensive spells. This manadrive allows you to attach up to intermediate level offensive spells – it will cast them autonomously freeing you up to do something else. You can designate its targeting systems appropriate to the spell. It won't add effects the spell does not already have.

8.11. Defence Manadrive – 200 cp – Final Fantasy XIII

The higher ups gave you a manadrive, which you saw fit to attach with defensive spells. This manadrive allows you to attach up to intermediate level defensive spells – it will cast them autonomously freeing you up to do something else. It also has smart targeting that you can program into it. It won't add effects the spell does not already have.

8.12. Antimatter Manipulation Principle – 200 cp – Final Fantasy XIII

You understand the science at work behind Cocoon's technology. You may not have the equipment to reproduce it, but you can manipulate gravity to a limited degree even without it – enough to save you from falls. With the suitable tools however, you could make all sorts of equipment and mechanical wonders, even up to graviton cores that can maintain giant aerial defence platforms.

8.13. Antimatter Temporal Principle – uttu - Final Fantasy 13-2

8.14. Crystal Mechanics – 100 cp – Final Fantasy Type-0

The Byakko Crystal's blessing revolves around the synthesis and comprehension of technology using magic. After all, sufficiently advanced technology is no different from magic. You can understand the workings of advanced technology after tinkering around with it a bit. You can also replicate technology you see by using magic, but until you've attempted it countless times, the end product always seems to feel a bit...lesser in comparison to the original.

8.15. Crimson Saint - 600 cp - Maoyuu Hero Demon King

With sufficient analysis, Magic is simply Science by another name. A spell that causes plants to grow simply increases the flow of nutrients. A machine that generates a static field to generate an electric shock attack is the same as a lightning bolt spell. With this perk, you can comprehend the link that exists between Science and Magic, and with the proper time and resources reproduce a piece of technology as a magical spell or reproduce a magical effect as a piece of technology. For example, you could take a lightbulb, analyze it, understand how it works in its entirety, then create a magical spell that produces the same amount of light when an equivalent amount of magical power is fed into it. There are a few caveats here, however.

First, you must be capable of already replicating the magical effect, spell, or piece of technology on your own, as this power only lets you reproduce a magical or technological effect in its equivalent technological or magical form. If you weren't able to reproduce a magical effect using magic or a technological effect using technology in the first place, this perk will not let you reproduce them in

the opposite manner now. Comprehension alone won't cut it, the ability to already reproduce the effects is necessary.

Second, complexity of the magic or technology you wish to reproduce a converted equivalent of is conserved across systems, so the amount of time necessary to reproduce the equivalent in the opposing system will be, at minimum, the same amount of time it would take to reproduce the equivalent in the same system. A highly sophisticated though reproducible multi-layered magic construct or spell will result in an equally complex technological creation that will be equally or more difficult to understand, use, and replicate.

Third, the limitations of the magic or technology are carried over. If you were incapable of using a piece of tech or magic, you will be incapable of using its equivalent. A spell that creates an Elemental without true sentience will not create a thinking, self upgrading AI in its technological equivalent, though reproducing an AI as a magic construct or a self aware thinking magical construct as a technological entity WILL. If a magical entity or technological construct has a soul, so would its equivalent, but you would already have to be capable of reproducing said soul in the original system.

And fourth, converted technology or magic that you give to others will function only if both A: Either you or them (Doesn't have to be both) would be capable of using the original magic or technology, and B: That if a piece of magic or tech requires energy to function, then an appropriate amount of energy is provided to fuel the magic or tech. Draw off a battery or mana capacitor, have it draw off the person's own mana reserves if they have them, have it draw off ambient energy in the air. One way or another, an amount of energy equivalent to the original power requirementsmust be supplied

8.16. Mechanist - 100 cp – Final Fantasy VI

You know how regular technology and magitek function and can repair it if it breaks down. You'll still need the tools and supplies, but at least with this you'll know what you're doing with mechanical technology. This knowledge can be used to build basic examples of it too, but don't expect to be able to copy anything too complex without getting your hands on the blueprints.

8.17. Magitek Mastery - 600 cp – Final Fantasy VI

In essence, magitek is simply the use of magical energies as a power and fuel source for technology. Your understanding of that outstrips anyone elses, and you can now apply this principle to any technology you own. By altering your devices to use something magical in nature, such as a magicite stone, an enchanted item, or just raw magical energy, you can enhance it in every single way and give it unique properties. A suit of armor would become much harder, lighter, and more agile than before, perhaps even boosting the physical abilities of the wearer in line with the magical power source. From there, the armor could make more esoteric uses of the magic, such as casting spells on its own based around the sort of magic infused into it automatically or at the wearer's prompting. This isn't some measly effect restricted to the mundane or basic, no, magic can infused into any sort of technological device to enhance its functionality and give it a partially magical nature and powers. Even life may be infused with magitek technology like this, not only as cybernetics but directly as well. In this situation, it behaves a bit differently. The magic integrates itself into their body, becoming a natural part of them, allowing them access to that magic system and enhancing them physically, but they must grow into it. They start at a much weaker level, where they have to practice and develop their connection to this magic to realize it fully. There's no upper limit to them beyond what the magic's system is capable of, but it can take time, and you can instead choose to infuse living things

with a larger amount of magic to grant them greater magical ability much more quickly. Unfortunately, this can have dangerous side effects, as giving them too much to handle at once can lead to mental instability or even insanity, the severity rapidly scaling upwards the more initial energy put in.

8.18. Living Technology - 200cp – Tenchi Muyo!

Slice of Life: Jurian appliances are semisentient, from starships to entertainment systems to cookwear. You have the ability to control all basic devices of this type with just your mind alone, and have the knowledge to construct more with appropriate materials. You can eventually replace most interfaces with living wood input devices In later jumps, this enhances your ability to use and understand sentient or organic technology.

SpaceOpera: You have a knack for all forms of technology, and especially the kind that thinks. Sentient or not, you can convince devices to operate for you instead of their registered or passworded owners. Stronger security makes this process take longer, but you can essentially charm your way into a mainframe, instead of breaking a howevermanylong character password.

8.19. Pollution Standards - 200 CP – Light of Terra – Part 2

Perhaps an odd choice to focus on, but you have decided to work to ensure the industry that takes place on your new homeworld is as green as possible. Waste not want not though, because it isn't impossible to engineer your fabrication plants to utilise the run off that would normally be dumped, refining slag and distilling chemical waste. In the end, you make a small loss in productivity in return for a not insubstantial cut in the amount of raw materials required each day.

8.20. Pollution Standard – 100 cp – Tropico

Any factories you own or machinery you use creates 30% less pollution than it normally would.

8.21. Reduce Reuse Recycle - 200 cp – Captain Planet

You are a master of recycling, conservation, and ecofriendly technology. When recycling or cleaning anything to do with your Element, whether you're a Wateruser cleaning an oil spill, a Metaluser recycling aluminum cans, or a Radiationuser disposing of radioactive waste, you always know the best, most environmentally friendly way to do it. All forms of greentech and recycling tools are for more efficient in your presence, especially with regards to your Element. Furthermore, environments primarily made up of your Element just naturally become cleaner and less polluted in your presence if you stay there for a long period of time.

8.22. Eco - 200 cp – Anno 2070

The Eden Initiative is focused upon living in harmony with nature; their entire technology chain, from power to habitation, is centred upon renewables. While advantageous in some ways, it does have a few limitations.

8.22.1. Captain My Captain (Free)

You gain the necessary innate knowledge to pilot your Ark, both above and below water. You're also knowledgeable of it's systems, allowing you to manage the development of the nascent civilization you're over-seeing.

8.22.2. Simulation Training (Free)

Population management, money management, taxes, supply chains, land surveying, geo-analysis - you are the helmsman of making sure humanity survives, and you've been trained as such. And trained well. While your Ark's on-board AI helps a good deal, even without her, you're skilled enough that the only thing you require to shepard your burgeoning civilization is time.

8.22.3. A Moving Reef (Free)

Your Ark seems to attract a literal horde of appealing, aquatic sealife, turning your roving artificial island into a diver's paradise. Expect to be lulled to sleep at night by the keening cry of birds and the gentle glow of bioluminescent fish lurking around your Ark. This is an innate ability of the Ark, and can be turned off, if you so choose.

8.22.4. E.V.E. (Free)

This AI is built into every Ark, allowing for real-time logistic assistance and management. While not equipped with a great deal of initiative, E.V.E. is capable of bringing matters to your attention so you can attend to them personally. May or may not nag you if you work for more than twelve hours straight.

8.23. Master Architek - 600 cp – Final Fantasy Crystal Chronicles

The power of the Crystal in hand, you get to work on the town that you've been rebuilding – only to realize that there really is much more to building than just plopping down buildings. The magic that you have is very good for plopping down buildings based on images which you've seen and the memories of former residents. The crystal prefers to build outwards as you expand, though it is possible to build upwards, like floors of a tower. From your experience, it's far easier to magically recreate a house based on memories rather than pictures – both in terms of accuracy and atmosphere. To assist you, the crystal shows you lingering memories of wherever you are, and the more energy you dedicate into this, the clearer the images become. With time and understanding of architecture, you'll have a good bank of these memories to serve as templates to create from. While the process of construction is simple, your presence is necessary to remain in the area as the crystal gets to work. On one hand, it removes a substantial amount of flexibility, but on the other hand, the crystal performs all the necessary conversions to bypass the necessity for raw materials. Should you so wish it – you could even create with pure crystal, though the energy required would be exorbitant. Just keep in mind that other infrastructure is neglected in this process.

8.24. Magitek – Free – Final Fantasy XIV

Research into the basics of Garlean Magitek. While it won't make you a leading expert, it will be enough for you to understand the basic workings, and any Magitek that you already use will be improved.

8.25. The Legionsx5 – Free – Final Fantasy XIV

It is crucial to know your enemy if you are to emerge victorious, and the sheer size of the Garlean Empire means there is a substantial amount to study and develop from. From those who have defected from the Garlean Empire, you and the other research groups have been able to glean a substantial amount of knowledge, but there's still more out there. If you choose to pursue this, you would be best served if you personally knew some Garleans. Each time you take this, your understanding of Magitek improves, as well as how Garleans operate in general. Distribute this knowledge well – and you may be doing much more to prepare than Eorzea than you'd think. With

your improved understanding, the ability and output of Magitek that you procure or produce also improves – as well as Eorzea's ability to fight off the Garlean Imperial Legions.

8.26. Garland Ironworks Buffs – uttu – Final Fantasy XIV

8.27. Ruins of the Last Age – Free – Final Fantasy XIV

Your scholars have been working on compiling the entire list of known ruins, and the list is at your disposal. Most of these old ruins probably won't have much inside them, but you never know what kind of information or relic you'll find. When you realize that the most prominent ancient civilization was old Allag, it'll explain why a substantial amount of the relics you obtain are related. It does help with your ability to interact with Allag technology though.

8.28. Mythology – Free – Final Fantasy XIV

With the last age just having come to an end, the legends haven't started to come about yet, but there are plenty of tales from the ages further in the past. The vast store of Allagan Tomestones the Scholars are collecting is at your disposal, though they'd prefer if you didn't just take it. With all this expertise at your fingertips, your ability to handle Allagan technology is sure to improve – and you'll be able to recognize mythical creatures and objects as well.

8.29. Azys Lla data – uttu – Final Fantasy XIV

8.30. Mega Bomb - 600 cp – Chrono Trigger

Magic and Technology are both capable of some pretty fantastic things. So why not put them together, and see what happens? You now understand the secret to integrating magic seamlessly into your mechanical devices, enabling you to create devices like bombs powered with fire magic or medkits that use healing magic. While initially your devices will be one-shots that rely on a magical charge you have to deliver, in time, you'll learn how to make much more advanced fusions, such machines that run on magical power sources, or automated spellcasting devices. In the end, the only limit is your skill with machinery and magic.

8.31. Guru - 600 cp – Chrono Trigger

Back in the glory days of Zeal, "Guru" was a title reserved only for the most skilled and knowledgeable of their mages and scientists. You might not be there yet, but when I'm done with you, you'll be well on your way to deserving the title. Magic is akin to a science to you, letting you delve into the secrets of sorcery the same way a physicist would unlock the secrets of the atom. This also includes learning how to apply magical knowledge like an engineer does the sciences, letting you come up with breathtaking magical wonders. The Blackbird, the Mammon Machine, the Ocean Palace - who knows what you'll add to that list of legends.

8.32. Tech Wizard - 100 cp – Devil Survivor 1

You're really good with machines. You just sort of understand how they work, better than most. But not just regular machinery, no. You've learned how magitech works too, to a certain extent. COMPs are incredibly powerful tools, allowing users to summon demons,, learn magic, go beyond normal human limits, and fight on the same level as demons. You can't build one yet, but you've figured out how they work, and even how to modify the coding to a certain extent. Won't the Shomonkai be surprised to find out they're no longer safe from their own toys?

8.32.1. COMP (Free)

This is what will keep you alive in this Jump. Allow me to give you a walkthrough: Formerly innocent game devices, Naoya has transformed them into machines that channel the power of the Demon Summoning Program, directly from Babel itself. The COMP comes with a number of features: Demon summoning and control; skill cracking, which allows you to steal powers and abilities from enemies you defeat, though some cannot be cracked; An email service, which can't operate during the day(For service space) but CAN send the Laplace Mail, which lists out all the important events of the day-Including people's deaths. There is also the Devil Auction, where you can purchase demons, the Cathedral of Shadows, in order to fuse demons, and the demon compendium, in order to re-summon demons you have bought or fused in the past, for a fee. All transactions are made in Macca, the currency of Hell, which can be earned by fighting demons. The final and most important feature is the Harmonizer: Without this, humans would be powerless against demons. Essentially, it weakens the powers of demons, while empowering the defenses and attacks of humans. So it's pretty essential.

8.33. Technomage - 200 cp - Libiromancer

While not a magic user perse you have the unique ability to make magic and technology play along together in just the right kind of way. Perhaps you can take a fictional operating system out of a book and install it on a real computer. Or create a selfreplicating swarm of nanomachines from a sliver of magically created tissue. Whatever it is, you can do it and are likely to be the envy of your magical peers.

8.34. GN: Trans-Am - 200 cp – Gundam Anno Domini

This upgrade is specifically for GN Condensers, Tau Drives and GN Drives. This upgrade allows your suit to initiate Trans-Am, a 3 minute burst of speed, strength and defense that turns the suit red with the GN Particles surrounding it. For a suit from this universe, Trans-Am will basically increase its speed, strength and defense by 3 times. (Char much?) However, after 3 minutes the suit and GN Drive will be weakened and must go into a low-power-like mode where the Drive spins up enough GN Particles for normal operating mode again. Pushing the Drive past its already-broken limits might result in damage or even self-destruction if you go past that point. Tau Drives upgraded with this will not destroy themselves, but will instead shut down. Tau Drive MS will still operate if there are particles in reserve, but they will not regenerate until the Tau Drive is manually spun-up.

8.35. GN: Twin Drive (Qan[T]-level) - 400 cp – Gundam Anno Domini

Oh boy, time for your multiplication tables, children. This option will give a Mobile Suit equipped with a GN Drive a partner- one synced near-100% to it. This is very important, as although this is able to be done in the universe itself, Drives with such high synchronicity aren't very common. For note, normally 2 GN Drives running at the same time produce 2x a normal GN Drive's power, obviously. However, with them synched together, they instead square their outputted power. This is a damn noticeable increase, but it does come with an immediate cost- at this time, you'll need a separate unit to dock to your back to pull 100% of this squared input, which is included with this purchase. It can either be human or AI/Haro-driven, and is lightly armored (and armed- comes with 2 GN Vulcans and a couple GN Missiles) as its main focus is to stabilize the Drives. Don't worry; this is a step able to be engineered out with time, as it is done in-universe. However, you can skip this step for 50 CP more as a surcharge and get a Qan[T]-level Twin Drive immediately.

8.35.1. Vulcans (Free)

These are linked 30mm Cannons mounted in pairs either in your MS's head or wrists. Though not strong, they are designed for 'spray and pray' firing as a stray shot could possibly injure a joint or destroy sensor equipment. They are also useful for destroying missiles and similar flying ordinance. However, against normal MS plating they are mostly inefficient, and especially against a unit with a GN Field spread.

8.35.2. Sonic Blade (Free)

This is what could be called a Vibroblade (or a High Frequency Blade for other people), which vibrates thousands, possibly millions of times a second, which when swung chips away at armor bit-by-bit, but to our eyes it appears to slice straight through. It is about the size of what could be called a large dagger to a Mobile Suit. It also has the ability to focus plasma into a sword shape around the blade, forming a pseudo-Beam Saber. It's able to burn into armor but loses the vibration-piercing ability of the edge itself. This mode lasts 3 minutes at normal power, and normal power provides a shortsword-size plasma blade. This can be increased at the cost of less operational time.

8.36. Green Energy - 600 cp - Zootopia

Zootopia is a wealth of non-polluting energy sources. Primarily geothermal and hydroelectric, but examples of solar and wind power are used as well. Not only do you gain a wealth of knowledge on how to build these types of power sources, you gain the knowledge of all the infrastructure necessary to bring that power to an entire city. This includes an entire bookcase of designs and schematics on everything from solar panels to power poles. It even includes Do-It-Yourself videos starring Bob the Beaver in whatever format you prefer. As an added bonus, you know how to make such power sources 30% more effective at half the cost. All you need is the materials and a few handy helpers to kick everything off.

8.37. Technomancy – 400 cp – Mage the Awakening

Fusing technology with magic is not a new practice, especially since technology has existed since man first made fire, or tied a stone to a stick and called it a spear. While there are many other mages who purport to merge technology and magic, you do so with such seamless efficiency that it is nearly impossible to tell where technology ends and magic begins. You could tie the triggering of a spell to a computer program, having it take effect when someone tries to open it. Or perhaps you could use your magic to improve the quality of machines, increasing their speed, effectiveness and overall power. Perhaps you could even write out a grimoire, a repository of magical knowledge into a simple graphing calculator. Whatever you do, it will likely be creative and never seen before as the disparate disciplines are masterfully merged under your guidance.

Synthetic Flora

9.1. Simplified Formulae – 100 cp – Full Metal Alchemist

You understand the connections between parts. You can make large alchemy circles far more easily and far less complex than others. You can combine this with Advanced Formulae for multipurpose combat alchemy.

9.2. Advanced Formulae – 100 cp – Full Metal Alchemist

Alchemy comes to you as easily as breathing does. Your greater understanding allows you to perform more complex alchemy. You can combine this with Simplified Formulae for multipurpose combat alchemy.

9.3. Alkahestry – 300 cp – Full Metal Alchemist

You understand how to perform basic Alkahestry, An art from Xing which can perform transmutation from a distance using linked circles, and can heal wounds of many kinds by following the pulse of the body. With practice or tutoring you can make a real skill from it.

9.4. Truth – 800 cp – Full Metal Alchemist

You've committed the ultimate taboo, Human Transmutation, Alchemy's one and only unforgivable sin! As a result, you have lost something important, but gained something in return. The result of your loss is that you gain the ability to perform alchemy without a transmutation circle, and your knowledge of the science is expanded to the point where you have effectively mastered both Simple and Advanced Formulae.

9.5. Alchemy - 300 cp - Gothic

You can identify local plants and their properties and create magical potions. Healing and mana potions are the most common on the market, but with some unusual ingredients you might be able to create potions that permanently improve the drinker's body. You also know how to brew or distill various alcoholic beverages.

9.6. Alchemy - 300 cp – Castlevania

Through careful experimentation and research, you've gained understanding of the true nature of God's creation of the world. You may now utilize a lesser form of this art to create items of power, ranging from potions and charms to powerful weapons to drive back the forces of evil. You also understand the basics of a darker form of this art, enabling you to understand and counter evil rituals.

9.7. Mixing Mixtures – 200 cp – Banjo-Kazooie

Your created potions can bestow multiple effects you know, however mixing too many might cause surprises. You can reliably mix up to a dozen elixirs without them interfering with the effects of each other.

9.8. Alchemy – 100 cp – Banjo-Kazooie

You are incredibly capable at mixing together mundane ingredients to create effects that can only be described as magical. For a short time, these potions can create temporary copies of you, turn you invisible, or give you shielding.

9.9. Alchemy - 200 cp - Samurai Jack

The ancient science of mixing specific ingredients and then infusing them with natural energy. You know how to make a wide array of potions with both beneficial and harmful effects.

9.9.1. Signature Outfit (Free)

A simple set of clothing made from common materials. No matter how often this outfit gets destroyed you'll always be able to repair or replace it yourself. It consists of basic yet comfortable attire – like a hat, robes and sandals – made out of resources that would be easy to find in any world.

9.10. Alchemy - 400 cp – Valkyrie Profile

At its most basic, alchemy is simply the creation of magic concoctions and items with a range of effects, from the mundane, such as healing items and exploding liquids, to the horrifying and illegal, such as the much feared Ghoul Powder that turns the living into mindless demons. From there, many alchemists learn the difficult and resource intensive formula for altering one material into another, and that's where their knowledge ends. But the true potential of alchemy is that it holds the ability to manipulate life, much like necromancy manipulates the dead. With the right knowledge, an alchemist can experiment and create horrible monsters and abominations, even imbuing them with magic and other mystical abilities, or even create a perfect simulacra of human. The one thing outside of Alchemy's power is the creation of souls, so their creations may be alive or even think, but they don't truly feel the way a natural creature would. There's nothing preventing an alchemist with knowledge of other disciplines from transferring a soul into an empty vessel, however. On the other hand, there is much more to to alchemy that nobody has yet uncovered, and further research can uncover further uses of alchemy.

9.10.1. Battle Forged (Free)

Everyone who's anyone here is a hardened warrior, so now you are too. With this comes an average human's talent in melee (including everything from general swordplay to hand-to-hand), ranged combat, or battle sorcery, which focuses on your typical heal/buff/elemental projectile trifecta. Skill in both magic and weaponry can be obtained for a loss in some effectiveness in both due to the split focus. Valkyrie essentially receive skill in all three, though they still must make a choice as to which melee weapon and ranged weapon they use and which combat type they're most proficient in.

9.10.2. Default Gear (Free)

A warrior needs their equipment, and that's what this is. Basic weaponry and armor or clothing fit for your background. Valkyries receive the same upper body armor in any shade of purple or blue they wish, white battle skirt, and feathered helm as their sisters, along with their choice of melee or ranged weapon.

9.11. Alchemy - 100 cp – Kingdoms of Alamur -Reckoning

Your brothers and sisters in battle often need a health potion after a hard fight, and you have always been there to help out. You are a capable alchemist able to work with almost any ingredient to make potions with the effects you need, and find substitutes for absent ingredients. Some more potent potions still stump you, though, and inventing new recipes is beyond you.

9.12. Alchemy – 100 cp – World of Warcraft

Mix potions, elixirs, flasks, oils and other alchemical substances into vials using herbs and other reagents. Your concoctions can rejuvenate, enhance attributes, or provide any number of other useful (or not-so-useful) effects. High level alchemists can also transmute essences and metals into other essences and metals. Alchemists can specialize as a Master of Potions, or a Master of Transmutation.

9.13. Alchemy - 200 cp – Master of Magic

While all wizards are capable of converting gold to mana, and vice versa, the process is very inefficient for them, losing half of the value in the process. You can do it perfectly, without any loss, making it potentially feasible for you to power your magic through taxation, for example. In future jumps, this will provide a boost to alchemical abilities, especially those converting one substance into another. You only retain the ability to convert gold to mana (and vice versa) in future jumps if you purchase this ability, which would provide one way to obtain mana in the future.

9.14. Alchemy Knowledge - 100 cp – Golden Sun

Alchemy was sealed long ago, but you've spent your entire life researching what little is left of its secrets, and the society of the ancients that used it. While mostly theory, this knowledge could serve you well should you seek out the ancient's settlements, or perhaps in greater ways in the years to come.

9.15. Alchemist – 200 cp – Overlord: The Series

You are capable of brewing potions with magical effects. You can easily create 'true' healing potions that provide instantaneous healing rather than healing-over-time, and can make potions for any 'buffing' spells you know that are in the ranked magic system such as flight, invisibility, increased magic resistance, physical boosts, and so on. Obviously you must actually know a spell in order to make a potion with that spells effect. Additionally to make use of this talent you must actually have the means to make the potions in the first place such as an alchemist's lab or, for slimes, your own body.

9.15.1. Tolerance for Evil (Free)

The New World can be a brutal place. Regular annual wars, demi-human hordes raping and pillaging human nations to use them as livestock, rape, torture, and slavery being common, and the frequent abuses of power by the aristocracy. There's a lot of problems in this world, and a great many of them would probably leave even the most even tempered man red-faced in anger and outrage at the mere thought of them. Not you, though. You have gained a tolerance for such acts, and can freely consider them based on their merits (if they have any), and are perfectly capable of carrying them out yourself if needs be. This does not make you evil and you don't actually have to tolerate evil that you see, you're just capable of doing so and can calmly and logically consider such things without undue or unnecessary bias. You'll be perfectly able to kick a few puppies or burn down a few orphanages (or worse) and have no problems or mental compunctions of going through with the act, if you feel you really need to. This also gives you an ironclad stomach, you'll never find yourself retching at scenes of gore or gagging at unpalatable smells or sights.

9.16. Alchemist – 600 cp - Farscape

Your knowledge of plants, animals, and chemicals allows you to mix up all sorts of different compounds. Finding cures to rare diseases, synthesizing fuel, and creating powerful hallucinogens, among other things, is a breeze for you.

9.17. Alchemist - 400 cp – The Mighty Boosh

The final, most powerful skill of the Shamans. The ability to brew potions and craft poultices that can create strange magical effects. While you can make some powerful stuff, up to the level of a pint of Shaman Juice, you still have to deal with the issue of logistics. You need to have the right ingredients

on hand, and the right amount of time to brew it properly. Also this perk gives you amazing knowledge regarding how to properly create various kinds of alcohol from different base ingredients.

9.18. Equivalent Exchange - 600 cp - Minecraft

You are a powerful Alchemist, able to infuse a Diamond with the power of Redstone and Glowstone to make a Philosopher's Stone. With such a stone in hand, you'll be able to create a Transmutation Tablet, allowing you to instantly convert matter from one form to another, possibly even converting ordinary dirt to valuable Diamonds... or even compressing the Diamonds further into Dark Matter or Red Matter. Combining your transmutation skills with these exotic and vastly expensive forms of matter, you'll be able to produce Alchemical Chests with incredible volume, indestructible equipment with immense power, energy collector systems to generate additional resources from nothingness, and potentially become nearly immortal, burning vast quantities of resources instead of taking wounds. Your powers are all incredibly expensive to use, and you won't be able to max them out in your time here (especially if you don't have any advantages in harvesting resources!), but the raw potential of this path exceeds all others.

9.19. Alchemist - 200 cp – Secret of Evermore

Considered a lost art, the science of Alchemy has reawakened in Evermore, and you've been trained in its use. By combining ordinary ingredients together using an alchemical formula, you can transform them into effects that can only be described as magic. You know both Light Alchemy, the art of healing or protection, and Dark Alchemy, the art of attacking. While it's theoretically possible to learn Alchemy at a later point in Evermore, this will let you skip the training and get straight to the mixing and casting, and will make you significantly better at it to boot.

9.20. Formula Formulator (Requires Alchemist) - 600 cp – Secret of Evermore

Learning new alchemical formulas is pretty easy once you've got the basics down. You, on the other hand, can do something much more difficult, and much more impressive. With careful experimentation and tinkering, you can create your own formulas, allowing you to unleash entirely new alchemical effects nobody's ever seen before. Stronger or more useful effects will generally require rarer ingredients, and they usually need to relate to the effect in some metaphorical way, but as long as you keep those rules in mind you'll be coming up with new alchemy in no time.

9.21. Deranged Alchemist – 300 cp – Van Helsing

You have mastered the medieval forerunner of chemistry, and know the transformation of matter via elaborate rituals and mysticism on top of your scientific approach. The greatest secrets of Alchemy still elude you, such as the fabled Panacea, but that can be found in due time. (Hint: Nobody's found it. At all.) However, you are capable of transmutation of many materials (although it requires that said materials be the same base) and can create Homunculi from following Paracelsus' studies into alchemy.

9.21.1. Transylvanian Horses (Free)

During a time of great peril, need, or trial, an ancient Transylvanian tune will echo behind you. You can adjust its ambient volume, and it can be turned on and off at will.

9.22. Trigram Knowledge and Manipulation - 600 cp – Journey to the West

Alchemy and matter manipulation with the understanding of the 8 trigrams to represent the fundamental forces of reality and how to represent and enforce change using these. Let me break this one down for you. It's like FMA alchemy but with less focus on direct creation and more turning one thing into another of a similar size, including living things. However it cannot create life where there once was none and it requires you to write out a short formula describing the change to make it happen. Feel free to turn sand into water, sheep into boulders and anything else you can think of.

9.23. Thaumaturgical Focus (Transmutation/Alchemy) – 400 cp - Fate

There exist many special arts within magecraft, and now you have gained the knowledge of one of them. There are many schools of magic to specialise in, such as Alchemy, Memory Partition, Thought Acceleration, Transmutation, Jewelcraft, Curses etc. You could even learn the Emiya art of Time Manipulation, though you will have only the very basics, and will need years just to get to Kiritsugu's level, but you may possible go even further. You may not choose any True Magic with this perk. This perk can be bought multiple times.

9.23.1. Status Page (Free)

A natural boon given to all masters, you have the ability to view the abilities of your servant and other beings in the form of an RPG statistics page. While this does not give you any information you do not already know, it does put it into an easily understandable format.

9.24. Creation Prodigy – 300 cp – Ar Tonelico

Grathmelding is an artificial magic created as a safer alternative to Song Science by the Goddess Eolia. By combining items via ritual alchemical methods with a Grathnode crystal, the immense Silver Horn wrapped around the tower detects the signal emitted and computes a burst of transmutation magic in response. This ranges from creating magic swords, mechanical armour, advanced prosthetics, healing potions, guided missiles, all the way up to airships and extremely powerful emergent creations beyond the knowledge of Eolia herself. You can divine a deeper logic behind the often-bizarre recipes and have much better odds when devising new Recipes. For those who live away from Ar Tonelico, Synthesis is the more scientific form of the same process. You're just as good at this.

9.25. Synthesis Rank 3 – 400 cp – Atelier: Arland Triology

Synthesis is the most basic art of the alchemist and deals with the creation of items, usually through simple mixing, though sometimes synthesis can be a complex sequence of magical and chemical reactions. All alchemists learn this to some degree. Seeing as you're an alchemist, the synthesis of items should really be second nature to you. That being said, even if you're already an expert, there's nothing saying that you don't have room to improve further. Also there is no reason why we can't help you improve, if you're willing to put in the effort to learn.

Rank 3: Practice makes perfect, and you're still a long ways away from perfect. Each time you make that same item, the quality of the product increases, resulting in increased magnitude of the intended effects. Though the gains will diminish the more you create a single item, you'll find that by the time you reach the plateau you'll have nearly twice the original effect.

9.26. Efficiency Rank 1 – 600 cp – Atelier: Arland Triology

As you grow in your skills as a crafter, you'll start to see more and more requests being handed your way. Before long, you're going to realize that you don't have all the time in the world to make everything that is requested of you, and that's when it becomes all the more important to complete your assignments efficiently. Efficiency isn't just a matter of time management – it's about managing waste, reducing redundancies, and above all – improving yourself. Yes, you'll learn how to reduce the amount of wasteful choices you have to make – but should you apply yourself to this, there's a lot more to efficiency than what you'll learn by scratching the surface. All it depends on is whether you're disciplined enough to follow through.

9.27. Alchemization – 400 cp - SBURB

Alchemization is strange business, creating punchcards, double punching and overlapping them to combine items into entirely new items. It's quite an amazing process, but sometimes unpredictable, and without care you could end up with exceptionally silly results. You however, are something else. The moment you get access to an Alchemitter, you will be the most fashionable and deadly kid in paradox space. All of the style will belong to you. In addition to instinctively knowing how to find the best combinations for outfits, weapons, and such things, you'll find it also easy to make useful tools such as a Captaroid Camera, to use things in alchemy without having to actually put it into a sylladex. Handy if you want to duplicate your brain, or something too large to fit. In general, if alchemizing something is possible, you'll be able to think of way to do it.

9.28. To Become A Martyr – 600 cp - eXceed

Pain. In theory, an unpleasant feeling designed to allow one to recognize when they are being harmed. In practice, something that is hated when it should be cherished. Do you know what pain can do, what it can let a desperate person achieve? I speak not of simple pain of the body, but that of the mind and soul also. Have you heard the stories of desperate parents lifting cars to save their child's life? Not quite as extreme as what you can achieve, but it is a start. An electric shock coursing through your body would allow you to flip jeeps and almost reach forty kilometers per hour. Being set ablaze would allow you to leap over houses in a single bound and manifest your suffering as etheric flames capable of lashing out for hundreds of miles and sharing your fiery fate with others. The absolute of pain, to have every nerve in your being crying out in despair, would allow you to turn skyscrapers to dust in an explosion resembling an otherworldly sun. But that is pedestrian compared to what the ailing of your soul and mind may bring. To permanently claim the life of someone you truly and genuinely love would invite destruction rivaling entire fleets to the target of your hatred, such that those whips of etheric fire you once brought to bear would become waves capable of crushing a city, while you yourself would become faster than military aircraft. The last pain is the greatest. If you were to be at your wit's end, your mind shattered into infinitesimal pieces only barely held together by your bestial desire to see whatever brought you to this point dead, you'd be capable of unleashing destruction dwarfing mankind's entire nuclear arsenal. Note that these examples are as much of a guideline as they are the maximum: while being spurned by your crush or using chemicals to alter your mind would wield results, they'd be nowhere near the same level as what I've listed.

9.28.1. Sorcery Marches On (Free)

If you find the powers here not to your liking, you may choose from a more advanced selection. Unless stated otherwise, these replace the original effects, not enhance.

“To Become A Martyr” > “Alchemical Expertise”:

Alchemy is the ancient art of drawing power from mystic artifacts. Unlike some variations of it you may have seen already, its core principle is imbuement and extraction. First, one must select an object with a useful quality, then they must understand this object fully through study. Then, through this understanding, one may refine this quality into a free-floating concept. This concept may then be applied to a useful vessel, which will benefit from such. For example, one may learn all that there is about a fighter jet, to the point of being capable of explaining everything about it and its operation and function with absolute certainty no matter what circumstances befall it. Then, one may reduce this particular jet to its Flight alone. One could then add its Flight to a suit of armor. An alchemist could then tap into the concept of Flight within it to soar. One could do the same to an industrial electromagnet in order to acquire the concept of Magnetic Attraction, or even a living being in order to acquire the concept of Self-Replication. However, one may only bind two concepts to any given object, and they may not be removed once set.

9.29. Master Synthesist - 600 cp – Kingdom Hearts

To make a sword you normally need metal, a tool to shape it, and a forge to heat the metal. Not you though, you can take strange and esoteric materials and magically combine them into a health potion, or a ring that increases your durability. Once you’ve gotten the hang of it you’ll be able to turn the rare materials you’ve collected into powerful items, weapons that can turn the tide of many a battle. A few examples are making arrowguns that shoot homing laser arrows and can combine to fire a giant bouncing blast, a stringed instrument that can make water dance to your tune to form aqueous duplicates to attack with, or even a deck of cards than can temporarily trap the loser of a game of chance in card form. The greatest expressions of this craft, Save the King, Save the Queen, and the Ultima Weapon, will require years of experience, and some resources so rare you’ll be lucky to find enough even if you scour all the worlds you can. The rarity and power of the materials used will impact the final quality and properties of the finished product.

Spirit Flora

10.1. Water of Life – uttu - Jurai Trees

10.2. Bismarck’s Blessing – 100 cp – Final Fantasy XIII

The waters of Bismarck have an odd effect of flora and fauna...both, when they come into contact with the water, grow to five times their original size. You can create a vial’s worth every day. It can get diluted though, so don’t think about contaminating the Cocoon water source with just one vial.

10.3. Elemental Pollution (Water) - 400 cp – Captain Planet

You can temporarily imbue a given sample of your Element with the ability to replicate itself. For the next thirty minutes or so, any inanimate matter touching the affected sample is converted into more of that Element. This conversion is slow, but a larger sample obviously will convert faster, as it has a larger surface area to touch things with. Generally speaking, a sample will triple in size over the course of the thirty minutes, although using an Artifact of Power can accelerate the process. In order to target a sample for this ability, you must touch it, unless it is harmful to touch, in which case you must simply be close enough to touch it. You may not effect a sample more than once, and all samples you effect may not exceed a size of roughly two cubic meters. Using this with mental

Elements requires you to touch somebody currently feeling a great concentration of that Element. It will spread to anyone around them, giving them an infectious aura of goodwill/hatred/curiosity for the next thirty minutes, and giving anyone affected the same ability. These emotions fade when the ability ends.

10.4. Amrita Supply - 200 cp – Etrian Odessey

Amrita is an rare and expensive medicine that invigorates the user's mental state. You'll find in your backpack 2 vials of Amrita that refill at midnight, daily. Drinking a vial of this tonic will completely reinvigorate a person's tired mind, allowing them to use complex techniques that they did not have the concentration for. This also replenishes any supply of spiritual energy.

10.5. Regenerating Bottle of SCP-006 – 200 cp – SCP Foundation

Two liters of water in a bottle, specially-designed with four separate seals inside the neck, filled to its fill line, with a clipboard of papers labeled, "Briefing Material SCP-006A," that come with it. The water looks like plain mineral water, but actually possesses the amazing property of, "health," given that the place it was drawn from has been given the name, "The Fountain of Youth." Using it, as outlined in the briefing material, will regenerate DNA damaged by sufficient duplication, like what happens as you age; heightened excitement of cellular duplication, to replace existing cells; vastly improved abilities in the repair of damaged tissue, to repair actual physical damage; and a frightening increase in the effectiveness of the human immune system, to purge disease from the system. Also works on mammals, but to a diminished degree, destroying hostile bacteria and viruses immediately upon ingestion. Many reptiles and birds are, however, unaffected, but higher primates experience the same benefits as humans. The bottle will, if emptied even partially, regenerate the water, though very slowly, producing about six ounces of water a month, enough to regenerate the entire 72 ounces of water it holds in twelve months.

10.6. Node Mastery - 100 cp – Master of Magic

All magical nodes, in both worlds, generate twice as much mana for you. Additionally, you have no trouble with interference from the extreme power of these nodes in casting your own spells near them. In other jumps, this will increase the amount of magical power that you can draw from external sources.

10.7. Book of the Elements – Free – Master of Magic

This book contains a method to transform a place of great natural power or majesty into a magical node. The process is slow (on the order of a year, most of which is waiting), and requires noticeable rituals in the area, but will allow you to then draw upon that location to power the spells that you have learned here.

10.8. CHEAT MODE – Fire Ant! (Water) – 1000 cp - SimAnt

You chose an element to become immune to, can consume your element to survive an power your elemental abilities, and can increase your range, damage, control and movement speed with time an practice.

Water – You gain aquatic attributes. You can freely breath under water, shoot jets and bullets of water as long as you have some stored up, and swim through water at your normal pace. With enough practice you can even extend this property to Ice and skate along it, burrow through it and coat yourself in it. In time, you can learn to store other liquids in your body to use, mix, separate or secrete

as needed. You are not inherently immune to what you consume. Over time you gain a fluid like flexibility letting you contort, twist and enlarge or shrink your body like a balloon based on stored fluids.

10.9. Chi - 100 cp – Lego – Legends of Chima

These ten little orbs of power just dropped right down from Mount Cavora, and they're pretty useful! You get a nice restock every month, and when you're done here, you'll get a nice little pool to catch your very own fall from Mount Cavora, which will stream forth from a little cave shaped like your tribe's head. Even makes regular animals a bit more... enlightened, so to speak?

10.9.1. Chi-Up (Free)

Well, you see, when you take an orb of Chi and place it in a harness on your chest (or eat it, but I don't know how the stuff tastes), you'll gain a bit of power – your strength, speed, and stamina all double until the effect wears off in about five minutes.

10.10. Soul Smith – 300 cp – Dark Souls (outdated)

Well for one, this makes you a pretty good blacksmith with an emphasis on repair, able to repair most normal weapons, armor and trinkets with the right materials and a bit of time. You're also pretty good at forging and upgrading normal weapons and armor. There is more to this craft than you would first think, as Smiths in this world are capable of several unique acts. In this land, smiths can use special stones to imbue weapons with various types of power, such as Fire or Lightning, during the forging process. Given enough time and practice, they can even forge powerful souls into their handiwork to create unique and often times powerful equipment. While this skill doesn't make you the best in the world at this craft, it gives you a solid foundation with room to improve.

10.10.1. Estus Flask (Free)

A green glass bottle of unknown make, filled with golden liquid that rapidly and considerably heals those afflicted with the undead curse, single use. Will quickly refill while resting next to bonfire. Possibility of finding more scattered about the world and they'll react in much the same way.

10.11. Spiritia Abundance - 200 cp - Macross

Every living being generates Spiritia. It's like a life essence, and should one lose it then they could fall into a terrible coma... or in worst case scenarios, die. However, for you it will be unlikely, for you have an unnatural abundance of Spiritia to the point of being a beacon. You will be healthier, more physically fit, and even able to sense the life force of others. Your singing ability increases as well, but surely that wouldn't be a factor would it?

10.12. Focus Shrine and Spirit Font - 100 cp – Jade Empire

A Focus Shrine and Spirit appear in your warehouse, available for use.

10.13. Puddle Terrors – uttu – World of Warcraft

10.14. Bottled Lazarus Pit Water - 400 cp – Arrowverse

This plastic bottle is full of water from the Lazarus Pit, a magical water that brings back the dead and slows the aging. The bottle is enough to change a swimming pool worth of water into a Lazarus Pit. The bottle refills every jump and has no side effect of the crazies. Note that the Lazarus Pit can only

bring back the body & memories, a special ritual is needed to bring the soul back. Fortunately for you, the Dummies Guide to Lazarus Pit comes included. The water is free of any pesky extra souls.

Energy Flora

11.1. Jagan Eye – 600 cp – Yu Yu Hakusho

This isn't an item but an organ. Shigure had implanted the Jagan Eye into your forehead, through a long & painful surgery. Once implanted it grants you a fully functioning third eye. The powers granted by this eye are:

- Telepathy - Mental Communication

- Telekinesis - Limited ability to move objects no more than 5kg (~10lbs) of weight.

- Mind Control: The Jagan, allows the user mind control over demons and humans, provided their spiritual/physical power is low enough. It also allows you to cast illusions, transform people into your mind slaves, create false memories and erase them too.

- Mind Resistance: The eye also gives the user complete domination and control of your own mind, able to resist powerful mental attacks.

- Remote Viewing: The main skill of Jagan, is to enable the user to look vast distances, and can locate an object the size of a marble, miles away, regardless of location perfectly. It can see into houses, forests, and even caves with exact precision. This ability also allows the remote usage with your hearing, allowing you to hear a conversations from miles away.

- Heightened Senses: All senses when the wearer has the Jagan, increase to a supernatural level. This ability can see minimal movements, and predict the attacks of opponents even before they are executed. Like seeing the arm positions that an opponent would make at Rock, Paper, Scissors, and also whispers clearly.

- Energy Manipulation: The Jagan also allows the user to perfectly understand your own energy. With Jagan, mastering techniques can be done several times faster than normal.

11.2. Hybrid – 600 cp – Yu Yu Hakusho

You've hit the genetic jackpot, you're a demon/human hybrid. It's very rare that demons would mate with humans, but it's not unheard of. Your ancestor was a powerful S class demon, but your lineage is diluted enough that all this allows you to do is access Demonic Energy at the same level as your Spirit Energy is at. Demonic Energy has more power behind it than Spirit Energy. You're able to use Spirit Techniques with Demonic Energy, and combine the two something that only a hybrid like yourself can do. You can unlock creative applications over time.

11.2.1. Spirit Class (D Class) (Free)

This is where you start out at the beginning, a D Class. Powerwise D Class are superhuman but the level of destruction they can cause is usually no more than simple property damage. (Destroying a car, breaking a tree, smashing a wall, etc.) A single D Class is strong enough to kill a platoon of well trained and well- armed soldiers with little effort.

11.3. Upgraded Geneforge – uttu – Geneforge

11.4. Item Creation A+++ - uttu - Fate/Extra

11.5. Living Technology - 200cp – Tenchi Muyo!

Slice of Life: Jurian appliances are semisentient, from starships to entertainment systems to cookwear. You have the ability to control all basic devices of this type with just your mind alone, and have the knowledge to construct more with appropriate materials. You can eventually replace most interfaces with living wood input devices In later jumps, this enhances your ability to use and understand sentient or organic technology.

SpaceOpera: You have a knack for all forms of technology, and especially the kind that thinks. Sentient or not, you can convince devices to operate for you instead of their registered or passworded owners. Stronger security makes this process take longer, but you can essentially charm your way into a mainframe, instead of breaking a howevermanylong character password.

11.6. Beyond Bane - 400 cp – Tsukuhime

Why is there always a trade-off to perfection? A Dead Apostle is at the mercy of their hunger for blood and the light of the sun, and it takes so long to finally overcome these weaknesses...or maybe you're just a lucky one who skipped a step or three? The weaknesses of your race apply to you, but only just. A vampire is merely weakened in the sun instead of made into a rotting pile in minutes, your thirst and need for blood can be satisfied with a gulp instead of gallons, a werewolf would only be irritated by silver, and a demon could even manage to wield holy weapons in their own malefic hands.

11.6.1. Magic Circuits (First purchase is Free)

Magic Circuits are the part of one's soul, a sort of nervous system, that enables them to use Magecraft and similar mysteries by combining Od (one's internal life energy) with Mana (the ambient energy in the environment) to create prana, and Magecraft is the result of these employed together. More circuits means more input and output of magical energies, though excessive use heats up and tires a human body due to the foreign nature of the powers involved. You start with 20 high-quality Magic Circuits for free, and may receive 30 more with each additional purchase of this perk.

11.6.2. Origin (Free)

It's not really possible to determine the value of a human life or one individual's character with a single word...at least, most of the time. Still, every life in this world has a single defining word for them - a compulsion and an instinct that their actions move in harmony with. You also possess such an Origin, such as 'Taboo' or 'Nostalgia', which gently guides your actions towards it, though you possess awareness of it and can choose to ignore it without any detriment to your own choices. Any actions you follow that line up with your Origin, particularly Magecraft, will enjoy a minor but noticeable boost in competence as you work in tune with your own nature in this world. You may choose any Origin except for 'Void'.

11.7. V.W.E.S. – 600 cp – Megaman X

Well, look what I have here. This is one-of-a-kind prototype technology, ripped straight from Megaman X's systems through Jump-Chan fiat. You now can copy an enemy's signature combat systems after you defeat them and analyze their parts through your head gem, all in your weapon. Capable of storing up to 8 systems with limited ammo.

11.8. Weapon Copy System – 600 cp – Megaman Classic

This tool/weapon analysis system is able to replicate any implement or armament it can get data on. While such copies are, unfortunately, weaker and possessed of less ammunition, and slightly unlikely to be the most powerful of a multi-armed machine's weapons, the sheer versatility of this system should never be underestimated. After all, having homing missiles, a laser, a lightning gun, as well as a food processor in the same system is pretty amazing. This can copy up to eight of the aforementioned implements, with any newly copied implements replacing older implements. You may choose the implement that gets replaced.

11.9. Demigod Atelier - 400cp – Asura's Wrath

You know the secret science of Mantra technology, and can build custom devices that are powered by prayer or emotion. Further, you can enhance or upgrade items from other jumps to use this same power source. If you take Cyborg Hindu Godbody, you may construct Demigod cybernetics for other people. After the jump concludes, you may also build Mantra Reactors. Demigod Atelier allows you to create any mantrapowered or integrated device, up to and including the vast fleets of Shinkoku Tratstrium, the heavenly vessels of the divine armies, and even the antiGohma platform Brahmastra. The latter however would require millennia of effort, and was never completed even in the scope of the original setting.

11.10. Mantra Reactor (Requires Cyborg Hindu Godbody) - 400cp – Asura's Wrath

The most advanced personal mantra device is installed in your cyborg body, further amplifying your ability to wield Mantra. Assuming you can arrange for it, you are capable of wielding an more than a civilization's worth of focused Mantra without hurting yourself. You gain a new Mantra Form: Mantra [Your Name]. Increases your Maximum Mantra Level by 3.

11.11. Cyborg Hindu Godbody - 400cp – Asura's Wrath

You have a genetically, cybernetically and magically enhanced physiology, and the knowledge to propagate this technology. Your capacity to wield Mantra is enhanced, both accepting general Mantra as well as your primary association. This constructed body can heal itself, or be repaired by yourself or others. Your magical physiology is obvious, but always aesthetically pleasing. You can survive in space without a suit, endure planetbusting attacks with sufficient Mantra, and are otherwise ageless. This increases your maximum Mantra Level by 2.

11.11.1. Mantra Generation (Free)

A being with a soul (you do have a soul, right?) can generate Mantra by prayer or feeling emotion. This mantra can be utilized by devices powered by Mantra Technology, or the Demigods of Shinkoku Trastrium.

11.11.2. Imposing Declaration of Title (Free)

Whenever you do something dramatic or just something really badass, perception of you changes for a splitsecond. Observers see the title or highconcept description of your current state or action as awesome block characters superimposed on their vision. This applies to named attacks/combat maneuvers, legendary weapons, companions and so on.

11.12. Fear Tech - 600 cp – Monster Inc.

From closet doors to Scream energy, you've studied it all. You can build a portal that's linked to a matching door, energy collectors that can absorb power just by being connected through said portals, and you know the secrets of how to convert Scream into actually usable power. And not just Scream or even Laughter, no! With a little effort, you can adapt almost any emotion into a usable power source. The more extreme, unrestrained, and... Well, powerful the emotion is, the more energy can be derived.

11.13. SPYRER ARMOUR:Jakara - 700 CP – Light of Terra DLC 1

Spyrer armour itself is a miraculous piece of technology which outstrips much of the combat materiel used by virtually every other Imperial organisation, perhaps even rivalling the power armour of the Adeptus Astartes. It is self-sustaining, providing sustenance to the wearer so that they are not burdened by the requirement for food and sleep. It is also self-repairing, so that they do not require regular maintenance. However the most important feature of the hunting rig is their power boosting system. As the wearer fights and gains experience in combat, the hunting rig will adapt and evolve to suit the wearer by increasing power to certain systems, unlocking previously unavailable abilities and new potential as the wearer gains experience.

Jakara

Jakara are the lightest but most agile of the Spyre hunters, specialising in speed and mobility. They are equipped with a Sword with a Monomolecular edge and a unique Mirror Shield which can absorb energy-based attacks and fire it back at their enemies. Jakara rigs evolve by increasing the mobility and speed of the wearer, as well as increasing the sharpness of their sword. They also adapt by expanding the types of energy absorbed by their shield.

11.14. Virus Creator - 300 cp - Mega Man Battle Network

Thos program allows you to write up viruses without having to get your operator to do it for you at his PC. More powerful viruses take much, much longer to create than weaker ones, taking up to years for the strongest masterpieces of doom and havoc. Regardless, their potential for disruption, distraction and damage is invaluable.

11.14.1. Cool Emblem (Free)

I'll design an emblem for you that embodies the spirit of your journey thus far. You can use it on your armor, warehouse, or anywhere else you want it. Don't worry. It'll look good, and you'll like it.

11.15. Gadget Master - 300 cp - 007

You've been trained by Major Boothroyd at the skills of his job. You're excellent at creating and maintaining gadgets of all types. You can miniaturize nearly anything, and hide things in forms that... really shouldn't work. You can even make lasers! You're also good at coming up with ideas for unusual methods of assassination; beheading umbrellas, flamethrower bagpipes, and the like.

11.16. Tinkerer - 300 cp - RWBY

You're a whiz at maintaining, modifying and making things. Everything from Sniper Scyfles to Toaster Ovens, as long as you made it yourself or had the blueprints on hand. Unlock the secret of Variable Weapon Crafting.

11.16.1. Variable Weapon (Free)

It's a thing that turns into another thing! One gun and one melee weapon, together at last.

11.16.2. Iconic Outfit (Free)

One set of personalized casual wear with a symbol representing you.

11.16.3. Iconic Theme (Free)

You first hear this song when you do something amazing, then everytime things get serious. Others can hear this if you wish, but won't find it strange. How bizarre.

11.16.4. Scroll (Free)

Think a smartphone, with terrible wilderness reception, video camera, messaging and more! Practically a passport for civilized society.

11.16.5. Name Palette (Free)

It is a significant part of Remnant to name people for colours. Keep that in mind.

11.17. Transformium – uttu – Transformers

11.18. Science! (Mechanics/Engineering) - 100cp - Transformers

Your programming is focused on either Mechanics, Medical, or a field of Science (Pick One), this gives you equivalent of a Cybertronian PHD in that field of study. You receive discounts on the other specialties if you choose this again.

11.18.1. ROBOTS IN DISGUISE! (Free)

You're a robot now; as such you don't need to breathe, eat, or sleep. You do require Energon to survive, without it you'll go into stasis lock. This stasis lock last forever unless your spark (life- force) is extinguished or you get enough Energon back in your systems. As a Transformer your strength depends on your chassis, Small Chassis can lift 25tons (22t), Medium Chassis can lift 50tons (45t), and Large Chassis can lift 100tons (90t). Beast Wars Era the strength levels are 10tons (9t) for Small Chassis, 20tons (18t) for Medium Chassis, and 30 tons (27t) for Large Chassis. Transformers brain circuits are not unlike a highly advanced super computer, giving the average transformer a level of intelligence similar to that of human geniuses. Your robot body is extremely tough to damage, military grade anti- materiel weapons and Energon weapons are only thing that are capable of damaging you. Even then the average transformer can take a beating and survive.

11.18.2. Altmode (Free)

All Transformers have an Altmode which is either an animal or machine. You can turn into any animals or machine that you fits your Chassis type. You can choose to change into any animal or vehicle form that you've seen in your previous adventures, or for the future you can scan it. For maximum size in your Alt form you take your robot form and add +2m (6ft 6in) to its maximum height or in case of planes, wingspan. Beast Wars Era Transformers can only choose animal or beast like forms, they've lost their ability to change into vehicles or other machines.

11.18.3. Energon Melee Weapon (Free)

Every bot worth their Energon has a melee weapon, these weapons like everything else runs on Energon but are very efficient and practically never run out of Energon.

11.18.4. Energon Battle Pistol (Free)

This is a pistol. Reload required after 8 shots. Comes with 5x zoom.

11.19. Master Builder - 400 cp – Transformers

You've been programmed with mastery of Cybertronian science allowing you jury rig any tech you see, as well allowing you to quickly build even the most complex Cybertronian tech within a reasonable time period. Smaller devices are almost instant, larger devices take some time and more components. However with enough material you can build a temporary space bridge. Despite your mastery of Cybertonian science, creation of a Spark and therefore intelligent life, organic or inorganic is beyond you.

11.20. Miniaturization and Efficiency – 400 cp - Worm

You can miniaturize anything down to levels that any sane man would consider impossible. A fusion reactor the size of a watch battery would be the absolute minimum of what you are capable of, and you'd be able to make it far smaller than that. Your power also makes you a master of technological efficiency, anything you make needing barely any energy to run compared to what it should and continue to do so for a very long time. These specialties also make you a master of nanotechnology and similar pursuits. Of course you aren't barred from building something big like a giant robot, just that it'll be impossibly efficient and crammed full of more weapons and subsystems then should be possible.

11.20.1. Outside Context Problem (Free)

It'd be boring if you were to just die right at the start so for free you'll have a selective immunity to the powers of a few rather nasty plot device level opponents that by all rights would probably want to kill you right out of the gate. Contessa, Ziz, and Zion's precog doesn't seem to be able to pick you up, instead returning a zero-sum error whenever they try to force the issue. They won't notice this until you garner enough attention for them to try and then they might take further measures to see what the problem is. But at the moment you'll be safe from being instantly killed due to the threat you pose to their plans. This works on all shard/entity derived precog. Your peculiar inter-dimensional nature just messes up their ability to predict you. Coil is an exception due to the weird nature of his power.

11.21. Nano-technician - 600 cp – Red Faction

Is it me or does "nanomachines" not sound like a word anymore? You now have a considerable talent in the field of nanotech. With time and study, you could recreate the Nanoforge, with dedication you could even improve on it. Keep in mind nanotech in this setting is exceptionally hard to work with, but can do anything from fixing a bridge, to disintegrating a starship, to enhancing human abilities.

11.21.1. Recycler (Free)

A new annex is added to your warehouse that allows you to convert salvaged metal and electronics into ammunition, fuel, and parts for any weapons or vehicles from this setting. Jury Rigging 100cp:

Improvising weapons from industrial equipment is a time-honored tradition for the Red Faction. Now, you can improvise new weapons using... other weapons. Each purchase of this allows you to either combine two weapons purchased here or combine one with a weapon you already have.

11.22. Nano-Forge - 600 cp – Red Faction

Typically worn around the wrist, this device is an engineer's wet dream. Using real-time scans provided by the onboard AI, the Nano-Forge emits nanites as either a proximity cloud or projectile globs that procedurally recreate objects nearby. This Nano-Forge is restricted to repair functionality, and it doesn't work on biological material, but it does have the precision to recreate delicate electronics and the like.

11.22.1. Sledgehammer (Free)

For centuries, miners have busted their butts swinging one very basic tool, The Sledgehammer. But on Mars, there's more to this tool than meets the eye. Powered by mass-multiplier servos, this essential tool of the Red Faction pops on contact, delivering 1000lbs of kinetic force. When you swing the supercharged hammer, something is going to get leveled.

11.23. Sohon - 400 cp – Legacy of the Aldenata

Sohon is the semi-spiritual technique used by the Indowy to build all the best Galactic technology (like, for example, ACS). Sohon adepts are incredibly rare; of all 18 trillion Indowy, only a few hundred have the potential to become a user of Sohon at all. A Sohon adept mentally controls nanites in a special tank to "grow" the technology under their direction, allowing for chemical structures and molecular formations that... really shouldn't happen. While you'll never be a true adept (never ranking, for example, among human Mentats), you can at least utilize the basics, allowing you to repair Galactic tech and, with a lot of time and effort, maybe make a little of your own.

11.24. Nanite Sciences - 100 cp – Generator Rex

You possess in depth knowledge of nanite technologies. With sufficient equipment and resources you could produce and control nanite machines, possibly even recreate the nanite event or maybe figure out how to reverse its effects. But that would take a long time of additional study of nanites out in the world, still you might be one of the few who could attempt this endeavor. You possess no knowledge of the meta-nanites, and understanding how they work is beyond your grasp.

11.25. Nanite removal and control - 400 cp – Generator Rex

Many in this world would consider this is your most important ability, you can control nanites and absorb them into yourself, reverting dangerous mutations and can help people regain control of themselves. At first however this power will only work on willing targets, and will not work on incurable, especially virulent nanite infested EVOs. However with training and time, your powers can grow to circumvent these rules. Your greatest limitation is the fact that as you absorb nanites your reservoirs fill to the breaking point, causing dangerous flare ups and renders your abilities unstable. You can purge these nanities, but figuring out how to do so in a safe way with a large amount of unstable nanites may take some effort. After this Jump your nanites can be used to heal people, whether of wounds, diseases, or possibly even mutations or others turned into a monster. Success will vary depending on factors, a mystical curse is probably beyond your nanites, a really out of this world super virus might be cured, but that's iffy. If you happen to run into other nanites in other jumps, you could control and manipulate them as well.

11.26. Weapons Recombination Template - 200 cp – Final Fantasy XIII-II

The shady dealer (Actually it seems like everything he's offered so far is shady) just shrugs when you pick this up. Apparently it binds two weapons together, and allows you to shapeshift the weapon between either form. You're not quite sure how it works, but he demonstrates it to you by showing you how a bow can shift into a sword. You can't help but notice that it also turned into a Moogle afterwards...but apparently yours won't do that. Unless you throw a Moogle into the mix. Wait...does that mean...

11.27. Hybridization Theory - 400 cp – Zoids Legacy

So one day you had a bit of spare time after your daily Zoid admiration hour. After taking a close look at your favorite Gojulas and your favorite Mad Thunder, you decided that if the Gojulas could wield the Mad Thunder's Magnesser Drills like an arm weapon, you could probably reenact that scene from the show you watched two days back on the professor's hi-def television. Those mechanics can slap on parts and scavenge however they like. You can literally merge two machines together into one, with twice the processing power as before. Mind you, Zoids typically won't respond well to suddenly sharing a body with another core and another mind, but you'll have ethical uses for this...right? For most mundane machinery, you don't need any power source besides your own, but be careful that should you make your machine too big, the internal power supply might not be enough to feed it.

11.28. Nanotech Wizard - 200 cp – Ratchet & Clank

You acquire a basic understanding of the nanotech of this universe. Use it to fix yourself up when you get hurt, or use it on others. If integrated with weapons or armour, it gives them the capacity to upgrade over time and to potentially change their abilities.

11.29. Plug N' Play - 600 cp – Kamen Rider – Neo Heisei Part 1

Despite how disparate the power sources of this world are, from the knowledge of earth to the energy of Space...They seem to sub in for each-other just fine. Turns out, Power equals power. You've learned this, and can make this a guiding principle in your own work. Now, you can 'substitute' and 'mix' different kinds of supernatural items of power for one another, as long as they both even out in terms of how much potency there is. You could, for example, use a Gaia memory in place of a mystical gem in order to enchant a sword. Or the opposite, you could refine the gem to act as a memory for the purpose of transforming! You could also combine a Gaia memory and a cosmic switch onto said blade to pump it further than either of the two...However, the greater the imbalance in power between the 'mixed' sources are, the less stable and more prone to failure the results become. One of the greatest examples of this principle-Power equals power-in action is the Ginga O Driver, a device that utilized both a powerful set of core medals from the future and a unique cosmic switch with vast cosmic energy in order to transform a normal human being into a kaijin rightfully called "King of the Galaxy."

11.30. They're Like Legos, Right? - 200 cp – Kerbal Space Program

There's robust engineering, and then there's modularity. Pick one. Except for you - you seem to have the gift of designing methods that allow for seamless mixing and matching of modular technology that lack none of the parts incompatibility and fragility you'd except from such a design paradigm.

While this seems focused on Kerbin technology in specific, a little work should have you applying such a paradigm to all sorts of technologies...

11.30.1. This Is, Actually, Rocket Science (Free)

You gain an instinctive grasp and understanding of Delta V and orbital mechanics.

11.30.2. Speak English, Dammit! (Free)

You gain perfect understanding of Kerbals and the way they speak in thier burbling, whack-ass mix of swedish meatball chef... something. Conversely, you can pick this to have them all speak english.

11.30.3. Some Old Friends (Free)

Hey, what are you - wait a minute! How did you four get in here!? Oh, well. Looks like you're going to get some help in this jump, wether you want to, or no - Bill, Bob, Jebediah, and Valentina are all up and raring to go. As a bonus, all four come with the 'I Am A Pilot, Actually' perk for free.

11.30.4. Espirit de Kerbal (Free)

While you're going to have no end of volunteers of Kerbals to go into space(seriously, where the hell are they all coming from?), it's understandable that you're going to want a special group of Kerbals to count on in a pinch - an elite force you can trust to get the job done. Twenty Kerbals have stepped up to the plate to fill that role. This group of Kerbals doesn't seem to let mishaps keep them down; while crashes, explosions, and other shenanigans will, uh, result in Critical Kerbal Existence Failure, they'll pop back up in a week or so, right as rain and raring to go for another try. All 20 of these Kerbals will automatically gain whatever perk you purchase in this jump from the Pilot, Engineer, and Scientist perk tree - Drop-In, however, doesn't count for this.

11.31. This Is How I Want It – 400 cp – Kerbal Space Program

Your capability of mentally designing items is vastly boosted. It's almost as if you have a mental idea space in the fashion of a construction bay with a lists of parts you have on hand that gives you an idea of what you can build at that moment... actually, that's pretty much what you have. As a bonus, you can mix and match parts in a manner roughly akin to legos, and giving you an idea of what would work and what wouldn't(and how much resources it would take to build). Mind, this doesn't mean that your mental creation will perform successfully, but it will function. As a final bonus, you can mentally hand-off the resultant creation to your Kerbals to build, and they'll do so without a mistake or screwup - meaning any snafu that results will be on your own head.

11.31.1. Emblems (Free)

You'll not only find your creations and rocketships neatly emblazoned with a flag/symbol of your choice, but you'll also be able to fashion cloth emblems for Kerbals(and companions) to utilize to represent various mission types. However, you'll only be able to gift the patches so made to those whom directly participated in the mission itself. While they offer no bonuses, they do make a nice keepsake and reminder of the glories you and your Kerbals(and companions) achieved - wether it's landing on the Mun or going to the stars.

Tech Flora

12.1. Certified Tech – 600 cp – Fallout

You are one of the brightest minds of the 23rd Century! You now understand Pre-War science, and can even reverse-engineer existing technology to learn how it works, and how to recreate it. Plus, if you can learn the basics of truly alien science, this perk helps you master it the same way.

12.2. Tech Expert - 600 cp – Starcraft – The Terran

You have a full understanding of terran technology, and a proper foundation for understanding alien technology and biology, while you will never truly come to an understanding of zerg biology or protoss technology, the insight you have into them can be used to enhance other technology greatly.

12.3. Machinist - 200 cp – Skies of Arcadia

Like the famous air pirate Centime, you know your way around machinery. You can repair or build almost anything, given time and resources.

12.3.1. Cool Flag with logo (Free)

Everyone needs a flag. Something to define and symbolize them, and so all in the sky will remember their legacy. It can look like anything, it's your flag after all.

12.3.2. Secret Handshake (Free)

Got any f riends? With this, you can perform a secret handshake with them, as intricate as you'd like . It doesn't do anything, but damn if it isn't cool.

12.4. Analysis – 100 cp – Red Alert

You can immediately identify any defects in hardware upon casual observation. This is effective on devices, vehicles, and buildings.

12.5. Whispered - 600 cp – Full Metal Panic!

Due to a Soviet experiment a while ago, you're one of the exceptionally rare people known as the Whispered. They have an incredibly advanced knowledge of math, science, engineering, etc though each Whispered only specializes in a single area. If they take the time to learn or supplement this with other technical skills, it's possible to potentially create Black Technology of their own.

12.5.1 M6 Bushnell (Free):

A bulky Arm Slave constructed by the United States. This is a Generation 2 mech that requires less rigorous piloting, but its loud noise makes it a problem with stealth. To make up for its slowness it has thicker armor.

+Easier

+Armored

-Speed

-Stealth

12.5.2. Rk-92 Savage (Free):

A Soviet Union constructed Arm Slave, it is an iconic mech among Communist and terrorist groups. It has less armor than the Bushnell, but can move around a bit easier. Like the Bushnell, it is a Generation 2 Arm Slave.

+Free

+Maneuverability

-Armor

-Range

12.6. Machines, they just speak to me – 200 cp – Firefly

You have no formal schooling, but can fine-tune and repair engines with nothing but shoe polish. You don't know what the parts are SUPPOSED to do, but you know how to make them work the way you want. You can diagnose a faulty part in the power core just by listening to the AC cycle, and can fix pretty much anything with naught but a wrench and some duct tape. It may not be pretty, and it may not last long, but it'll work.

12.7. Analysis – 300 cp – Adventure Time

You have the skill and insight to make powerful analytical tools. Such tools are capable of showing you the physical makeup of the things you come across, detect magic and alert you to hidden doorways.

12.8. Engineer – 200 cp – Halo UNSC

Yet by understanding the nature of computer systems, wouldn't it be prudent to understand the technology those systems command? After all, what if you found yourself needing to recalibrate a Magnetic Accelerator Cannon or repair one of the dangerous Shaw-Fujikawa Translight Engines that makes faster-than-light travel possible? What if you found a cache of human weaponry that could be used if someone managed to repair it? While you don't have the skill to create something as complex as a Shaw-Fujikawa Translight Engine, you'll know your way around it just like much of Humanity's 26th century technology. You might even figure out how to make small improvements to the technology if you had the time to sit down and look it over. Hopefully the Covenant give you that time.

12.8.1. Soundtrack of the Stars (Free)

It is one thing to be told that you have to fight a war that appears outright impossible, but to do so with little in the way of morale or confidence boosters is effectively asking you to die. You really need something to help you out on that last part if you want to make it through this whole thing, which is why you have this freebie that allows you to have the entire Halo soundtrack at your disposal. Have appropriate themes playing in your head depending on the situation, or cue something up to feel amazing. This option is able to be toggled.

12.9. Erudition - 600 cp – Halo UNSC

Ever since the rise of Dr. Catherine Halsey, many were on the lookout for who might become the next intellectual prodigy. Someone who was able to perform as well as she could, someone who could help turn the tide of the war. With this, that someone is now you. Your cognitive capabilities are on par with the good doctor now, making you exceptionally well-versed in nearly all modern human

sciences while holding specialties in at least a few fields. Of course, thanks to that you are also rather exceptional at reverse-engineering technology, which allows you to do such things like obtain working knowledge of the mechanics behind Covenant technology and even begin to understand the 'hows' behind some of the mundane pieces of Forerunner technology currently littering the galaxy. Perhaps you could eventually reclaim them.

12.9.1. Standard Neural Interface (Free)

As the requirements of war and militarized technology moved forward, the requirements it puts upon its soldiers was likewise changed. This is one such example, being a brain implant that all members of the UNSC obtain upon entering service. It carries a multitude of functions, integrating with armor worn to provide a heads-up display directly into one's optic nerve instead of on the helmet screen while providing an IFF tag for allied soldiers. Such implants are small enough that there is no visible signs outside the body, and sometimes people have forgotten they even had it until its functions come up.

12.10. Not a Stupid Grunt - 100 cp – Mass Effect

That you are not. You are smart enough to be the foremost scientist in your field. This doesn't make you so, but you could get there on your own with not a terrible amount of effort. Still not as smart as a drell, but hey, who is?

12.10.1. Sub-Dermal Translator Implants (Free)

The ever-present and rarely spoken of most common personal technology in this world. Implanted into your head, presumably ears, and allows you to understand nearly all common and almost all rare spoken languages in the form of English. Can be updated with new software via wifi.

12.11. Technomage – 200 cp – Strike Witches

Strike Witches generally rely on service crews to tune and repair their striker, but not you. You'll be able to do the job much better and be able to modify your Striker to aid you focus your speed, defence or attack if you have offensive magical abilities. If you have technology from other jumps you'll be able to incorporate them into your striker and with enough time make one from scratch.

12.11.1. Bomber Jacket (Free)

Discount Army Surplus offering customised bomber jacket for free to any and all of our STRIKE WITCH HEROS. Call through and give your Regiment, Call-sign and Address and will mail out in a day with Regiment patch and Call-sign embodied. Go get „em girls! Ph: 123-456-7890

12.12. Ancient Knowledge - 100 cp – The Mysterious Cities of Gold

You know how to operate the devices left behind by the ancient solar empires – if you can find them.

12.13. Gadgeteer - 300 cp - BlazBlue

Ars Magus aren't the solution to every problem, and more often than not end up causing more than they solve. You have training in "Traditional" science, and can create purely mechanical devices and weapons, such as magnetism-powered gauntlets.

12.14. Independent Innovation - 600 cp – Gundam Advanced Generation

When it comes down to it, you have to take all the advantages you can get- when you get a chance, you take it. This will help. By analyzing foreign or enemy technology, you can not only pinpoint the pillars of 'Yes, this is why this works like that', but also find out what they were lacking. You might have to change a few parts of the original design, but overall you can improve on your foe's failings from data samples and examples alone. Make your Legilis to the foe's AGE-3.

12.14.1. Pilot Suit (One Free):

You've got a comfy, breathable suit that will help you keep safe in case of a breach, which means it comes with a helmet. Wild Cards and Pilots have a civilian variant; Fed Officers have a normal soldier's suit while Vagan Defectors have kept their old 'bubble-helm' space suits.

12.15. upgrades! Upgrades!! UPGRADES!!! - 400 cp – Red Faction

You can make it all better. By studying a piece of technology for a short while, you can come up with ways to improve its functions or fix design flaws, though you'll still need the related technical skills to figure out details. In addition, you can use salvaged materials in lieu of fresh parts for this task.

12.16. Hard Science – 600 cp – A Certain Scientific Railgun

You have knowledge of academy city's science and technology to rival a scientist with a doctorate and several years of experience under his belt. You're much more intelligent, and can easily keep your cool under pressure and rein in your emotions. You also gain a doctorate's worth of regular scientific knowledge in the discipline of your choice. You know the inner workings of recoil mitigating systems and powered armor, but your true specialty is the esper creation and development process. Given enough time, you might just figure out a way to get rid of the randomness inherent in the process and give X person Y ability. Training an esper to help him reach his maximum potential is child's play. You could probably pass a member of the illustrious and brilliant Kihara family due to your sheer expertise and brilliance. Just that your sense of ethics would give you away. Right?

12.17. Xenoarcheaologist - 600 cp – Stargate SG-1

For whatever reason, understanding the civilizations of old means you're able to understand alien technology a lot better. You may not know everything off the bat, but upon first sight you have an idea of what it was meant for... and the longer you look at it, the more information you can glean. Fiddling with it will let you familiarize yourself with it more quickly.

12.18. Engineering Basics – uttu – Dead Space

12.19. The Divine Machines – 300 cp – Lord of Light

Many and varied are the wonders of the Gods. From the Vasty Hall of Death, Yama brings forth Thunder Chariot and Bright Spear, Trident of Destruction and Wand of Universal Fire. In Heaven, there is an elegant statue with eight arms that plays the lute when addressed, and endless machines that keep all in perfect stasis. The elementary forms of these great sciences and artefacts are laid bare to you, and you may service and understand the technology of this world. While great innovations and the wonders forged by Yama might escape you, you have a solid basis that escapes the vast majority of men and gods in the world - sufficient to greatly impress those who understand the value of such things. With this you also gain one artifact costing 200CP or less for free.

12.20. Skills – 1200 cp – Star Trek TNG+DS9

Defense

--Combat: Hand to hand fighting is an ancient and quintessential skill for every soldier no matter what time period.

--Stealth: Your ability to sneak around unnoticed. This will help you take down enemies unnoticed, infiltrate secure facilities, and steal thing without being detected.

--Weapons: Knowledge in the operation and repair of personal and mounted weaponry.

--Espionage: Manipulation, subterfuge and information gathering skills that are essential for every good spy.

Health & Science

--Medicine: Training and knowledge in First-aid, diseases, surgery, anatomy, health and nutrition. You're a fully qualified doctor of the 24th century.

--Robotics: A combined study of mechanical engineering, and computer science. You learn how to make a wide array of machines, and you could even figure out Android or Borg technology if you studied it enough.

--Physics: How the universe works. The law of gravity, the conservation of matter & energy, quantum physics, etc. Remember though, there are dozens of creatures in this universe that defy the laws of human physics, so you may want to try and rewrite a few of these books while your here.

--Physical Sciences: Understanding of the natural laws which govern the physical world. Biology, chemistry, geology and ecology. Again, you may want to rewrite a few of these books while you're here.

Command & Operations

--Engineering: You've been trained in the maintenance and repair of Starships. Not only do you have a significant amount of mechanical and computer knowledge, but you also know a great deal about physics.

--Communications: You're fully versed in reading and operating digital transmissions and sensors. You also have training in linguistics in and diplomacy.

--Piloting: How to operate starships and other space worthy vessels like shuttles and Runabouts.

--Navigation: Training in how to locate your position and plot courses. You can navigate both with a computer, and without one using astronomy.

12.21. Demigod Atelier – 400 cp – Asura's Wrath

You know the secret science of Mantra technology, and can build custom devices that are powered by prayer or emotion. Further, you can enhance or upgrade items from other jumps to use this same power source. If you take Cyborg Hindu Godbody, you may construct Demigod cybernetics for other people. After the jump concludes, you may also build Mantra Reactors. Demigod Atelier allows you to create any mantrapowered or integrated device, up to and including the vast fleets of Shinkoku

Tratstrium, the heavenly vessels of the divine armies, and even the antiGohma platform Brahmastra. The latter however would require millennia of effort, and was never completed even in the scope of the original setting.

12.22. Grease Monkey - 300 cp – Bubblegum Crisis

What can you fix or build? What CAN'T you fix or build? Nothing, that's what. From hyper-cars to Buma, computers to Hardsuits, with the right tools and enough time and experiments, you can build it all, weaponry included.

12.22.1. Apartment (Free)

A run down, single-room apartment. Nothing special, but hey, it keeps the rain off. Don't worry too much about the rent.

12.22.2. Motorcyle (Free)

A generic, Japanese-built motorcycle. Gotta get around Megatokyo somehow, don't you? Nothing special, but hey, it's free.

12.23. The Pleician Tome - 500 cp – Light of Terra DLC I

The Pleician Tome is a portable font of certain archives, templates and pieces of ancient lore, created by a senior Tech-priest of the Adeptus Mechanicus and used by Techmarines. Even to a trained eye, the information is a seemingly random collection, with no easy means of navigation, and so it takes much study to glean anything relevant to a particular task. Indeed, only those with a wide knowledge of Machine Spirits and engine lore have any hope of understanding the information contained within, however, those with patience and the appropriate skills can find secrets of great use within the datacore, secrets dating back to the fabled Dark Age of Technology.

12.24. The Maddest Science Yet – 800 cp – Tenchi Muyo!

Slice of Life: Your brilliance is such that you can build amazing inventions to solve all kinds of problems, easily accomplishing feats depicted in pulpy science fiction novels. More importantly however, you gain an absolute certainty in your work. Nothing made by your hands or under your complete direction can harm people (or planets) unintentionally. A comically large mess may ensue however.

SpaceOpera: You can create supertech wonders, past mere conveniences into legitimately useful things like advanced starships, ray guns and miraculous devices. You can also enhance technology from other jumps with this skill. Note that trying to build an FTL starship from scratch on an undeveloped world will probably take ten years...

12.25. Inventor – 600 cp - Futurama

You are a brilliant (if eccentric) Inventor. You can (within reason) create nearly anything you can imagine if you put in the time. You have a cabinet full of doomsday devices and would be more than capable of slapping together Reverse Scuba Suits for fish or Death Clocks.

12.26. Reverse Engineering – 400 cp – Sekirei

Bizarre alien technology, superrobots, genetic engineering. You might not know these disciplines, but with just a single example to test to destruction, you should be able to figure out how it (used) to

work, how to apply the principles to new tech, and with a few projects under your belt, remake the original!

12.27. Xenospecialist - 200 cp - Gears of War

The problem with fighting and violence is that it's no place for an egghead, and as a result valuable information could be lost to a wayward grenade before study. When you're trying to study ways to beat the enemy, this can get exceptionally frustrating in a real quick manner. You've taken it upon yourself to bring that knowledge back, and as such you have an easier time understanding alien language and technology. It won't give you instant knowledge, but as you study further you will find it becomes easier to comprehend.

12.27.1. GOD DAMN SON OF A BITCH (Free)

The art of swearing is crude and obnoxious when used incorrectly. But you? You know how to swear EFFICIENTLY. Whether it's for the sake of injecting some comedy into a situation, or emphasizing the seriousness of a situation, you'll know just how to get the most bang for your buck.

12.27.2. Action Reload (Free)

Normal people reload in a safe manner to ensure their gun will not jam. You try to reload as quickly as possible to make sure you don't get devoured for taking one second too long. Whether it shows up on a HUD of some kind, or whether it's a 'feeling' you have, you're aware of an action prompt whenever you reload your weapons. When you hit the sweet spot in your reloading routine, you're able to finish the job much faster, and the excess movements you've discarded make your shots that much more accurate for a brief period. Every second counts in battle!

12.27.3. You Need Mass! (Free):

You'll notice that many people in this world are big. Quite big, as a matter of fact, if not in height then definitely in width. You'll need to fit in if you are to survive here, and thus will be physically bulked up. Thick-skinned enemies run into problems as your sheer strength powers through, and you're much harder to knock down. Comes with an optional 1-2 foot increase in your base default height, and it is your choice on whether this goes away or not when you leave.

12.27.4. Combat Armor (Free)

Going into battle as an unarmored goon is just asking to be killed like a Stranded. You certainly don't want to be limited to that, hence why you're going to get this standard-issued gear for your side. You'll get your choice of either COG Trooper Armor, UIR Combat Armor or Locust Armor for your subspecies, which come with magnetic clasps to carry weapons on your back and have enough armor to withstand multiple shots from an assault rifle with only bruises to show for it. It also comes with identification tags in the event your corpse needs to be identified, and thick combat boots good for both trekking through thick environments and stomping down on downed enemies. In the event you collect Locust Armor, you may choose whether it's the normal variant or the Savage variant.

12.27.5. Personal Digital Assistant (Free)

There is still a reliance on technology, even if the war with the Locust make things... problematic. With this, you'll have an easier time with Command and keeping track of your data. For an extra

100CP you can even let it 'sync' with a computer inside your Warehouse to use its functions. It also looks pretty cool.

12.27.6. Starter Pistol (Free)

A pistol is not much when you think about it, but it’s better to have a back- up weapon than to have no weapon at all. This is especially true when you run out of ammo from all the soldiers that may come after you or after dealing with an especially nasty foe that soaked bullets like a sponge. This is why you’ll be given a pistol sidearm in order to defend yourself in the event your actual weapons aren’t available. Choose one pistol to acquire.

12.27.7. Primary Weapon (Free)

Now we get to the bread-and-butter of a soldier’s kit, the tools that any veteran is excited to see. We get to see the guns. The weapons developed by both the humans and Locust of Sera have been very effective at their job, as a result of nearly a hundred years of varying wars. You will choose one weapon to acquire.

12.28. Valkyrian Science – 300 cp – Valkyria Chronicles

Somehow you've gained some of the knowledge that the Valkyrur used to possess, giving you the skill and ability to graft Ragnite machinery on a level far above any modern human. At first, you'd only be able to create replica's of the Valkyrian weapons, but with many years of study it might be possible to recreate the Valkyrur themselves.

12.29. I am Iron Man - 400 cp – Marvel Cinematic Universe Volume 1

You're not the ACTUAL Iron Man, but you could make a fairly decent knock-off. Power armors, sonic cannons, holographic interface, laser weapons, repulsor technology, you have the knowledge to build these things and more. Furthermore, you can think of different upgrades and modifications to adapt to different situations much easier than normal when presented with a problem that's hampered your technological progress.

12.30. Retro-Engineer – 600 cp – Marvel Cinematic Universe Volume 1

Your understanding of technology is so great that you've even learned to get into the basics of tinkering with alien technologies. As long as you take the time to study something and experiment properly, you'll eventually figure out a method for that tech you found. Whether it's taking that weird glowing thing and powering your machines with it, or dismantling an alien robot and putting it into a gun, you'll figure out a use for something as long as you put in time. As a bonus, you're skilled enough in research and experimentation that you're far less likely to break what you're studying on accident.

12.31. Etoria Disciple – 100 cp – Final Fantasy XII

The art of Etoria, the technology which allowed for the creation of things like airships, has always fascinated you. You've noticed patterns in technology, and armed with that knowledge you adapt to new technology quickly. Your teacher has given you a skystone - the key to building your own airship in time, and you'll have no lack of resources.

12.32. Item Construction A+++ - uttu – Fate/Extra

12.33. Holy Forge - 200 cp – Hellgate London

You know how to craft the Holy Power Armor of the Templars, Each suit of armoris customized for the user. All suits increase strength and speed, however Common personal suit augmentations include Anchor spikes (that form from hands or feet), Hammer Fist (lock your gauntlets into a hammer),camoflage screening, and 360 HUD in the helmet.

12.34. Technician – 400 cp – Alpha Centauri

Learning has become easier for you now, especially in the field of natural science and engineering, you absorb and retain information like a sponge and can mix and match theory and experience with much greater skill.

12.35. Engineering – 100 cp – Teen Titans

You're a master mechanic and an expert at building robots and other technological devices. You also have a fair bit of knowledge about hacking into computers.

12.35.1. Costume (Free)

Regardless of what you decide to do this unique piece of attire will be essential for your career. Your costume tells people who you are and although it doesn't provide much protection it's still better than going around naked.

12.35.2. Theme Song (Free)

You get a personal soundtrack that will play whenever you enter combat or do anything else worthy of music.

12.36. Light of the Orokin* - 400 cp - Warframe

Few have ever reached the innovation and technological prowess of the Orokin Empire... their gold and ivory exteriors hiding minds as sharp as steel. Likewise, the golden trim of their technology hid an advancement that continues to elude the majority of the System to this day. It eludes you no longer, the secrets of Orokin technology present in your mind. You'll be capable of augmenting technology significantly, increasing its capabilities at the same time and granting a durability that will last millennia. Perhaps in time, the secrets of the Warframe creation process will be yours to covet and yours alone, basked in the light of science and superior intellect.

12.36.1. Melody of the Void (Free)

Everything has a song, my friend. The harsh battles of war, the ruthless pursuit of Profit... even the exploration of pasts long left buried. As much as it surprises people, even the mind- rending plane of the Void has a song if you listen to hear it... of course, what I mean is for free, you gain the means to hear the music of the Warframe setting's soundtrack whenever you wish. Whether it's to get you pumped up or in a meditative state of mind... it is your song.

12.36.2. Warframe Bobble-heads (Free)

Nothing wrong with a bit of decoration! This little box will supply just that, allowing you to gain a collection of pose-able bobble-heads for every Warframe character you can think of. ...don't give me that look, they're cute. Come on, just look at one.

12.36.3. Ludoplex (Free)

Even in this system of constant struggle and scavenging of the past, there must be something for relaxation. Working all day like the Corpus would just drive you insane, or to an early grave. Possibly both. Enter the Ludoplex, an extremely powerful video game system that you can use to take a load off when you're finished with a difficult mission. It comes pre-installed with the finest games in the Origin System such as Frame Fighter, Wyrmius, and Happy Zephyr so you can remember what it's like to smile.

12.36.4. Gilded Armoire (Free)

To act important, you must look important. There is only so far mannerisms and speeches will get you without the proper appearance to pass yourself off, no? Worry not, for the civilizations of this time are still knowledgeable in the ways of honor and a proper appearance... even if they should all express it differently. Within this exceptionally designed armoire is a treasure trove of clothing, robes, Transference Suits, and fabrics of all kinds of designs and colors from this world. Whether it is the flowing symbols of the Corpus to the braided patterns of the Kuva, or even the intricate designs of the Lotus or the Orokin, it will all be here. You could even use this armoire to alter the style of your other clothing to fit these designs! The Transference Suits will likewise be as varied and as customizable so that you can look like a true elite of this world.

12.37. An Order to Things – 800 cp – Gunnerkrigg Court

You can understand how things fit together in abstract or practical ways. Understand how somebody lives (and where they would hide things) by how they set the items around their dwelling, deduce feelings from handwriting, grow a robot, decipher languages too complex for normal humans. Though things that you seek to make happen, rather than deduce where or how it happened, are much harder to pull off. You can see how someone else grew a robot but doing it yourself would take experimenting and progress, though these things move much faster than you.

12.38. Technical Training - 100 cp – 40k Redux

Skill in using and maintaining 40k tech, does not apply to Ancient or Alien technology.

12.39. Arch-Magos - 500 cp - 40k Redux

Skill in using and repairing arcane technologies including Archeotech and Xenotech.

12.40. Feel It Out - 600 cp – F.E.A.R.

Your ability to understand machines and designs are more than just knowledge, and anyone who follows your work would know this well. You have a subtle psionic ability to 'understand' the machines and items that you physically touch, to the point where you can understand how it might work. More importantly, what you could do to also make it better. Naturally the more complex or esoteric the item is, the more drastically the time needed increases. But the more information you collect the more ideas and methods you can formulate to begin working.

12.40.1. Damaged Micro-Chip – 800 cp - Terminator

While this looks like the damaged CPU from the first Terminator that Cyberdyne used to help build Skynet, it is actually a storage device. This Contains information on just about everything that Skynet has ever produced. From the modified T-1 and small Hunter Killers, to the T3000 and Large Hunter Killer Tanks and Walkers. Even information on how to build an AI as advanced As Skynet is in here, along with Time Travel technology. The problem is, not only Is the coding not understandable by the average computer, but the damage to it Has eliminated some coding. Nothing vital to the schematics, but it is now even Harder to piece the information together. It is unlikely to get all of the information out without 100 years of work.

12.40.2. Smash those metal motherfuckers (Free)

You have received several years worth of training on how to fight. Giving you basic proficiency with all handheld weaponry used in the 1980s to the 2000s. You won't necessarily know the entire ins and outs of the weapons, but you will know how to shoot them reliably. You also have a general idea of what kind of weaponry would be needed to deal with armored targets.

12.41. What's this Do? - 200 cp - Titanfall

The technology used in the frontier can be so complex and advanced it takes years for even the most brilliant minds to understand. Really now? That's good, you needed something to do after lunch today. Now, even if your in a dropship in the middle of a fire fight, you can decipher the inner workings of technology so long as you have the controls to scre- I mean analyze.

12.41.1. Oi! (Free)

The funny thing about accents is how divisive they are on the frontier. The IMC troops- who come from the Core Systems, all speak with a very distinct British accent. Meanwhile, the Militia have strong American accents, and strangely, any ex-IMC defectors seem to lose the accent in a matter of weeks. Now, you have the ability to alter your own accent, which seems to spread like wildfire to anyone that follows you, so it becomes an identifier of your faction.

12.42. Xenotechnology - 400 cp - STALKER

You have a very technical mind and you've been able to apply your theoretical degree in physics to good use. You're able to incorporate artifacts and pieces of artifacts into any technological devices you may know how to build with a lot less spontaneous death and irradiation than you normally would. This allows you to build things like featherlight power armor, accelerated gauss rifles and other technological marvels.

12.42.1. Bag of Bolts (Free)

An infinite pouch of bolts of varying size. Conductive and non-irradiated, they're a great multipurpose tool for any stalker worth their salt. Use it to test anomalies, distract enemies or just throw them at people who annoy you.

12.42.2. Echo Detector (Free)

This dated anomalous activity detector produces an alarm signal when anomalous particles enter a special chamber as you approach an anomaly. It can also register the presence of artifacts and measure the distance to the nearest one. The distance is indicated by the frequency of the sound the detector emits. Due to its simple design, Echo can only be used to locate the most common artifacts.

12.42.3. Makarov Sidearm (Free)

This Soviet legacy is the most common pistol in the Zone and is one of the best compact self-defense handguns available. It is small, highly reliable, easy to use and maintain in working order. It also suffers from several drawbacks, including its short range, low firing accuracy and poor stopping power, while also losing out to modern pistols in its class in terms of weight and magazine size.

12.42.4. Rookie Armor (Free)

Known in the Zone as rookie armor or 'bandit jackets', this outfit consists of a either a tan or black leather parka with kevlar patches sewn into it, a beige hoodie worn underneath, and blue tracksuit pants tucked into hiking boots. This outfit offers little protection from gunfire or claws and is useless against radiation or anomalies. Gives you an authentic feeling of hopelessness and ennui when you don it.

12.42.5. Survival Gear (Free)

A simple backpack is filled with everything a burgeoning stalker could need. Well, the basics at least. The kit includes a bedroll, mess kit, fixed blade knife, flashlight, a small pack of batteries, flint and steel, and a cyanide pill. Huh, that got dark.

12.42.6. Stashes (Free)

Everybody has a stash in the Zone. What, you think they have banks out here? It's all a barter system and more often than not you won't be able to carry all of your valuables with you. When that happens, you make a stash. With this perk, any stash you make is nigh undetectable by others. Note that stashes are typically small, out of the way containers or crannies. Make your stash too big and this protection fails.

12.43. Technician – 200 cp - Spiral Knights

The Tech Knights of the Spiral Order are experienced mechanics, but are often not as experienced in weapon usage. Only a few, known as Technicians, have the quick thinking and bravery necessary to utilize their skills in combat situations. You are a prime example of this truth, having learnt to use skills out in the field within fires of combat. Your skills range from making quick repairs to creating, maintaining, and even rapidly dismantling complex mechanical constructs, even something as complicated as a Battlepod. Needless to say, your skill in disabling locks, deploying turrets for some much-needed suppressive firepower, repairing the armour of your squadmates, and the like are greatly appreciated by your squadmates and essential to survival within a world of machines.

12.44. Core Competence – 400 cp - Spiral Knights

The Cradle is a dangerous place for the Spiral Order, and not only due to its indigenous wildlife. There are too many unknowns, too many variables to be comfortable with. That is why it falls to people like you, one of the most naturally gifted researchers within the Order, to increase the odds of safety. Your attention to detail has increased dramatically, letting you pick out and recognize patterns in the construction and design of machinery much more quickly than others. Understanding these patterns has given you incredible insights into the technology found in the Cradle and in the Gremlin bases, along with how it can compare and blend with the technology of the Order you are so familiar with.

When the Order finally reaches The Core, perhaps you will be one of the most likely members of it to unlock the secrets held within.

12.45. Working into their Good Graces – 400 cp – Gravity Rush

Good help is hard to find these days, and offering your aid is one of the best ways to fit in with the locals. Regardless of how you choose to proceed, you'll find that regardless of where you go, people will recognize the good work that you've done, and as your reputation increases with them, more and more people will be willing to teach you things in hopes of you helping them out in return. Sometimes, these things that they teach you may be skills that are otherwise difficult to learn. It's also far easier to get a job here...and you might find that certain occupations have some very specific benefits you won't find elsewhere.

12.46. FITTING INTO A MOULD: Scientist (REQUIRES: WORKING INTO THEIR GOOD GRACES) – 400 cp – Gravity Rush

In a world where "magic" is essentially limited to a few, science is the only tool that can be used as an equalizer. So your job here in researching and developing new technology may be essentially what's needed in order to keep humanity going. Well, that's the motivation that sounds noble anyways. In practice, much of what you're going to do here might be of more use to you than the common folk in Hekseville. For one thing you'll be very well versed in Nevi adaptation technology by the end of your time here, as well as constructing technology necessary for the control and manipulation of gravity. Can't say that won't come in handy...considering both the Nevi and the Shifters are quite possibly the biggest threats to the city in the eyes of some.

12.47. Peak ADVENT Technology – 200 cp – XCOM 2

Before you defected you were working in some of the most top secret black projects any human had access to. You have an encyclopaedic knowledge of all ADVENT technology, minus some of the genetic manipulation techniques and basically anything that would give away ADVENTs dark secrets.

12.47.1. Flak Jacket (Free)

A set of pre-invasion armour that offers some protection from gunfire and plasma weapons. Comes in a verity of patterns and styles

12.48. Hands of Icarus - 100 cp – Heaven's Lost Property

You have an understanding of how to use the advanced technology of Synapse. While you're not sure of the 'how' or 'why' the device operates, you can operate any Synapse-made machinery with ease. Past this jump, you know how to use (though not how to make) any basic technological devices (point-and-click devices, guns, switches, etc.) you would otherwise require training or re-education for, no matter how alien or new it is to you.

Ancient Flora

13.1. Craftsmen of the Gods - 600 cp – Viking Saga

Things you make yourself from base components gain properties far beyond what they should. Belts that increase strength several times over or a spear that never misses are well within your skill, and you will only get better.

13.2. Expert Smithing - 400 cp – Ragnarok Online

It’s not just about creating the sharpest blade anymore. Improved items now have “affixes” on them based on how many times they’ve been improved. Each level will be tougher than the next to improve and require more energy/mana/souls, but the Blacksmith’s smithing ability now has no cap.

13.3. Scanner – 200 cp – Iji

Serves a number of purposes. Primarily, allows you to determine the location of all living creatures within a large radius around the user, although this might be blocked by certain defenses or stealth abilities. Also capable of determining molecular structure and provides blueprints when scanning objects.

13.4. Remodelling – 600 cp Medaka Box

You can remodel living or inanimate things through training, surgery, drugs or other scientific methods. Through this you can improve their efficiency or bring out their true potential. It can bring out powers that are dormant within you, but not create new ones.

13.5. Glove of the East - 300 cp – Binbougami Ga!

This hand of mine glows with an awesome power! It's burning gri-... oh! Sorry, wrong show. This single glove comes in any color and style, and is actually quite useful! You can channel your spiritual energies through it to help you with mundane tasks; your cooking might turn out excellent, cleaning takes less work for better results, and massages work WONDERS when you hit those points. If you channel a LOT of spiritual energy, you might even imbue items and equipment to improve them and be more receptive to your spiritual/chi powers! Heart symbol optional.

13.6. Soul Smith – 300 cp – Dark Souls (outdated)

Well for one, this makes you a pretty good blacksmith with an emphasis on repair, able to repair most normal weapons, armor and trinkets with the right materials and a bit of time. You're also pretty good at forging and upgrading normal weapons and armor. There is more to this craft than you would first think, as Smiths in this world are capable of several unique acts. In this land, smiths can use special stones to imbue weapons with various types of power, such as Fire or Lightning, during the forging process. Given enough time and practice, they can even forge powerful souls into their handiwork to create unique and often times powerful equipment. While this skill doesn't make you the best in the world at this craft, it gives you a solid foundation with room to improve.

13.7. Daedalus' Student - 600 cp – God of War

It is one thing to work on forging mere sword and shield, but it is another to create truly marvelous wonders... for a mortal. You could make marvelous wings out of bird feathers and beeswax, capable of granting flight to anyone. Or maybe you wish to create an everchanging Labyrinth, that shifts and alters itself depending on how it moves. Regardless, your architect and forging skills have taken a dramatic increase, to the point where the things you create just may have properties and quality they normally shouldn't have, albeit directed towards the purpose of your creations. Through your works, your will be known... but take care that the gods do not take offense with your work.

13.7.1. Attire (Free)

When in Rome! ...wait, wrong place. Ah well, the phrase still holds. You'll be able to have a a set of Greek or Spartan outfits so that you can blend in more efficiently. It doesn't have any extraordinary

properties, but it does at least help you look the part. Assuming you're human in appearance... but hey! If you're a monster, you're going to be the most trendy monster out there!

13.8. Titan's Blood - 500 cp – God of War

What a curious thing you are, to have become such a thing. One of your ancestors was a Titan, a primordial being of great power and ability that was responsible with shaping the world as it is. You are not full-blooded, but the effects have been prevalent on you nonetheless; your size may be increased up to fifteen meters in height, with your strength as such that you could throw pieces of buildings one-handed at your enemies. You may also choose one Titan you are a descendent from, gaining aesthetic appearance changes similar to them. But more importantly, you may relax yourself and 'commune' with the world and nature around you; by opening your mind to the world you can learn about it and its secrets quite quickly, along with finding what is the largest threat to the balance of nature. You are of the planet, child. It is your birthright to know these things.

*Titan's Blood also grants access to the following boosts for capstones you've purchased:

'Daedalus' Student': Your crafting has undergone a dramatic improvement, to the point where you can make incredible works with the strength of an army within them. You have also gleamed into a new type of crafting, and you can forge energy constructs such as Zeus' Lightning to be used in your wishes.

13.8.1. WEAPON CUSTOMIZATION (Free)

There are priceless relics in this world, you know. Ancient things crafted by primordial entities, weapons forged out of the bodies of Ancients. Each of these weapons can be as infamous as their wielder, legends in of themselves. It would be truly wondrous if you could have one of your own... so let's do just that, shall we?

You gain 500 'Forge Points' for use in this section alone.

-Forged By the Gods (Free): Whether this weapon was given to you by birthright, or whether you 'found' it in some way, you have acquired your very own divine weapon. It is a powerful tool, forged by Hephaestus himself. This is a capable weapon in its own right, one you should not treat lightly. Be wary, traveler. If you purchased a weapon from the item section, you may choose to use it as a base for free. You may instead import one Natural Weapon for free if you have chosen "Monstrous Weapon" as a perk instead. This may only be used once.

13.8.2. Epic Poem (Free)

The Greeks very much enjoy their tales and stories, traveler. They were infatuated by stories, and things that could be done to improve them. You have been blessed with such a boon, and now have access to the entirety of the God of War series' soundtrack to play for you in the background! You may turn this on or off at your leisure.

13.8.3. Scowl of Sparta (Free)

There are times where you are angry, or disappointed. Like, INCREDIBLY angry or disappointed. However, in these times your face may be expressing maximum dissatisfaction but you must scowl HARDER. That's why you can have this, on me. When your face does not match the depth of the emotion you are showing, people can get a really good idea of how far you really feel just by looking

at you. As a bonus, this will work for you regardless of what form you may be taking at the moment. DISAPPOINTED.

13.9. Soulcraft – 600 cp - Demon Souls

With the souls of strong opponents, you may forge great weapons and armor out of them. Of Course you can craft with lesser souls but the product won't be That great. The weaker souls can only be used to upgrade things instead. You instinctively understand how to use any thing you made.

13.10. Sage – 600 cp - Demon Souls

In magic you have few equals, many of them brilliant prodigies like yourself. Your intelligence improves the damages of your spells. With study you can turn great souls into powerful spells to be used. Weaker souls can be used to improve your magic.

13.11. Feel It Out - 600CP – F.E.A.R.

Your ability to understand machines and designs are more than just knowledge, and anyone who follows your work would know this well. You have a subtle psionic ability to 'understand' the machines and items that you physically touch, to the point where you can understand how it might work. More importantly, what you could do to also make it better. Naturally the more complex or esoteric the item is, the more drastically the time needed increases. But the more information you collect the more ideas and methods you can formulate to begin working.

13.12. Synchronicity Event - 300 cp* - F.E.A.R.

Curiouser and curiouser. Due to coming into contact with... well, SOMETHING, your psionic abilities have noticeably increased. Psychic powers you may have had are stronger now, with control and development coming more quickly with practice. There is also a boon to this; by taking a few days to 'attune' a person, you may impart upon them the beginning of psionic abilities of their own. You may only gift one school at a time, and they start at the very beginning; if they are to grow and learn as you have, it would be wise to teach them. On the plus side, they'll eventually become as strong as you are, so you'll have quite the pupil on your hands.

*Synchronicity Event boosts psychic powers from outside this setting by a decent amount. It's nothing like Alma, but it's a decent boost. At the same time, you may also unlock the following abilities:

-Taking 'Feel It Out' increases your understanding of technologies and different items, dramatically cutting down the time needed to analyze the object in question and improving defenses should any psionic traps be laid. You can also 'attune' objects to better channel psionic abilities and become a powerful focus for them.

13.13. Master Craftsman – 600 cp –King Arthur

Thanks to being taught by faeries anything you make by hand is a great deal better than anything regular human can make. Armor is nearly indestructible and lighter than it should be, blades are sharper, blunt weapons have more force behind them, bows and crossbows can shoot farther and are easier to pull back. Even mundane items like baskets work better, though you can't give items mystical powers without being a wizard or something.

13.14. Special Attention - 400 cp – Gundam Advanced Generation

When you're fighting a war, you know what you need- you need guardians, you need shields; you need a well-armed force. You can't fight a war with a thousand scratches, and so you can modify designs to increase individual performance and quality- the biggest boon is that this only negligibly increases production times or costs, at the benefit of having much higher quality Mobile Suits. And you can apply this to other designs as well, with time.

13.15. Makers prodigy – 600 cp - Darksiders

The makers decide to teach you the ways of creation and you may choose to become their pupil, they will teach you how to create magical artefacts, imbue places and objects with power and even how to create magical constructs with sentience. Regardless if you spend the time learning from them or not, you will find you learn future skills related to creation, enchantment and forging will come to you as if they were second nature, waiting to be remembered.

13.16. Maker – 1200 cp - Darksiders

You gain an alternate form of a maker, broad, immensely strong and around 12 feet tall. You also gain supernatural powers of creation, able to make impossible things from practically nothing. Though it may take many years of practice, you will be able master the art of crafting life from clay, forge magic spells fom ideas of the mind and matter from nothing.

13.17. Mechanical Master - 400 cp - Borderlands

You are a master armsmith and roboticist. You can build and maintain standard weapons and shields with ease, and if you put some effort into understanding it you could probably make E-Tech your bitch. Further, you can make temporary Digistruct items, though they tend to explode after brief use. If you find the right components, you might even be able to modify good stuff into truly unique weapons; some might call them Legendary. Though for some reason they always look kind of pearly.

13.18. Chosen of Death – 600 cp – Lord of Light

Great Yama, Death-god, has seen you clearly and bade you enter the Vasty Hall of Death, to serve as his partner in creation. Not merely revealing his secrets of science - you are his equal in the arts. Your creativity is that which may forge ten unique treasures each day, or mass produce legends. Design of all forms of weapons, armours, vehicles, and utilities comes to you with blinding light and strength of inspiration. With this position comes the virtual guarantee of rebirth in your next life, as a Demigod of the forge. You also gain a Discount on all artefacts and equipment.

13.19. Minor Blessing - 100 cp – Percy Jackson

For one reason or another you've got a god who cares slightly about you and has seen fit to grant you some minor boon within their domains. Choose one god from any pantheon and gain a minor boon from them. The god will care slightly about you but unless you go on to further distinguish yourself it will be more of a minor interest in your affairs than someone they feel the need to help (Effectively think a diminished version of one ability a demigod might have, think minor ones are stuff along the lines of breathing water, lucid dreaming, or appropriate vague extra senses, useful but nothing especially major). This can be taken multiple times.

13.19.1. Old Traditions (first free)

You are knowledgeable in the ways of the ancient civilization corresponding to whatever mythology you're most connected with. You can read their languages, know the proper ways to honor the gods, and have a decent grasp of their mythology. Otherwise unassociated Drop-ins may choose any one ancient culture to know of. You may purchase this multiple times, each time gaining insight into a new culture.

13.20. Unnatural Skill - 200 cp – Percy Jackson

Whether from your heritage or just being that good you've got one particular mundane skill that your feats with border on supernatural. Whether you're a smith on the level of the Cyclopses, a near prescient tactician or a swordsman who is ny unstoppable with a blade your feats will be legendary. You are on a level within your skill such that only other beings of legend can hope to match you. This may be taken multiple times. You may not choose magic but you may choose a particular application of magic if you have it already (so curses, enchanting might work, more specific gets a bigger boost).

13.21. Divine Child - 400 cp – Percy Jackson

You are the direct child of a god of your associated pantheon and gain various benefits from this. You gain lesser manifestations of your parent's domains as well as generally being better than an ordinary mortal. You may take most any god as your parent but to take one of the heads of a pantheon as a parent you must take the "Fate finds you interesting" drawback receiving no points for it (you can also do this with a lesser god to get greater powers). Generally this will give you insight into and some control over your divine parent's domains, a son of Poseidon for example can control water and ships, talk to horses, cause minor earthquakes and is empowered within water.

13.22. Reliable Invention – 200 cp - Kim Possible

Anything you construct is only broken when used improperly or purposefully targeted with attacks. The items you create do not malfunction and are completely resistant to damage caused by regular usage.

13.23. Robust Engineering - 300 cp - Dune

Ten thousand years of stagnation in technology is a very long time... and now you know how to apply the lessons of those millennia to the construction of anything you have. Mass production does not exist any longer and even relatively common items are made as if masterwork quality, because aside from obvious cheap items, they have been built to last longer than the person using them. Expect anything you construct by hand to be able to last centuries, as long as you take a little extra time while you make it. With the amount of time you're going to be around... you may need that sort of quality.

13.24. Built to Last - 300 cp – Assassins Creed

Whatever you personally build, be it handheld or architectural, becomes nigh-impervious to weather, rust and time. If it gets lost or buried, you can 'feel' it out too!

13.25. Panzerkampf - 300 cp – Sabaton

When it comes to building war machines, yours are top- notch! A gun made by your own hand will never jam, and a tank built by you will never bog down in mud or take damage from an IED. If they want to destroy what you've built, they'd best bring their A-game.

13.26. Deity's Weapon – 100 cp – Warriors Orochi

Naturally, your aura is not your only tool, and neither is it just for show. By imbuing a portion of your aura into a tool, you can turn it into a weapon capable of eating through physical and magical barriers alike. Naturally, as you're infusing a portion of your mystic nature into the tool, with time it will grow to possess magical qualities as well. With a sufficient amount of time passing, you could very well find yourself bearing a mystic weapon, one that has naturally absorbed enough mystic force to rival the greatest of magical weapons. With enough time, all that energy would be enough to make it a weapon of yore. Just don't expect it to happen anytime soon.

13.27. Weapon Synthesis – 200 cp – Warriors Orochi

Out there in the Dimensional World, you might not be able to find a blacksmith, in which case, it would probably be good to learn the skill yourself. Forging a spear or a sword? Well anybody can learn that from any blacksmith, here we're going to teach you how to perform weapon synthesis. Yes, it's not blacksmithing as you would expect. So, that weapon of yours. It looks completely serviceable, right? Battle worthy probably, probably killed off great swathes of foot soldiers? There's no need to sharpen it, but what about its inherent qualities? You know that magic enchantment on it? Or that spell it seems to cast every once in a while? Our form of blacksmithing works on those innate properties and spells instead. We don't strengthen the exterior; we strengthen what's inside, and bring the potential of that weapon up even higher. That low level ice spell your sword casts? Yeah, let's work at it until it casts a stream of frost. It's going to take a while, but anything worth doing is going to take time. Better live with that fact.

13.28. Ambrosial Artificer - 400 cp - Macross

So many moving parts, so many pieces to the puzzle. It's so... needless. The other tech teams are complete morons. That's why you've learned how to figure out the optimization of your complex machines like Veritechs. What parts you don't need, you find a way to do away with. What parts you DO need, you can use the now-extra space to improve and bolster their performance. Some will call you mad. But the only madness that will come from your work is the rage of your enemies and rivals.

13.29. Fixer Upper - 200 cp – Dark Cloud 2

When they put you through an apprenticeship, the first thing they did was to tell you to take apart a train. Then put it back together again. Then they repeated the process, removing parts bit by bit, and yet every time you still managed to put the train back together. Eventually you've come to realize that you can repair things - all while removing any extraneous parts to ensure that the efficiency of a machine is optimized. Machines that you've tinkered with...don't seem to need as much to work as others might.

13.30. Lathe of Heaven - 400 cp – Chrono Trigger

We're always going to need weapons, so the way I see it, you might as well get good at making them. Now? You'll be able to give old man Melchior a run for his money. Swords, guns, armor, even sunglasses - if it's worn or wielded, you can make it a masterpiece. You'll also learn how to make use of any material, bringing out its best qualities and minimizing its weaknesses. You could make bone sharper than steel, gold sturdier than titanium, and take a legendary material nobody's ever seen before, and figure out how to forge it, what to alloy it with, and how to craft that alloy into an impossibly sharp sword or some amazing shades.

Virtual Flora

14.1. Net Sphere Engineer - 500 cp – Blame!

In the past, you would have probably had a different title along the lines of “Virtual Reality Technician”. But with the old technology now gone and lost to the sands of time...well, you’re an Engineer dedicated to the Net Sphere, tasked with discovering and repairing its inner workings. With your skill set, you can easily set up connections necessary to establish a virtual network – and troubleshooting problems related to such matters is a straightforward process. You have a basic ability to “construct” objects in virtual space, but it requires that you know the desired object at least to the level an expert would, and the more complex the object the longer it takes to construct. With time, you might be able to fabricate basic digital constructs in real life, like a basic structure conversion tower...

14.1.1. Warwalking 200 (Free for Net Sphere Engineer)

It’d be nice if you could get a wireless signal anywhere you went – would certainly help you with your job if you were a Net Sphere Engineer. Well, luckily for you, it’s not impossible, because you can translate your own internal energy into a wireless field. Granted, it’s actually a piece of tech that would let you do this – but don’t worry, it’ll become a part of you soon enough. Having a mobile wireless field can make your life a lot easier – but you’ll still need to put some effort into ensuring that it is bridged into some sort of virtual network. Maybe you have one of your own? Alternatively you could probably bridge into the local networks available, but you’ll need to perform some interfacing work before you can do so. The strength of the field is dependent on how much energy you feed into the field. It’ll be interesting to watch what your companions do on your wireless network.

14.1.2. Netscape Navigator 200 CP (Free Net Sphere Engineer)

The basic tool of a Net Sphere Engineer, allowing them to delve into the Net Sphere itself and deal with the potential turbulence, it is a necessity for anyone who wants to travel extensively within the virtual domain. While Net Terminal Genes grant access, this is an alternative entry method which the Safeguard will thankfully ignore. Granting the engineer pseudo-administrator access privileges, this is a handy tool to have anywhere virtual domains or even server networks have been established. For those who are more visually oriented, this makes looking at hierarchies much less demanding.

14.2. Hardened Cosmosphere – 300 cp – Ar Tonelico

Familiar with the software mechanics of your cosmosphere, you have a great deal of control over its composition and the ability to access the systems of the Tower through meditation. This ranges in utility from being able to browse information archives, playing ancient full-VR videogames - possibly running them inside your cosmosphere, to being able to attempt to hack into systems and automation – though the latter will take much practice. With the Tower’s ability to convert digital data into matter and vice- versa, it is theoretically possible to teleport via the Binary Field, or create sapient digital entities that manifest in the real world. Post-Jump, this becomes effective radiotelepathy, and you can connect to and hack wireless networks with the power of your mind, as well as continue to manifest digital objects from them.

14.3. App Master - 600 cp – Devil Summoners – Soul Hackers

You have a talent for creating esoteric programs. You can make apps for COMPs and if you really put your mind to it you could even create your own demon summoning program. If you happen to get a hold of some other computer system that can alter time and space you could create programs for that too.

14.3.1. Paradigm X Beta (Free)

Now you too can spend countless hours getting lost in the virtual world that is Paradigm X.

14.4. Superscale Skills - 600 cp - Evangelion

It might be designing a geofront, giant robots, or retractable armory buildings regardless, you're good at it. You're so good, that as long as you're involved in the construction process, you can create things like a transformable cityscape that's perfect for dealing with almost any kind of hostile invader. Geofront caverns are sadly, not included. This perk also covers things like giant civic works imagine bridges that span small oceans, or space elevators, things like that.

14.5. VR Construct Hub – 200 cp – The Matrix

Sometimes all you need is just a way to get things in order... or visualize it, if need be. This machine system is a virtual workspace or "loading program" created to run simulations or upload virtual objects inside a computer-generated reality, allowing you to essentially world-build or train someone. Of course there's a limit to what you can do, with processing power and the energy required to maintain it... but I'm sure if you hooked it up to the right machines, you could say, have people controlling a city's defense grid inside a white room. Or generate places to hone one's skills. ...just don't do anything too bad with this? Please?

14.5.1. WOAH (Free)

Sometimes surprise isn't just how much you gawk or how loud you scream. Sometimes it's a single, uttered word. You can express your shock in a surprisingly subtle manner, uttering a single word which lets those around you know that it's actually impressed you. Go ahead, give it a try!

14.6. Holotable – 50 cp – Marvel Cinematic Universe – Volume 1

A device in the shape of a table used to create holographic models that allow the study, analysis and reconstruction of a vast array of items, weapons and events. Comes in any color of holograms you like and each hologram is capable of being interacted with. Naturally this performs better with additional data.

14.7. Control Cube - 100 cp – Tenchi Muyo!

This device is an omniapplicable supertech gizmo that can seamlessly interface with any other piece of technology as advanced as it or less. How, you're not sure because clarketech. The important part is, it can act as the terminal for your smartphone, your computer, your TV remote, car keys and whatever else you can think of, as long as you know how to work a rubix cube. It also doubles as a personal dimensional pocket, so you can store 3 cubic yards worth of nonliving objects inside. It can also hide itself dimensionally. If lost, it can be called back with a gesture.

14.8. Holographic Computer – 400 cp – Tenchi Muyo!

You have access to a multidimensional computer terminal hidden in a folded space pocket. It can seamlessly interface with any computer or similar device you currently own or have reasonable wireless access to. It does not give you passwords or access beyond "I can communicate with other systems." The interface is purely contextual which means you never have to learn how to use it. Instead the computer learns how to understand you/your actions.

14.9. NullSpace Computer – 100 cp - Megas XLR

You have a computer tower you can summon from and banish to nullspace, allowing you to upgrade it but otherwise keep it safe. You may summon holographic interfaces for it at will.

14.10. Union Core – 100 cp – Arpeggio of Blue Steel

A union core is a compact processor with quantum and wifi modems. This allows it to use the Fleet of Fog's Joint tactical Network, but also link to human systems via wifi. Without access to nanomaterials or a robotic body, a union core by itself is entirely vulnerable. A union core can be partitioned to hold more than one Mental Model or other AI, but doing so reduces the performance of all Mental Models/AIs stored within it.

Water Flora

15.1. Sunwell (ignited after the Shattered Sun Offensive) – uttu – World of Warcraft

15.2. Moonwell Water (various places across Night Elf lands) – uttu – World of Warcraft

15.3. Well of Eternity (a vial from Vashj and Kael'thas, a larger amount from the Caverns of Time instance of the same name) – uttu – World of Warcraft

15.4. Second Well of Eternity (from the Well under Nordrassil) – uttu – World of Warcraft

15.5. Felwell water (corrupted water in Felwood) – uttu – World of Warcraft

15.6. Well of Lost Souls (font underneath the Black Temple) – uttu – World of Warcraft

15.7. Six Sacred Pools of Power (from the Vale of Eternal Blossoms) – uttu – World of Warcraft

Psionic Flora

16.1. Universal adapter – 600 cp – Storm Hawks

The laws of physics state that all energy can be transformed, and this perk teaches you how. The efficiently of this process depends directly upon your skill, equipment and the energies involved – some forms of energy are simple enough, like heat or electricity, that you could produce generators powered through magic that are far better than those of 21st century Earth. In the other direction, mystical energies can be generated from mundane sources, though the process isn't terribly efficient. Some of the more esoteric energies will require truly staggering amounts of power before you can can even begin to attempt to create them.

16.2. Artificer - 600 cp – Tsukuhime

Even among the everyday alchemists of Atlas, you have a talent for the creation of new and interesting items. Mystic Codes, modern Conceptual Weapons, even living Homunculi...with the time, study, and resources, you can create new and amazing items and magical beings that modern magi would happily chop off a limb just to possess. You also have the skill to reverse-engineer magical enchantments that others make, and with enough time, you may almost perfectly recreate them - though it takes a proportionate amount of resources and study to make something that departs from the norm, and something on par with a relic from the Age of Gods may take a king's ransom and a near lifetime of work. To explain, a Mystic Code is a 'support' item utilized by magi that come in two types. The first is an Amplifier, which can strengthen or support their magic by storing reserve energy for later use or directly amplifying a spell, as the name indicates. An example of this is the jewelry used in the magecraft utilized by the Tohsaka family. The second is a 'Specialized' Mystic Code, which can perform a given spell or function upon being activated by the user's magical energy. This could even be utilized by those without magical circuits under certain conditions - for example, the Salamander Gloves used by Azaka Kokuto in a different world, which could generate flames using her 'talent' for spontaneous combustion alone. A Conceptual Weapon, to contrast, is a weapon that has accumulated a history within it, and do more than simple physical damage or interference - it has a singular 'concept' embedded within it and is able to damage or disrupt things like physical laws or magical beings, or even formless things that normally couldn't be damaged by mundane means. It does so by imposing its given concept onto the world, and inflicting it on those the user attacks with the Weapon. A common modern example are the Black Keys utilized by the Holy Church itself. Finally, a homunculus is a magical being, an artificial lifeform created without the normal biological process of birth. The concept of 'age' is largely meaningless, as they begin with all of their required knowledge for whatever task they were made for upon being created, aging to adulthood in months instead of years. They also possess powerful Magic Circuits as a result of their artificial creation - though as a consequence, homunculi are usually physically frail, have mental defects, or short lifespans - some trade-off to their creation process. Perhaps in time you could eventually make one with a human lifespan or iron out some of these defects, but that will take years and resources you likely could have used a simpler creation for. For some reason, ones you create are guaranteed to be unshakeably loyal (or at least benign) to you in particular.

16.3. Life Fiber Spool - 400 cp – Kill La Kill

A medium-sized spool of Life Fiber. It's only enough to maybe make a pair of gloves out of, but with the proper knowledge, one could create Goku Uniforms- Or enhance existing articles of clothing to be like Goku Uniforms. One spool of thread is enough to make several one-star outfits, three two-star outfits, or a single three-star outfit, assuming you have the knowledge of how to work with Life Fibers.

16.4. Mosaic Organs - 200 cp – Terra Formars

A cache of twelve air-tight, cryogenic containers with Mosaic Organs, harvested from the Roaches on Mars. These organs allow for the A.O.O. and Bribed the Doctor level of surgeries. All of the individuals involved in the Annex-I missions have these organs as the basis of their transformations.

16.4.1. Operatives' Uniform (Free)

Reinforced for combat, this spacesuit is built to withstand heavy environmental damage and has numerous pockets, pouches, and other forms of storage for carrying a variety of tools and scientific samples. Looks really, really stylish too. Comes with a durable, easy-to-clean jacket in the style of a lab coat.

16.5. Mazone - 200 cp – Space Pirate Captain Harlock

The Mazone are a race of humanoid plantlike aliens, some (including you) with hypnotic powers, originating beyond the Andromeda Galaxy, but having had a presence on Earth for thousands of years. They tend to look female, though not all of them do, and their "skin" turns white, rather than its natural bluish-green, when exposed to Earth's atmosphere. As a member of this ancient and powerful race, you have fled the destruction of your homeworld by its exploding sun and seek to resettle on Earth, where your kind long ago transplanted beings from Venus to serve as something like cattle. You first appear in Tokyo.

16.6. Crimson Saint - 600 cp - Maoyuu Hero Demon King

With sufficient analysis, Magic is simply Science by another name. A spell that causes plants to grow simply increases the flow of nutrients. A machine that generates a static field to generate an electric shock attack is the same as a lightning bolt spell. With this perk, you can comprehend the link that exists between Science and Magic, and with the proper time and resources reproduce a piece of technology as a magical spell or reproduce a magical effect as a piece of technology. For example, you could take a lightbulb, analyze it, understand how it works in its entirety, then create a magical spell that produces the same amount of light when an equivalent amount of magical power is fed into it. There are a few caveats here, however.

First, you must be capable of already replicating the magical effect, spell, or piece of technology on your own, as this power only lets you reproduce a magical or technological effect in its equivalent technological or magical form. If you weren't able to reproduce a magical effect using magic or a technological effect using technology in the first place, this perk will not let you reproduce them in the opposite manner now. Comprehension alone won't cut it, the ability to already reproduce the effects is necessary.

Second, complexity of the magic or technology you wish to reproduce a converted equivalent of is conserved across systems, so the amount of time necessary to reproduce the equivalent in the opposing system will be, at minimum, the same amount of time it would take to reproduce the

equivalent in the same system. A highly sophisticated though reproducible multi-layered magic construct or spell will result in an equally complex technological creation that will be equally or more difficult to understand, use, and replicate.

Third, the limitations of the magic or technology are carried over. If you were incapable of using a piece of tech or magic, you will be incapable of using its equivalent. A spell that creates an Elemental without true sentience will not create a thinking, self upgrading AI in its technological equivalent, though reproducing an AI as a magic construct or a self aware thinking magical construct as a technological entity WILL. If a magical entity or technological construct has a soul, so would its equivalent, but you would already have to be capable of reproducing said soul in the original system.

And fourth, converted technology or magic that you give to others will function only if both A: Either you or them (Doesn't have to be both) would be capable of using the original magic or technology, and B: That if a piece of magic or tech requires energy to function, then an appropriate amount of energy is provided to fuel the magic or tech. Draw off a battery or mana capacitor, have it draw off the person's own mana reserves if they have them, have it draw off ambient energy in the air. One way or another, an amount of energy equivalent to the original power requirementsmust be supplied

16.7. Crystal Mechanics – 100 cp – Final Fantasy Type-0

The Byakko Crystal's blessing revolves around the synthesis and comprehension of technology using magic. After all, sufficiently advanced technology is no different from magic. You can understand the workings of advanced technology after tinkering around with it a bit. You can also replicate technology you see by using magic, but until you've attempted it countless times, the end product always seems to feel a bit...lesser in comparison to the original.

16.8. Psychonautics - 600 cp - Psychonauts

Your skill at diving into the psyche is unparalleled, with the insight to truly understand the mind at its core levels. You have the full training of a Psychonaut and the field of Psychonautics in general. You know how to truly explore the human condition, the various methods of achieving the altered states of consciousness to do so (and in your case can do it through will alone), and you make connections through the Collective Unconscious easier allowing you to visit the minds of those you have a connection to over any distance. You can even explore the Collective Unconscious itself as well as Crowd Psychologies! As an added bonus, you also have an increased ability at understanding truly alien, inhuman minds.

16.9. Fortune Fountain - 600 cp – Binbougami Ga!

One of the big issues in this world is that a person cannot increase their amount of Fortune Energy naturally. You have what is given to you by the gods, and the only two ways you can get more is if the gods give you more... or if you steal it. Concerning for the ethical traveler, so for a tidy sum you can instead get this small attachment that has a pool of replenishing Fortune Energy! Unless purposefully tampered with, the energy itself is restricted to the fountain for the sake of making sure the room doesn’t undergo deification... it wouldn’t do to see your allies disintegrate for the crime of being too curious.

16.10. Spiral Energy - Free – Gurren Lagann

A mysterious but incredibly powerful evolutionary force that can be harnessed and manipulated by living beings. Spiral Energy can allow an individual to achieve virtually anything imaginable, but in

order to keep things from getting too crazy you'll have to slowly unlock your Spiral powers over time. Initially you'll only have enough power to pilot a Gunmen but with enough time and the right circumstances you can figure out how to generate large powerful drill weapons from your mech that are capable of easily destroying other Gunmen and can cause massive explosions. After a few years of continued use you could potentially learn how to increase your physical abilities, Intelligence, and natural lifespan to superhuman levels. Once you've fully unlocked your Spiral power you'll be able to live for over a thousand years, punch apart small Gunmen with your bare hands, discover and forge incredible technological wonders, and generate drills and other constructs from Spiral Energy without the assistance of a mech.

16.10.1. Badass Outfit (Free)

People here have a certain style. Clothes with lots of bright colors, long flowing capes, skimpy outfits that show off a lot of skin, etc. Why not join in on the fun? With this you'll receive a single outfit that looks both awesome and intimidating.

16.10.2. Hand Drill (Free)

A small crank-lever drill that can be used to quickly tunnel through hard packed dirt and rock. While it may not seem very useful, this thing could help you locate some valuable treasures or escape to safety if you were to get buried alive.

16.11. Lambda Driver – 600 cp – Full Metal Panic!

An experimental Black Technology device capable of exerting mechanical force against space with no observable physical interaction. False axis refers to the lack of physical interaction, or lack of moment arm in the application of torque. This is in direct violation of Newtonian physics, particularly Newton's Third Law. In short, it turns willpower into raw physical force for the user to utilize as needed.

16.12. Blue Crystal – Free – E.V.O. Search for Eden

About as simple as it gets, this little bugger acts as a gatherer and battery for evolutionary potential. Eating it will result in gaining a very large chunk of EVO, enough to fuel a series of large changes for you.

16.13. Yellow Crystal – Free – E-V.O. Search for Eden

This crystals gathers and analyzes evolutionary data. Eating it results in a sudden flood of information into your mind that will inform you of all the various useful evolutionary paths you could take, giving an awareness of options you otherwise would have been completely blind to. Alternatively you can let it rest in an environment for a few days and then devour it to gain a sudden influx of data on the local biosphere and living beings.

16.14. Wakfu Engery – uttu – Wakfu

16.15. Basic Ninja Training - Free - Naruto

You know how to use kunai and shuriken, a basic taijutsu style, how to walk on any solid surface regardless of petty things like gravity, how to walk on water, create a non- physical illusion of yourself, and change places with a previously prepared log or another generic item to dodge attacks. You can also reinforce yourself with chakra, making you significantly faster, stronger and more difficult to hurt, and if you apply yourself, you will be able to keep up with Captain America. You also gain the ability to

jump ludicrously far, on the order of dozens of meters. It's all topped off with some serious stealth skills too. As in keep yourself from being spotted while wearing a bright orange jumpsuit and defacing Mount Rushmore levels of stealth.

16.15.1. Basic Gear (Free)

Basic ninja gear, enough shuriken, smoke bombs, kunai, caltrops, explosive notes, ninja wire and other assorted gear to last you a while. Also includes three small re-usable storage scrolls.

16.16. Aurorium - 200 cp - RWBY

A single bar of an interesting, rare, experimental material that conducts Aura extremely well, amplifying its effect by a lot. Hope you can craft it though, or it's a paperweight. Worth a kingdom's ransom.

16.17. Aura – uttu RWBY

16.18. Water of Life - 400 cp – Five Star Stories

The water of life has many tales surrounding it, and very few have been verified. What we can tell for sure is that this fluid is a very powerful growth catalyst, strong enough that it can give incorporeal creatures a corporeal form. Arguably at this point we should be classifying it as a product of Diver Alchemy, but we're still not too sure what the exact results are. Those who drink this are bestowed with elementary Diver powers which remain latent until exposure to some sort of psychokinetic trigger. As previously mentioned, incorporeal creatures that drink this can regain a physical form in a fashion not too dissimilar from mass regeneration. There probably are no further results beyond this, or at least, these were all the results which we could confirm through testing.

16.19. Prana/Mana – uttu – Nasuverse

16.20. Psionic Waveform – 600 cp – Starcraft – The Zerg

The Zerg hivemind is based on a psionic wavelength - which has, in you, induced a surprising level of psionic strength. Between Jack- son Hauler - the initiator of the Spectre Program - and Nova Terra, the current holder of the highest Psi Index rank, you sit comfort- ably. As well, your psionic potential will allow you to - with practice in use of power, technique, and precision - allow you to reach even higher feats.

16.20.1. Burrowing (Free)

The Zerg are noted for being able to hide themselves underground, and moving through it like it were water or sand. You gain the ability to so - yes, even if ordinarily you're an aerial Zerg.

16.21. Jorium Crystals – uttu – Starcraft – The Terran

16.22. Crate of Rare Luxury Resources (Dust Water) - 150 cp – Endless Legend

Dust Water, Redsang, Pixie Blood, Hydromiel, Dust Orchids. The rarest luxury goods in the world, each is worth their weight and then some in pure Dust, and each have amazing properties.

16.23. Fake Chaos Emerald - 500 cp – Sonic The Hedgehog

A near perfect replica of the actual Chaos emerald. This powerful gem is capable of storing immense amounts of chaos energy. Don't panic it's not exactly the 40k energies or anything but it is heavily influenced by the emotions of the user. If positive it can do great good. If negative....well you can imagine why I say not exactly this is where the similarities begin. Don't worry though it's incapable of generating large doses of energy on its own as it's not bound by the master emerald like the rest. You can study Sonic brand Chaos energy to your hearts content to see if you can create a better replica. Heck even learn to control it.

16.23.1. (Free)

A pair of stylish gloves and shoes that are virtually indestructible

16.24. Shinsoo Tower – uttu – Tower of God

16.25. Protein Master - 600 cp – Cho Aniki

This perk will give you a mastery of the protein energy that powers this reality. This allows you to tap into an internal reservoir of protein energy to improve your body, from increasing healing, bulking up muscle mass and strengthening your will. Most noticeably however it will allow you to shoot energy lasers made up of this energy at your foes, including one massively focused energy beam if charged up correctly. The only way to build this up energy however is activities such as weight lifting, posing and eating. If bought without the perk [200] it is likely that your total energy will be quite limited and require restoring often.

16.26. Elite Beat – Free – Elite Beat Agents

Elite Beat Energy, also known as Rhythm Power, is the cornerstone of the Elite Beat Agency. Created through rhythmic movements in time to specific harmonies, it can be channeled to create extraordinary abilities. Only a small window makes this possible, about three to ten minutes in length. It can revitalize and enhance athletes, train civilians into master ninja, cause good fortune, affect the environment, alter physics and even resurrect the dead. At the least, it can rejuvenate and motivate those who need it most. At the most, anything could be possible. But you'd need a planet's worth of EBE for that. However, areas high in EBE tend to be... weird.

16.26.1. Agents are Go! (Free)

Training that allows agents to detect when, where and how to begin dancing. Without this, it would be nearly impossible to channel EBE, and dancing would just be flailing your bodies. It also gives you a good ear for music.

16.27. Love and Peace! – 600 cp – Elite Beat Agents

Elite Beat Energy is, at its core, unfocused life force. Its true that certain movements and music can alter the form the energy takes, allowing a conductor to direct the energy into new forms. In short, music and dance powered lasers, yo! The energy is especially useful for inciting specific emotions and reactions.

16.27.1. Elite Threads (Free)

Your clothes will be stylish, snazzy and easy to move around in. Perfect for secret agent dance offs and jumping in front of presidents.

16.27.2. Music to Dance to (Free)

Music infused with beat energy. The moment picks it not you.

16.28. Elite Beat Pen – 400 cp – Elite Beat Agents

Wait, seriously? This one of a kind “pen” is handed only to the best agent of the generation. It can concentrate the ambient and collected EBE to a laser like point, increasing efficiency and directing the energy to exactly where it is needed.

16.29. Phonic Energy – uttu – Symphogear

16.30. Orgel of Origins – 500 cp – Ar Tonelico

A copy of the original Song Science device. A handheld music box that plays a very carefully calibrated song. It is made of Parameno and Grathnode - and got hot pretty quickly. Enjoy your white hole generator - this is what powers the entire tower, including the antigravity generators, weather control, and giant beam cannons. All of it. It’s an infinite energy generator, with a very high output. Unless you buy both this and Song Science, replicating it is nearly impossible, with both it is tricky.

16.31. Songstone Composer - 200 cp – Ar Tonelico

Another 1m cube. This produces the essential elements of Song Science, in the form of 1 ton each week of Songstone rubble, a crystalline ore of Parameno, Grathnode and Ardel. By itself, Songstone converts sound into magic, storing it until a threshold is reached and it explodes in a burst of wild energy - making them effective improvised grenades. Extracted and refined, their true potential can be reached. Parameno absorbs sound as magic, Grathnode emits it as magic, and Ardel acts as a semiconductor.

16.32. A Vial of Glowing Water - 300 cp – Siren – Blood Curse

In Hanuda, if you can find some of the old records, it’s suggested that there was a slight “shift” between the local deities...the replacement of one over another. There’s nothing really to substantiate my theory, but I think that this vial of water....might be an extension of the power of another deity – well that’s assuming the red water is the extension of one deity’s power anyways. The effect of the water however, is very evident – it can reverse the effects of the Shibito “disease” for a short period of time. Maybe...just maybe, if you had the right equipment or the right technique, you could help out one or two of the villagers. Whatever you do with this, it’s going to attract a lot of attention.

16.33. POWER RING: Violet Energy – Free – Green Lantern the animated series

Lantern Ring & Battery (1st Free) - Lantern Rings are the "most powerful weapons in the universe" and well are main focus of the series. They come in an array of colors but there's only a handful in the series compared to the comics. The rings more or less act like they do in the comics, allowing those who have enough emotion to do great things. Each ring has a set amount of charge before needing to be recharged in the lantern battery by reciting the oath of the corps. Larger the construct more energy it takes, more complex the construct again more energy it takes. The power of a ring is limited to that which Hal Jordan has seen doing in the series and the Green Lantern The Animated Series Comics. You also receive a lantern power battery with each purchase, it looks exactly like the old

railroad lanterns. They're connected directly to the central battery and post jump they continue to function independently; either way they never run out of power under normal circumstances but if depleted it'll take 10 hours to recharge. If your ring or lantern are destroyed a new one will appear in your warehouse the following morning.

All rings have the following abilities in common:

-Hard Light Constructs: All rings are able to emit hard light energy which can be shaped into vary durable constructs of various shapes and sizes. The more effort you put into it, larger or more complex it becomes.

-Energy Blasts: The rings are capable of powerful energy blasts that are capable of cutting through most substances with ease and damage most beings. Only few individuals outside are capable of withstanding a full blast from a power ring without aid or protection of a power ring. The rings can be set to non- lethal or lethal.

- Force Field: You'll be operating in the darkest dankest parts of space. So the ring automatically takes care of pesky thing like needing to breathe, or needing to eat, or any bodily function. It will also protect you from the hazards of space or any other environment. Traversing black holes are only for the more experienced lanterns.

- Mobility: Rings are able to fly you about Mach 10 in atmosphere. Out of the atmosphere the ring is able to go FTL but still it takes approximately 18 months to reach the boundaries of Guardian Space going full throttle.

- AI: Each ring has a sophisticated AI that's linked to the central database providing a wealth of information should you ask. Its main function however is to be a universal translator. Should the ring not be able to translate it will attempt to learn. Translation is literal, so what rhymes in one language might not rhyme in another.

- Emotional Empowerment: The rings run off a certain emotion depending on their color. To even use the ring you have to have that emotion in spades, even if you renounce the emotion as long that it's the dominant emotion you'll be able to use the ring. More you got, more powerful you can become but there's a limit which is what you would see Hal Jordan do when he puts all his effort into it.

- Imagination: There's more to what a ring can do as their only limits to what functions they're capable of is limited only by your imagination. These include changing the color of your light, imprisoning beings in your power ring, and much more.

Emotional Spectrum

The rings work by tapping into the emotional spectrum which is a color of light.

Violet: Love. Billions of years ago the Oans split on the issue of emotion. The Zamarons decided that love was too great to let go and split. Ruled by Queen Aga'po on Zamaron.

16.34. Eldar Psionic Energy – uttu – Warhammer 40k - Craftworld Eldar

16.35. Argent Power – 400 cp – Doom 2016

Now you've hit the big leagues. Argent Energy revolutionized many aspects of technology, and now you can incorporate it into your own designs to provide extra power, whether it be a gun or a cell phone. Energy weapons, using plasma instead of bullets, fully articulating powered robots, and more! With Argent Energy, what was once impossible becomes doable!

16.36. Empowered by the Well - 400 cp – Doom 2016

When Argent D'Nur fell, Hell came into possession of the Well, a massive source of energy that powered all of Argent D'Nur. Now, a small part of the energy from that well is being used to directly innervate you and enhance your magical powers. Glowing runes and sigils may be involved as a part of this process. Although this can be achieved with rune magic, if purchased here the link cannot be severed and will persist across worlds, a shallow echo of the Well following you.

16.36.1. Pistol (Free)

The UAC Energy-Matter-Gel Sidearm charges energy into a plasma gel that shoots and feels like a conventional bullet. However, it requires no ammunition, charging solely off kinetic motion.

16.37. The Power Cosmic - 600 cp – Kamen Rider Neo-Heisei Part 1

Space...a wondrous world filled with infinite cosmic energy. A mysterious power, its greatest ability seems to be creation. It forms mass and advanced technology from seemingly nothing, and now that power is in your hands. You are infused with the nature of SOLU, or the “Seeds of Life from the Universe.” This substance is able to use cosmic energy to replicate and even enhance technology! At first, you will only be able to mimic existent Astroswitches(which are themed after objects or natural forces, with things such as magnetic power, strong tower shields, scanning cameras and missile launchers available in switch form) and other cosmic energy-based technology (Things such as the Fourze Driver which can utilize switches to create equipment, or the Foodroids that use these switches to perform functions such as surveillance and data analysis) that you encounter, but in time you’ll be able to create entirely new switches or even apply these abilities to any form of technology you come across, able to tweak it for compatibility with the Cosmic Energy-infused switches(which can boost their effectiveness far beyond normal.)

Sources I

Unholy Heights:
https://drive.google.com/file/d/0B1qb0_OLhDrDdDBKTHNZTmIwclE/view?usp=sharing&resourcekey=0-G12_I-C-2rtnORexM1BUYQ

Harvest Moon:
https://drive.google.com/file/d/0B1qb0_OLhDrDcnZIR0Q1QVNSNGs/view?usp=sharing&resourcekey=0-Qskh9sFk37SgEWMqYXiGAA

Avernum:
https://drive.google.com/file/d/0B1qb0_OLhDrDMEZkR28xNF91OGM/view?usp=sharing&resourcekey=0-Qs4Ekhr4---qZu0b2sjP9Q

Geneforge:
https://drive.google.com/file/d/0B1qb0_OLhDrDdC1CVWduemRzLVE/view?usp=sharing&resourcekey=0-sKzpHHD1gX6wdfKd4vSEaw

Final Fantasy VI:
https://drive.google.com/file/d/0B1qb0_OLhDrDMDB4NDQzLVhqT1E/view?usp=sharing&resourcekey=0-fUnUpGkYw-e5IFv-3LHaqg

Tenchi Muyo!:
https://drive.google.com/file/d/0B1qb0_OLhDrDZHhVbks0WFN0dE0/view?usp=sharing&resourcekey=0-FryfKh9nG3CFulOa7gp8Zg

Assassins Creed:
https://drive.google.com/file/d/0B1qb0_OLhDrDa2pXN3N1QkJKek0/view?usp=sharing&resourcekey=0-ev7-1SMwbWf-Csk7wMGfew

SimAnt:
https://drive.google.com/file/d/0B1qb0_OLhDrDSnpLV2Y2cUgwSUk/view?usp=sharing&resourcekey=0-4NA-aoorFWB-B9PN_4ZlUw

Banjo-Kazooie:
https://drive.google.com/file/d/0B1qb0_OLhDrDamhHaDBXcGVXUE0/view?usp=sharing&resourcekey=0-O5pjZ1lFcsUPliHpQgPLgQ

Cave Story:
https://drive.google.com/file/d/0B1qb0_OLhDrDOXFoVUR6ZmpYejQ/view?usp=sharing&resourcekey=0-SHJ98lTzNR1rkWXlQDrQHA

Bastion:
https://drive.google.com/file/d/0B1qb0_OLhDrDZ2ptU3ltaEtjWGs/view?usp=sharing&resourcekey=0-aBYow5ndINzz5jrS7UAoiQ

Final Fantasy Crystal Chronicles:
https://drive.google.com/file/d/0B1qb0_OLhDrDVnBPckl4RnhNbEU/view?usp=sharing&resourcekey=0-ZCIq1XhOOFCksVmCF3rgow

Final Fantasy XIV:
https://drive.google.com/file/d/0B1qb0_OLhDrDSi1YUW15RUN6cVE/view?usp=sharing&resourcekey=0-mY9B9Uxu5aaD5eJjlbD_BQ

Final Fantasy XII RW:
https://drive.google.com/file/d/0B1qb0_OLhDrDUl9JN1ZXdWx4Z1k/view?usp=sharing&resourcekey=0-X9_c4j7fYUnaPuxqdWbtGw

SCP Foundation:
https://drive.google.com/file/d/0B1qb0_OLhDrDMmEwbEFVV09LVW8/view?usp=sharing&resourcekey=0-TRg4TC7VNMLLWMCKY_wI7Q

Atelier: Arland Triology:
https://drive.google.com/file/d/1pN2AqNs0vuYzwWA_udJrfGaL9m75T7mL/view?usp=sharing

Dark Cloud 2:
https://drive.google.com/file/d/0B1qb0_OLhDrDWlBXYVRocGIyelk/view?usp=sharing&resourcekey=0-35Boo9qP9vfwHBnB19PxOA

Blame!:
https://drive.google.com/file/d/0B1qb0_OLhDrDdXB3RUtGNHlqWlk/view?usp=sharing&resourcekey=0-PHPzmBSHt_YUAisecLqkZg

Actraiser:
https://drive.google.com/file/d/0B1qb0_OLhDrDZGNJYlhRYjdQUmM/view?usp=sharing&resourcekey=0-lGB5yyPQ8qRGGc0AATTk9g

Young Justice:
https://drive.google.com/file/d/1SaJFOlvomra06vptHrS_siKPDogjcHY7/view?usp=sharing

Max Max:
https://drive.google.com/file/d/0B1qb0_OLhDrDX0FBeXc2bFlxalk/view?usp=sharing&resourcekey=0-8aWzEI_iGu18ys_R3QdhFA

Fire Emblem Fates:
https://drive.google.com/file/d/0B1qb0_OLhDrDSGY3TzlVQUJCYk0/view?usp=sharing&resourcekey=0-A0bBtB6nufS_ZTWzPZSjcQ

SBURB:
https://drive.google.com/file/d/0B1qb0_OLhDrDQUNiR2t0Tmh5SjA/view?usp=sharing&resourcekey=0-Q3O4UqwblcEstu4RFW2jtQ

Origin Spirits of the Past:
https://drive.google.com/file/d/0B1qb0_OLhDrDUU1wODZLQW5rSE0/view?usp=sharing&resourcekey=0-UBR3lWZioindZ9gnObiI6Q

Warhammer 40k – Craftworld Eldar:
https://drive.google.com/file/d/0B1qb0_OLhDrDMWRQVWQ5Y29iQjA/view?usp=sharing&resourcekey=0-8UETRyABRAbP8J1FAc-3fQ

Guardians of Gahoole:
https://drive.google.com/file/d/0B1qb0_OLhDrDME9PZkZobFQ2aDA/view?usp=sharing&resourcekey=0-pGC-_yX14Uq8okRMJHFgMQ

Discworld:
https://drive.google.com/file/d/0B1qb0_OLhDrDNDU2Ti14bHJTSW8/view?usp=sharing&resourcekey=0-Zmgy21dsq4KWN1CNcbTzDQ

Final Fantasy XIII-III:
https://drive.google.com/file/d/0B1qb0_OLhDrDQXc5SVJGV0NLbTQ/view?usp=sharing&resourcekey=0-5NZkw5Zj_sNpxOPz2jYBwg

Shadows of the Colossus:
https://drive.google.com/file/d/0B1qb0_OLhDrDTHJXTV84ZzhvV1E/view?usp=sharing&resourcekey=0-Hh0bczFlwV44eOo2GwUUGA

Evangelion:
https://drive.google.com/file/d/0B1qb0_OLhDrDcWUzMmtQMmlZM2M/view?usp=sharing&resourcekey=0-rXchQmvoOkOnMhyVJ_CKFg

Toriko:
https://drive.google.com/file/d/0B1qb0_OLhDrDUUpnUG9NcVJBbUU/view?usp=sharing&resourcekey=0-LXlU6ktCupCRmeM4cKIjjQ

Age of Ice: A time of Heroes:
https://drive.google.com/file/d/0B1qb0_OLhDrDWXVNTktwQkdXNjA/view?usp=sharing&resourcekey=0-b919Znbg9in1pofYw2c1pg

HunterxHunter:
https://drive.google.com/file/d/0B1qb0_OLhDrDWkFjRTdRTXBseUU/view?usp=sharing&resourcekey=0-rM-sRHKyK5ZeKF7rA-2C2A

Alice's Adventures in Wonderland:
https://drive.google.com/file/d/0B1qb0_OLhDrDeFlvWWZGRGFZMHc/view?usp=sharing&resourcekey=0-LwoVzXF5Yy-228CcrrdYDg

Space Pirate Captain Harlock:
https://drive.google.com/file/d/0B1qb0_OLhDrDdXFHZlU0RDBzaTg/view?usp=sharing&resourcekey=0-Ssfe-TK9wIpGen75oKa92A

Captain Planet:
https://drive.google.com/file/d/0B1qb0_OLhDrDYzJFVk9VZU9YeGc/view?usp=sharing&resourcekey=0-qGTy6-T27tcGSsAf71khRg

Xena – Hercules – The Legendary Journeys:
https://drive.google.com/file/d/0B1qb0_OLhDrDbFFZU3hjY1dXTTQ/view?usp=sharing&resourcekey=0-2VGumnfZiDvNfi3WoaIuGw

Sword and Sorcery:
https://drive.google.com/file/d/0B1qb0_OLhDrDazZibkFHdEJ3TUU/view?usp=sharing&resourcekey=0-tzXbR3aIm1ArJJFnCN_gow

Sources II

Kingdom of Loathing:
https://drive.google.com/file/d/0B1qb0_OLhDrDMENVTThBTmVsbE0/view?usp=sharing&resourcekey=0-OeiHTzC7zj63zzM60tO83w

Quest for Glory:
https://drive.google.com/file/d/0B1qb0_OLhDrDOXFLQ2poaWxaZW8/view?usp=sharing&resourcekey=0-mGCrepS3KLP4iIEu0_hptg

Gravity Rush:
https://drive.google.com/file/d/0B1qb0_OLhDrDZW9TVWNYSDhRUlk/view?usp=sharing&resourcekey=0-jiiyE7vFbbNPIk0hOKAjiA

Legend of Mana:
https://drive.google.com/file/d/0B1qb0_OLhDrDeUdHU0Fud1g1dEE/view?usp=sharing&resourcekey=0-jsfX7OIGzhOkSjKK29RG0w

Heaven's Lost Property:
https://drive.google.com/file/d/1PqomolerdvLTCzI9sZ4-Gtwwj3A4cN5y/view?usp=sharing

Light of Terra part 2:
https://drive.google.com/file/d/0B1qb0_OLhDrDbVlTR09TMXhtaTg/view?usp=sharing&resourcekey=0-rx6suBnX7KjBKlqp0u0sxQ

Psychonauts:
https://drive.google.com/file/d/0B1qb0_OLhDrDZTU2YkFGTnA3YWc/view?usp=sharing&resourcekey=0-EeIusAolzocv9cJ9nLjhTA

F.E.A.R.:
https://drive.google.com/file/d/1dYcpPfRWAA4mqy8Fbtdyq3bBLzKaaKZR/view?usp=sharing

GUNNM:
https://drive.google.com/file/d/0B1qb0_OLhDrDdTlwOGdFMXVvbUk/view?usp=sharing&resourcekey=0-zRcpDHz-GhZjtSqPE08mTA

Five Star Stories:
https://drive.google.com/file/d/0B1qb0_OLhDrDajhlWEliZXJBVHc/view?usp=sharing&resourcekey=0-850Zb_7Ymdl58M3E0qBNTg

Binbougami Ga!:
https://drive.google.com/file/d/1lYUSEMrSnZXCp85st0TiB2P_OnxV00qg/view?usp=sharing

Viking Saga:
https://drive.google.com/file/d/0B1qb0_OLhDrDQUY3ZVNLWFdwaGc/view?usp=sharing&resourcekey=0-J5Pi7WvSMf5JvosLYMyOZw

Godzilla – The Series:
https://drive.google.com/file/d/0B1qb0_OLhDrDNjFyYUg2S19DNHc/view?usp=sharing&resourcekey=0-R4hAjAWZeFFResAiU-aCkg

DC Jumpchain:
https://drive.google.com/file/d/0B1qb0_OLhDrDQkp6NXFQY0p1eEU/view?usp=sharing&resourcekey=0-eJiTOMsPQhQzuYfXh6y7Eg

Symbiote:
https://drive.google.com/file/d/0B1qb0_OLhDrDbXp0LV9GMmhoYjA/view?usp=sharing&resourcekey=0-7cCrtfNcb-7LK0Hgigi2XA

Journey to the West:
https://drive.google.com/file/d/0B1qb0_OLhDrDajBWeDdxVGViMDQ/view?usp=sharing&resourcekey=0-_lb-vKDPVpvQUz2J3XbI1g

Discworld:
https://drive.google.com/file/d/0B1qb0_OLhDrDNDU2Ti14bHJTSW8/view?usp=sharing&resourcekey=0-Zmgy21dsq4KWN1CNcbTzDQ

Changeling the Lost:
https://drive.google.com/file/d/0B1qb0_OLhDrDTDZvUGtTMHRwd2c/view?usp=sharing&resourcekey=0-jjn9-ba4oD9RzhHMkHaIbg

Age of Ice – End of Days:
https://drive.google.com/file/d/0B1qb0_OLhDrDVHhfY3VFV0NsZTQ/view?usp=sharing&resourcekey=0-eYq1Bh4Tauww3LDbrHeglg

King Arthur:
https://drive.google.com/file/d/0B1qb0_OLhDrDZXZ0T3BPb0RwMk0/view?usp=sharing&resourcekey=0-NDZjdLCURzMcWAkPmYWjNQ

Civilization:
https://drive.google.com/file/d/0B1qb0_OLhDrDNjl0VzBUWVdwdms/view?

Tropico:
https://drive.google.com/file/d/0B1qb0_OLhDrDWWp6Nk9tRjFfNE0/view?usp=sharing&resourcekey=0-5siJlsC3eQ5mpKfL6E9ewA

Final Fantasy XIII-II:
https://drive.google.com/file/d/0B1qb0_OLhDrDMkVzQnNkdkI0LTg/view?usp=sharing&resourcekey=0-mAo9yuor-jps7uETrVkd4Q

Starcraft – The Terran:
https://drive.google.com/file/d/0B1qb0_OLhDrDa2x3blpRS2VKZlU/view?usp=sharing&resourcekey=0-olVeen_NJfLdEKmjddp3Og

E.V.O. Search for Eden:
https://drive.google.com/file/d/0B1qb0_OLhDrDMVZiWG56X1BQZEU/view?usp=sharing&resourcekey=0-ohHEx4cLWQlWBmsJ62caow

Wheel of Time:
https://drive.google.com/file/d/0B1qb0_OLhDrDVHlLZEo4RTdVZUk/view?usp=sharing&resourcekey=0-Kw-khhXRQoEwht9zp2-t8g

Marvel Cinematic Universe – Volume 1:
https://drive.google.com/file/d/1uTD1J2Cu8wpxxt3NsYaMy6QwU3vn6hgr/view?usp=sharing

Alpha Centauri:
https://drive.google.com/file/d/0B1qb0_OLhDrDQUlIMmdiS3pBa00/view?usp=sharing&resourcekey=0-e4zyGl8IphRH27XAp7HWJA

Tales of Vesperia:
https://drive.google.com/file/d/0B1qb0_OLhDrDbHA1V241SFRDNTQ/view?usp=sharing&resourcekey=0-44nR3irJ8ZNRHc4MsxEBBQ

Storm Hawks:
https://drive.google.com/file/d/0B1qb0_OLhDrDNndjcmZUUjlrcFU/view?usp=sharing&resourcekey=0-L1NZoQPJSSdcTjRaydPbZw

Sources III

Master of Magic:
https://drive.google.com/file/d/0B1qb0_OLhDrDV1Z3X1I0TVMtaHc/view?usp=sharing&resourcekey=0-CiTObx4P8ZRIz15JxS2iWA

Vampire Diaries:
https://drive.google.com/file/d/0B1qb0_OLhDrDcVctRFlTOG9oVEU/view?usp=sharing&resourcekey=0-3_eaSBbTWmD99wSj3OLdgA

MtG – Innistrad:
https://drive.google.com/file/d/0B1qb0_OLhDrDeWxVYkNqMk5TWUE/view?usp=sharing&resourcekey=0-AHdA_746HEcs2evdRPe-SQ

Borderlands:
https://drive.google.com/file/d/1q9_tqvb8GosUsB64pck93TECKB8d6T40/view?usp=sharing

Macross:
https://drive.google.com/file/d/0B1qb0_OLhDrDLXItU2lxa284Znc/view?usp=sharing&resourcekey=0-c5xf2GyHjEi79M2Te9-ztw

Ratchet and Clank:
https://drive.google.com/file/d/0B1qb0_OLhDrDTUhpWGRSS0VxTE0/view?usp=sharing&resourcekey=0-lYv5CbMFtOqZqxGP9SZwNg

Robot Unicon Attack:
https://drive.google.com/file/d/0B1qb0_OLhDrDLTQ2ODBtV1pnZUk/view?usp=sharing&resourcekey=0-nJ1mzw7PcraDsOC2F_Zw5Q

Zoids Legacy:
https://drive.google.com/file/d/0B1qb0_OLhDrDaFR0djJfdFpCR28/view?usp=sharing&resourcekey=0-GNDoSscMGvP9qZq6RgFlNQ

RWBY:
https://drive.google.com/file/d/0B1qb0_OLhDrDeThCRGkwNmIycEk/view?usp=sharing&resourcekey=0-JHuC1jSo99ZJVZwdZNUXCA

Stargate SG-1:
https://drive.google.com/file/d/0B1qb0_OLhDrDR3NlNDRlTG0tWVk/view?usp=sharing&resourcekey=0-WvaZBi25uxsPxDq_V18q1Q

Order of the Stick:
https://drive.google.com/file/d/0B1qb0_OLhDrDYXJkMlk0MHJ1Qzg/view?usp=sharing&resourcekey=0-3OYem2orfU3hf7a1qNi9Cw

Gundam - After Colony:
https://drive.google.com/file/d/0B1qb0_OLhDrDRWZNQlo4RW1wSlU/view?usp=sharing&resourcekey=0-wmQ3PJbOqck1HGCuh3ByEw

Chrono Trigger:
https://drive.google.com/file/d/0B1qb0_OLhDrDbmp5bVB4RzR3Zzg/view?usp=sharing&resourcekey=0-gBVk71V7gCGOUXfXkuPBZA

Tortall:
https://drive.google.com/file/d/0B1qb0_OLhDrDSElmNmRjMVc1SjA/view?usp=sharing&resourcekey=0-PjOR5pJFJ6rTpqeQc6-vxw

Endless Legend:
https://drive.google.com/file/d/0B1qb0_OLhDrDVldVbVR5eExGMDQ/view?usp=sharing&resourcekey=0-wBWVgnAll5wQI4YDkC_k0g

Winnie the Pooh:
https://drive.google.com/file/d/0B1qb0_OLhDrDa1NpbnlBT0tRVFk/view?usp=sharing&resourcekey=0-CaZmBmlTU9yJR7XexXAiTQ

Dwarf Fortress:
https://drive.google.com/file/d/0B1qb0_OLhDrDYUpKY1BjZFB5U0U/view?usp=sharing&resourcekey=0-5X16LCBcWtu85O4xZZ7RtA

Mark oft he Ninja:
https://drive.google.com/file/d/0B1qb0_OLhDrDdnJVQWstRnl5OTg/view?usp=sharing&resourcekey=0-vK2KNJZZYlLGo3kdz4dnFw

Fallen London:
https://drive.google.com/file/d/0B1qb0_OLhDrDVjB5N1VwdWViUUE/view?usp=sharing&resourcekey=0-ARqkYjGKE2qvI_1QqIuXCQ

Shin Megami Tensei 1:
https://drive.google.com/file/d/0B1qb0_OLhDrDei03dnltWDZGT1k/view?usp=sharing&resourcekey=0-YBV8lnYzdQqDLBt07INzXQ

Kingdom Hearts:
https://drive.google.com/file/d/0B1qb0_OLhDrDckhSZUk2QkozcUE/view?usp=sharing&resourcekey=0-OO_doi_fPBr9RUbwbx7FUQ

Aquaria:
https://drive.google.com/file/d/0B1qb0_OLhDrDVDhqUC1fVlNFTjA/view?usp=sharing&resourcekey=0-zbEeKCpjCTD0njWROy_s7g

Ar Tonelico:
https://drive.google.com/file/d/0B1qb0_OLhDrDMXIwa2VPUlRJYXc/view?usp=sharing&resourcekey=0-qRldsS8v0sBTyzR07xxr0Q

Splatoon:
https://drive.google.com/file/d/0B1qb0_OLhDrDWkpzclB2ZWoza1k/view?usp=sharing&resourcekey=0-YolSxOPLtUfsCeRyMeuxKQ

Sources IV

Harry Potter:
https://drive.google.com/file/d/0B1qb0_OLhDrDUXRDUUpDS1FEVXM/view?usp=sharing&resourcekey=0-fI5HSb-i9kn1qXOukGPM5A

Tohou Project :
https://drive.google.com/file/d/0B1qb0_OLhDrDaEVrYjVDVjRQMjA/view?usp=sharing&resourcekey=0-6KHqzttl8JwkuOqqcJ87bA

Thundercats 2011:
https://drive.google.com/file/d/0B1qb0_OLhDrDSFJwYzNpa21CSFE/view?usp=sharing&resourcekey=0-WSAMo1d1dK4QW1Ozmg7urA

Gargoyles:
https://drive.google.com/file/d/0B1qb0_OLhDrDVTZtQ1JaVEpRRkU/view?usp=sharing&resourcekey=0-8DyS02mIFPYgFT7aeBe1Cw

Okami:
https://drive.google.com/file/d/0B1qb0_OLhDrDdjVmM3lWYmt3U3M/view?usp=sharing&resourcekey=0-7Wc9kBh_GWsLvvYXaopmWQ

The Witcher:
https://drive.google.com/file/d/0B1qb0_OLhDrDZ1lUQmJ5NkRuQjQ/view?usp=sharing&resourcekey=0-ZZ2mPloVnLKAFo69oFECUw

Lyrical Nanoha:
https://drive.google.com/file/d/0B1qb0_OLhDrDZXExQUxoWnBLTm8/view?usp=sharing&resourcekey=0-YqxQgA6zVTwo6x98EOyFjA

Fate/Extra:
https://drive.google.com/file/d/1fCxEKGND6BPwirjoKiRoJwOEDcPuFqa5/view?usp=sharing

Final Fantasy XIII:
https://drive.google.com/file/d/0B1qb0_OLhDrDNzhEeURaMlJEbk0/view?usp=sharing&resourcekey=0-guLip8P-8KlwPvy1jmZW2g

Final Fantasy Type-0:
https://drive.google.com/file/d/0B1qb0_OLhDrDTnRaWUtGb01RLWc/view?usp=sharing&resourcekey=0-0n6bkhV57LRwi2meN-CBhA

Maoyuu Hero Demon King:
https://drive.google.com/file/d/0B1qb0_OLhDrDYVI2eW9UYTVaVXM/view?usp=sharing&resourcekey=0-i5p6xZXltt5CqTSmuCbLLw

Anno 2070:
https://drive.google.com/file/d/0B1qb0_OLhDrDXzBndzRlLVk2X2c/view?usp=sharing&resourcekey=0--N4fAOJX3EnJZvo0JHaxXw

Devil Survivor 1:
https://drive.google.com/file/d/0B1qb0_OLhDrDV0pVeXQ1ZE1jR0k/view?usp=sharing&resourcekey=0-UOeM5SSu-ZJsX0-Uu95lBw

Gundam Anno Domini:
https://drive.google.com/file/d/0B1qb0_OLhDrDSE1pZ2VHQi1Udkk/view?usp=sharing&resourcekey=0-Nzxxypp4T7nm8cCMKLvlfA

Zootopia:
https://drive.google.com/file/d/1tUWU2dIWvNBjaNZkEsctrpJj-MK4RoZc/view?usp=sharing

Full Metal Alchemist:
https://drive.google.com/file/d/12scJZTzS5xdJH4x__vC8CyGWBZAjyvnq/view?usp=sharing

Gothic:
https://drive.google.com/file/d/0B1qb0_OLhDrDX3V0N01Ya0ZpRTg/view?usp=sharing&resourcekey=0-YvUZeWm6FYaIrPQ7E2ZU2g

Castlevania:
https://drive.google.com/file/d/0B1qb0_OLhDrDTDB0cW1ac3hOX3c/view?usp=sharing&resourcekey=0-kND_IQuNcvA0dv5jXhHNNg

Samurai Jack:
https://drive.google.com/file/d/1HIs3375fjJhp3PxbM7rHmTLjdZx0iS0I/view?usp=sharing

Valkyrie Profile:
https://drive.google.com/file/d/0B1qb0_OLhDrDRnZpRXFoU1JhbFk/view?usp=sharing&resourcekey=0-9TMSgm4nisxoT2W3wIgklw

Kingdoms of Alamur – Reckoning:
https://drive.google.com/file/d/0B1qb0_OLhDrDUFpONzJVTXhZOEE/view?usp=sharing&resourcekey=0-wMjdoBu7SrBucqwcHz2hnA

World of Warcraft:
https://drive.google.com/file/d/0B1qb0_OLhDrDRVI2TGhDcmFqSlk/view?usp=sharing&resourcekey=0-w4oPur_f4HY3fT4ghNG4Ew

Golden Sun:
https://drive.google.com/file/d/0B1qb0_OLhDrDcEM1ZGxlVkpoNm8/view?usp=sharing&resourcekey=0-9d0rFYJI9m4PV3j3KF-W8A

Overlord: The Series:
https://drive.google.com/file/d/1VHdFwSac-X8PcKg9BUJxbDMNE8qA-bo1/view?usp=sharing

Farscape:
https://drive.google.com/file/d/0B1qb0_OLhDrDRW9SUE50SWwzY1E/view?usp=sharing&resourcekey=0-rwvaQ4kW3pg-CaJaCxVlGA

The Mighty Boosh:
https://drive.google.com/file/d/0B1qb0_OLhDrDVndWODZ4RDdNTUk/view?usp=sharing&resourcekey=0-JEgie7bRz1qBjYAwPNz2gw

Minecraft:
https://drive.google.com/file/d/0B1qb0_OLhDrDd203ZWpnWUIzTzA/view?usp=sharing&resourcekey=0-6zfw7Vu3SCo6gLAV-GscQA

Secret of Evermore:
https://drive.google.com/file/d/0B1qb0_OLhDrDTTdSTnZvNUp6VTQ/view?usp=sharing&resourcekey=0-pgthvrarEFKdIyTrJflDVw

Van Helsing:
https://drive.google.com/file/d/0B1qb0_OLhDrDb0EtOGoybUhPQms/view?usp=sharing&resourcekey=0-ge6fUUMbIkX1fjHfDqX8mA

Fate:
https://drive.google.com/file/d/1qR2NeGGfdZQ-8Kj1uynvQB2puaD9Yi9u/view?usp=sharing

eXceed:
https://drive.google.com/file/d/0B1qb0_OLhDrDcjVKWW03ZFVPblk/view?usp=sharing&resourcekey=0-iluD9FIVWfjeJWEG7rfNlQ

Sources V

Etrian Odessey:
https://drive.google.com/file/d/0B1qb0_OLhDrDNHFoYUNhOG1Jazg/view?usp=sharing&resourcekey=0-32rexFEvn1DoI_AbfuhHTg

Lego – Legends of Chima:
https://drive.google.com/file/d/0B1qb0_OLhDrDQ1BRT3JxSktjVGs/view?usp=sharing&resourcekey=0-3jW2fbLXEFVtVvtKLGQOVA

Dark Souls (outdated):
https://drive.google.com/file/d/0B1qb0_OLhDrDRm5rN3E5SVJSTGs/view?usp=sharing&resourcekey=0-c8AHKj5_eOzATkBUd7xp6Q

Jade Empire:
https://drive.google.com/file/d/0B1qb0_OLhDrDNDBXQkRPQzIyY2s/view?usp=sharing&resourcekey=0-8jfh3IiG7p0rmgPR0rZSrA

Arrowverse:
https://drive.google.com/file/d/1ElzTfD-Jl1U0OXCdVd0NZzVegoBDj0r6/view?usp=sharing

Yu Yu Hakusho:
https://drive.google.com/file/d/1nB8Ix74_aVBz7uuYCnY4xgZGPCPeNr5K/view?usp=sharing

Tsukuhime:
https://drive.google.com/file/d/1F11TzLnY9pIYuscm97dIYkJy-bOOQO-U/view?usp=sharing

Megaman X:
https://drive.google.com/file/d/0B1qb0_OLhDrDWmFBMXpHaVdlN0k/view?usp=sharing&resourcekey=0-guMsbhH31gBNuG4dIDBERQ

Megaman Classic:
https://drive.google.com/file/d/0B1qb0_OLhDrDRDI1VG0tQXUxSTA/view?usp=sharing&resourcekey=0-uj-Ku7BSLmHGB6qyXfJnvg

Asura's Wrath:
https://drive.google.com/file/d/0B1qb0_OLhDrDUXNYeUVDOFBiNGs/view?usp=sharing&resourcekey=0-XxJqEO5l_fFL3DktV-SmgQ

Monster Inc.:
https://drive.google.com/file/d/0B1qb0_OLhDrDS0ZMaGZPTThvNnM/view?usp=sharing&resourcekey=0-6kSOjIqwme4zp3EJsq__6A

Light of Terra DLC 1:
https://drive.google.com/file/d/0B1qb0_OLhDrDZWtUSnVhejR3Qkk/view?usp=sharing&resourcekey=0-K_AQAcWBD526VR_QdJ1_zA

Mega Man Battle Network:
https://drive.google.com/file/d/0B1qb0_OLhDrDZHVSYi1HeWotRms/view?usp=sharing&resourcekey=0-_pk3WDYjz3DjkaJ1L8jkzA

007:
https://drive.google.com/file/d/0B1qb0_OLhDrDdmZhVFVhS0ZaVEU/view?usp=sharing&resourcekey=0-pijvKntI993jPITNb56pAA

RWBY:
https://drive.google.com/file/d/0B1qb0_OLhDrDeThCRGkwNmIycEk/view?usp=sharing&resourcekey=0-JHuC1jSo99ZJVZwdZNUXCA

Transformers:
https://drive.google.com/file/d/0B1qb0_OLhDrDZ1RIYWxrNHR0ZW8/view?usp=sharing&resourcekey=0-iVCjQssWZ2CCXPqWlwhcNw

Worm:
https://drive.google.com/file/d/0B1qb0_OLhDrDWEtwcWlDdFpmbEU/view?usp=sharing&resourcekey=0-KjgCsAaYKISOR2xaVsT2LQ

Red Faction:
https://drive.google.com/file/d/1aeWyzzEE5k4NQn_9ztrliizAotJ88BHI/view?usp=sharing

Legacy of the Aldenata:
https://drive.google.com/file/d/0B1qb0_OLhDrDWkpCaWZ0S3FkaG8/view?usp=sharing&resourcekey=0-YmCw1tUptpiTsf2A5eBAzg

Generator Rex:
https://drive.google.com/file/d/1aID58SgSTnsAVngiQzukqm0lv8nM5McQ/view?usp=sharing

Kamen Rider – Neo Heisei Part 1:
https://drive.google.com/file/d/0B1qb0_OLhDrDbHpUNkVwN3FabzA/view?usp=sharing&resourcekey=0-3mEwY5dp5TkqaBeb4fWLDw

Kerbal Space Program:
https://drive.google.com/file/d/0B1qb0_OLhDrDZDNzLVdpZk5pQW8/view?usp=sharing&resourcekey=0-gMzCaji196cm0vGc44wfGw

Fallout:
https://drive.google.com/file/d/0B1qb0_OLhDrDaDRSMnZQMFFVRE0/view?usp=sharing&resourcekey=0-rGUMOvsx2-3TU6uNPHXE2A

Skies of Arcadia:
https://drive.google.com/file/d/0B1qb0_OLhDrDX0VJUW8yN191Smc/view?usp=sharing&resourcekey=0-2tqNl6oF83Uec-ffXyk3Sg

Sources VI

Red Alert:
https://drive.google.com/file/d/17b9p5sYMTy7Wc6HFB4_wkwyTUu3e7wKV/view?usp=sharing

Full Metal Panic!:
https://drive.google.com/file/d/0B1qb0_OLhDrDZk5NSWNGSHM0RzA/view?usp=sharing&resourcekey=0-zrsa-cmXqtusMzzciju-gg

Firefly:
https://drive.google.com/file/d/0B1qb0_OLhDrDdGhqVXhOYXU4emc/view?usp=sharing&resourcekey=0-Wbj5KnxXjlKKMn4QWevlPQ

Adventure Time:
https://drive.google.com/file/d/0B1qb0_OLhDrDckdFLXNUM0tKb1E/view?usp=sharing&resourcekey=0-NwqeDsaMPT26Z3PAeb0RLA

Halo UNSC:
https://drive.google.com/file/d/18veYEQdhIRqbWEReXV8N33VG4qWb2qZc/view?usp=sharing

Mass Effect:
https://drive.google.com/file/d/1X461ntaKLQHM9mihy1nculDsvA666AbZ/view?usp=sharing

Strike Witches:
https://drive.google.com/file/d/0B1qb0_OLhDrDTXRQeUJ3ZGhzSm8/view?usp=sharing&resourcekey=0-uHj0LRUViG2bOQAVAdpd_w

The Mysterious Cities of Gold:
https://drive.google.com/file/d/0B1qb0_OLhDrDT2F0Mjd6VWhRbTg/view?usp=sharing&resourcekey=0-FvfhjJibLrm9cCwh4deOxQ

BlazBlue:
https://drive.google.com/file/d/0B1qb0_OLhDrDUXNtaFA3Nmgzck0/view?usp=sharing&resourcekey=0-wJB3-HaIMZaMZrNyOKmR-g

Gundam Advanced Generation:
https://drive.google.com/file/d/0B1qb0_OLhDrDdVI5Uml5Ny1taVk/view?usp=sharing&resourcekey=0-PFn3aTUbJylAEXSMiOC_Gg

A Certain Scientifc Railgun:
https://drive.google.com/file/d/0B1qb0_OLhDrDZlJ0bjhXTkJSYWs/view?usp=sharing&resourcekey=0-5yXN7ACfg4DIW4lFsvmz-w

Lord of Light:
https://drive.google.com/file/d/0B1qb0_OLhDrDbE1qQkNOR2NMQms/view?usp=sharing&resourcekey=0-gYOWL3hvf1iRe1Dk2P6oag

Star Trek TNG+DS9:
https://drive.google.com/file/d/1mo8uE-ZZKGDWrT9QclMnTQusf-EWOAjW/view?usp=sharing

Bubblegum Crisis:
https://drive.google.com/file/d/0B1qb0_OLhDrDUjZPaWdDN1ZmRW8/view?usp=sharing&resourcekey=0-Qx96D9x1eBBJ3o5fGa4IDw

Futurama:
https://drive.google.com/file/d/0B1qb0_OLhDrDQjB2NUp3Yi1uMzQ/view?usp=sharing&resourcekey=0-JO2_KBsEKYfK8onBNDqEjA

Sekirei:
https://drive.google.com/file/d/0B1qb0_OLhDrDdXdLZVJBakR0b2M/view?usp=sharing&resourcekey=0--sw789NiNWIhn1eseiK-7g

Gears of War:
https://drive.google.com/file/d/16FANyGnatXeO1VdGfo18JPeo9bY4VZpf/view?usp=sharing

Valkyria Chronicles:
https://drive.google.com/file/d/0B1qb0_OLhDrDQnQzUXNpS1BPZmc/view?usp=sharing&resourcekey=0-AXCyS3O3sOX7ujuw9jhwlg

Final Fantasy XII:
https://drive.google.com/file/d/0B1qb0_OLhDrDaExuekFJX0RLVkU/view?usp=sharing&resourcekey=0-2lurMcuQzHFq7JfwomFbyg

Hellgate London:
https://drive.google.com/file/d/0B1qb0_OLhDrDM2J2TjFfZGQ0VE0/view?usp=sharing&resourcekey=0-uPf3Kl5I99YXfvdkAI_4WA

Teen Titans:
https://drive.google.com/file/d/0B1qb0_OLhDrDc2E5cGZFZU1xYlk/view?usp=sharing&resourcekey=0-azM0RIS1wrtCkyIJNrmPVg

Warframe:
https://drive.google.com/file/d/1G4KC-FvAfjo8e3AXgTvtFr3vl432Qphl/view?usp=sharing

Gunnerkrigg Court:
https://drive.google.com/file/d/0B1qb0_OLhDrDeFFVSmlMQTlGMEU/view?usp=sharing&resourcekey=0-TromWGuYkauHZpafosLZBQ

40k Redux:
https://drive.google.com/file/d/1dEjLS8GnBfURc6MAIbqM5DynYrdy5Blk/view?usp=sharing

Terminator:
https://drive.google.com/file/d/1-cY4IRIqtMbgbmgWpTre8ROcVJVuh2mb/view?usp=sharing

Titanfall:
https://drive.google.com/file/d/0B1qb0_OLhDrDbmdjOHU2Vk1Jd1k/view?usp=sharing&resourcekey=0-_MmphSXpszu4mf3rVOvyBw

STALKER:
https://drive.google.com/file/d/0B1qb0_OLhDrDLTk2QTFTYTFMS0U/view?usp=sharing&resourcekey=0-ZM5tHqQ0yZOLYoqSatT4mw

Spiral Knights:
https://drive.google.com/file/d/0B1qb0_OLhDrDaWJ6bkVBR21PMkk/view?usp=sharing&resourcekey=0-Ja_uZC61uhLedAVYZQVxow

XCOM 2:
https://drive.google.com/file/d/1uEmqB_d_zw5UJMrOTH-ZnjzhxQnq5hco/view?usp=sharing

Sources VII

Ragnarok Online:
https://drive.google.com/file/d/0B1qb0_OLhDrDN0VjSlFjSmRBdm8/view?usp=sharing&resourcekey=0-FAGITuVvTHdGfwMazmCrRQ

Iji:
https://drive.google.com/file/d/0B1qb0_OLhDrDY1VKa1ZMUG9MYmM/view?usp=sharing&resourcekey=0-RFmunmcuMMejgsPFcDOU8g

Medaka Box:
https://drive.google.com/file/d/0B1qb0_OLhDrDQjZyaWoxaVctanM/view?usp=sharing&resourcekey=0-vrWB4i7d4Bu9VkPnjfeCWQ

God of War:
https://drive.google.com/file/d/0B1qb0_OLhDrDZFdPTGFfS2ZuMHc/view?usp=sharing&resourcekey=0-eQkpYDigF3KAznwnKtH9Lg

Demon Souls:
https://drive.google.com/file/d/0B1qb0_OLhDrDTnRJbEllTDJtTVU/view?usp=sharing&resourcekey=0-oYko4mOhsfnkP5Cbyz9aAw

Darksiders:
https://drive.google.com/file/d/0B1qb0_OLhDrDaE9ZcGNtOW5BaGs/view?usp=sharing&resourcekey=0-wePvtgri-uDM4vxSCXji2Q

Percy Jackson:
https://drive.google.com/file/d/19VGCZ52sdjTjjywRAIDu_qAXgh-iPV-u/view?usp=sharing

Kim Possible:
https://drive.google.com/file/d/0B1qb0_OLhDrDeEJZa19WOXJwajQ/view?usp=sharing&resourcekey=0-10feEX77cFQuCymDunG7EQ

Dune:
https://drive.google.com/file/d/0B1qb0_OLhDrDdVMzbFM3SFp3ck0/view?usp=sharing&resourcekey=0-BXQDYKuamMAPSt5eFvirAw

Sabaton:
https://drive.google.com/file/d/0B1qb0_OLhDrDQlA3SFhPWkkycFU/view?usp=sharing&resourcekey=0-7SziTL6zvtKUs-1YHxHQqg

Warriors Orochi:
https://drive.google.com/file/d/0B1qb0_OLhDrDdTlUVWwzWXR2dGc/view?usp=sharing&resourcekey=0-dnej69IKY7I-QjQ4RysDyw

Devil Summoners – Soul Hackers:
https://drive.google.com/file/d/18D6F1eFj59AYfb1z93zx7wNPqlNg94wF/view?usp=sharing

The Matrix:
https://drive.google.com/file/d/0B1qb0_OLhDrDWGRhS3NzUlVGd0k/view?usp=sharing&resourcekey=0-HFVZfJppv37hRRaovA0B3w

Megas XLR:
https://drive.google.com/file/d/0B1qb0_OLhDrDTm5ZbUVTV0hfMjQ/view?usp=sharing&resourcekey=0-MLS_UkgH7JPkI1AgJ1px-Q

Arpeggio of Blue Steel:
https://drive.google.com/file/d/0B1qb0_OLhDrDbXFTZkxNM0hPSzA/view?usp=sharing&resourcekey=0-8QT6Te0P3rD0b4XkPxIFdg

Kill La Kill:
https://drive.google.com/file/d/0B1qb0_OLhDrDZXE2ZGNtTEZjU1U/view?usp=sharing&resourcekey=0-pxqYv1d8Ut0DCm_RhzVrBw

Terra Formars:
https://drive.google.com/file/d/0B1qb0_OLhDrDYWRFa25OcW5ESjA/view?usp=sharing&resourcekey=0-NbXT5C8SWsVlMNkpDqpQ0g

Gurren Lagann:
https://drive.google.com/file/d/163MnAVwHdI_BJ0n5laxP5sZYB0gtEdIO/view?usp=sharing

Naruto:
https://drive.google.com/file/d/0B1qb0_OLhDrDZGZ6MHVhdGNHWjg/view?usp=sharing&resourcekey=0-9HPH2wjEClIPxtRgb4AhrA

Starcraft – The Zerg:
https://drive.google.com/file/d/0B1qb0_OLhDrDNmdxNVhYMVRRUmc/view?usp=sharing&resourcekey=0-KEsvJBT6CHF53643V-7l6A

Sonic The Hedgehog:
https://drive.google.com/file/d/0B1qb0_OLhDrDbGlMWEhVeE9wLWM/view?usp=sharing&resourcekey=0-ueEJiV0B3aIkruqj_8gpFQ

Cho Aniki:
https://drive.google.com/file/d/0B1qb0_OLhDrDSkJzcHh3MjB4S00/view?usp=sharing&resourcekey=0-0GFABP2BCc56Y28SVe9TZw

Elite Beat Agents:
https://drive.google.com/file/d/0B1qb0_OLhDrDWWZJbFlWbzNuWmc/view?usp=sharing&resourcekey=0-PkGokOaBF2_BI5-PwHyneg

Siren – Blood Curse:
https://drive.google.com/file/d/0B1qb0_OLhDrDRk9mSGNDV25rQUU/view?usp=sharing&resourcekey=0-ozXz6sOpKn8hkVAnxuJnWA

Green Lantern the animated series:
https://drive.google.com/file/d/0B1qb0_OLhDrDSXdXU1NpcFBoNmM/view?usp=sharing&resourcekey=0-OZozdTcbtFvEoKvL3cWGZw

Doom 2016:
https://drive.google.com/file/d/0B1qb0_OLhDrDM3FGS2xwMU5DWjA/view?usp=sharing&resourcekey=0-IVo_liGztLC7hBBBd5wwWw