



Generic Alchemist

Alchemy; a science that is as much a spiritual art and philosophy as it is a scientific pursuit, the transformation and refinement of the natural world. From the creation of potions to the use of transmutation circles to the refinement of the body itself, alchemy permeates the world's culture and gives many options to the people of this world. While it may be more or less ubiquitous across the world, it is everywhere in some manner or another.

You will spend the next ten years in this world of alchemy, good luck jumper.

+1000cp

Setting

Choose any of the following.

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

Origins

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

Age and Sex

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

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

Perks

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

The Basics (Free): You have the minimum knowledge to be considered an alchemist. You know how to perform the seven alchemical processes (Calcination, Dissolution, Separation, Conjunction, Fermentation, Distillation, and Coagulation), what the five elements are (Air, Earth, Fire, Water, and Aether), and you know the three reagents (Mercury, Sulfur, and Salt). You also know the interplay of Mind, Spirit, and Body.

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

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

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

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

Steady Hands (100cp): The processes of alchemy are exacting, and the slightest twitch or wayward pinch of material may result in disaster, thankfully you have incredibly steady hands. In fact, you are an incredibly steady individual in general, able to finely control every movement you may make.

Calm & Collected (100cp): You have the ability to keep a level head and remain calm at all times, even when you are subject to fear, anger, or other extreme emotions, you remain able to think clearly and can keep a straight face.

Philosopher (100cp): You have an amazing ability with debate, oration, and clearly presenting ideas, making it very difficult for you to be misunderstood unless you are deliberately doing so. You also have a knack for finding and asking questions that can, and will, cut to the heart of an issue, can potentially help someone get through a mental hangup, or give some measure of reassurance in their actions.

Scholar (100cp): You have a perfect memory, with unlimited storage, the ability to instantly recall any information, and an immunity to outside tampering. You also possess an enhanced ability to visualize things within your mind and can create mental constructs or formulas at will to simulate simple devices and processes.

Academic (100cp): You are a skilled researcher, able to read quickly, organize information you've gained, and extrapolate from that data more readily, with fewer mistakes and false leads. You also find that books are nearly as good a teacher as having an actual person there to aid you.

Common Sense (100cp): You have common sense. You don't get caught up in your head and can come up with simpler solutions to things rather than something more complex and convoluted. You are also able to recognize bad ideas or when you're getting caught up in something that would lead to a bad idea. If you could think about it and come up with a better idea when calm, you will think of it even when stressed.

Nose for Secrets (100cp): You have a knack for ferreting out lost, hidden, forbidden, forgotten, and/or useful information and artifacts during your travels. This makes you an exceptional archaeologist and detective as well as giving you a fair bit of skill in stealth and trapfinding.

Patience is a Virtue (100cp): You can be as patient as you need to be at any given time. This won't stop you from getting frustrated or bored, but will allow you to suppress it to push through those feelings to complete a tedious task or get through an explanation to a particularly dense individual. Additionally, you are immune to the negative effects of social isolation.

A Learning Experience (100cp): You are not discouraged by failure, your failures instead acting as a motivator to do better and helping you to learn a bit faster, roughly twice as fast. Additionally, any failures you make while learning or training will rarely result in significant injury and will never result in permanent injuries.

Iron Stomach (100cp): You are inured to the foul smells, disturbing sounds, disgusting tastes, unsettling sights, and strange sensations that can come from the pursuits of alchemy. Your senses cannot be overwhelmed by extraneous stimuli in any form and your ability to feel disgust from these sensations can be suppressed as will. This ensures that you will not feel sick from anything your senses perceive.

Keep It Clean (100cp): When any bit of contamination can have drastic results in the final product of alchemy, usually disastrously so, it pays to make sure your equipment and workspace is clean and sanitized. You are able to render a surface or object completely clean and sterile with a touch. You can use this to clean yourself as well, leaving you cleaner than if you had taken a shower. This also neutralizes any odors lingering on your body.

Safety Minded (100cp): You have a form of danger sense when working on your various crafts, especially dangerous ones like alchemy, that will warn you when something is wrong and give a distinct impression of just how bad it could be. This has the added benefit of making you more knowledgeable and aware of safety procedures for just about everything involved in crafts you pursue.

Potioncraft (100cp): Also known as practical alchemy or alchemistry, you know how to make potions using natural materials that have been put through the alchemical processes. The strength of these potions is based on how well you perform the processes, the quality of the ingredients, and the amount of aetheric power (represented by mental stamina) you invest into the potion during its creation. It is also possible to create variations on potions such as oils, soaps, candles, incense, inks, or candies. You are also not beholden to making the effects entirely beneficial and can, for example, make a poison with this knowledge.

Grenadier (100cp): You have a considerable amount of skill with explosives, how to make them, implement them, shape their charges, everything you could need to know about the production and use of explosives. This does not, however, cover nuclear bombs or anything in a similar vein. Additionally, you have an exceptionally good throwing arm, able to throw farther and faster than one would expect and with pinpoint accuracy.

Material Gathering (100cp): An alchemist is, usually, nothing without materials to work with, so you've learned how to get those materials. You know what materials to look for and how to harvest them effectively without harming their quality, as well as where they can most likely be found in any given environment.

Material Cultivation (100cp): You gain the knowledge of how to cultivate the various materials you need, at least for those that can be cultivated, including growing various plants and fungi, as well as how to raise a wide variety of animals that have useful parts.

Toxicity (100cp): You have the ability to make your potions toxic, pairing a benefit with a detriment of some variety in order to strengthen the benefits of the potion. You also find that your resistance to poison, diseases, and potion toxicity increases with exposure, allowing you to ignore some of the detriments of such potions. This also makes it so that any poison you make or use are faster acting and more intense, if you want them to be.

Substitutions (100cp): Sometimes, you just can't find a hundred year old mountain ginseng or the blood of a two hundred year old dragon, so, you improvise. You can find a viable substitute for even the most rare, obscure, and seemingly critical materials for just about anything that would require such materials. While these materials may be rare themselves, having more options makes it more likely you will find something regardless. The potency of your creation may suffer a bit from these substitutions or may express unusual quirks, with more substitutions resulting in more divergence, but they will remain serviceable to their purpose.

Proper Storage (100cp): Most potions are stored in glassware of some kind, which can be quite fragile at the best and worst of times, making carrying them with you a risk. Not anymore. Anything you have stored on your person will be much harder to break or degrade in any fashion unless you actively want it to break in some fashion. You also know several methods to store fragile objects in such a way that they are much harder to break in general, as well as how to keep them from direct strikes that would break them deliberately.

Accelerated Processes (100cp): You know how to accelerate various reactions both inside and outside the realm of alchemy, particularly those that require you to wait for something to finish. Heating something in flame will happen faster, reactions in a solution will complete more quickly, and fermenting some alcohol will happen practically overnight. This will cut down on the time it takes for these processes by half at first, however, over time you will learn how to increase the rate of acceleration.

Pen & Paper (100cp): You are a skilled writer, both in terms of creating manuscripts detailing your alchemical findings and pursuits, but also in the writing of fictional stories. You never suffer from writer's block and can ensure that what you write is evocative and easily understood, relatively speaking, by the targeted demographic. Finally, your books can teach in your stead, adding about a third of your skills as a teacher (and any boosts to teaching speed) to the rate at which one can learn something from your books.

Symbology (100cp): You have in depth knowledge of the symbols, pictographs, shapes, and patterns that carry some measure of meaning and power as well as how they can be used in the process of alchemy or magic. While it is possible to learn them and figure out how to put them together as you go, it is a time consuming process that requires a lot of trial and error, where an error can have severe side effects. You gain an increased skill in drawing and have an eye for measurements in terms of length and angles that would allow you to draw a complex alchemical circle without any tools other than your own hands, eyes, and a drawing implement.

Preservation Techniques (100cp): You have in depth knowledge of several methods to effectively preserve nearly any perishable materials long term without reducing their potency or effectiveness when used in alchemy. This can be easily translated to preserving other supernatural qualities.

Controlled Release (100cp/200cp/300cp): Your constant exposure to the processes of alchemy has allowed you to develop some ability to manipulate effects applied to yourself. For 100cp, you can to delay the effects of any substance you ingest or temporary magic placed on you until a later time. Once you do, it runs its course normally.

For 200cp, you instead gain the ability to store up the effects of anything you've ingested and can tap into it in as much or as little as you'd like, each forming a sort of "pool" you can draw from until they are used up. This also works for spells or other effects that have a limited duration placed on you. Additionally, any negative side effects for tapping into these abilities is reduced.

For an additional 100cp, you gain five slots that you can use to store a potion effect, spell, or other form of temporary empowerment. While in these slots, you can tap into their effects at will and will never run out of the power they offer until you remove them from the slot. Additionally, you are immune to the negative side effects of anything that is placed into one of these slots.

Alkahestry (100cp/200cp/300cp): You are familiar with the fundamental processes of life and living, as well as the flows of metabolic energy throughout the body and how this links to alchemy itself. For 100cp, this allows you to sense your own metabolic energies, as well as how it interacts with anything you ingest or any supernatural effects applied to you. This also gives you surprising bodily control.

For an additional 100cp, you gain the ability to sense the flows of metabolic energy in everything within several meters around you, which can expand over time given training and focus on the practice. You can also use this to sense the lingering energies in alchemical ingredients to determine their properties and how potent they are, as well as aiding in the monitoring of alchemical processes.

For a final 100cp, you have learned to manipulate the metabolic energy you can sense to allow you some measure of enhanced physical ability and healing, the latter of which you can apply to others. This also allows you to speed up, slow down, or outright halt alchemical processes for a time. Finally, this can be used, alongside precision strikes, to block up the metabolic energies to cause temporary, usually harmless, paralysis in your foes.

Alchemist's Physiology (100cp/200cp/300cp): Your body has undergone changes from the application of various alchemical processes over the course of your studies. For 100cp, you need only a fourth the normal amount of food, water, and sleep, as well as allowing you to go four times as long without air before detrimental effects set in.

For an additional 100cp, you become immune to poison and disease, age at a quarter the normal rate to extend your life considerably, and no longer need to sleep. You are also less affected by pain, seeming to feel it as a detached sensation rather than something that can overwhelm you.

For a final 100cp, you gain a minor form of regeneration that allows you to regrow any limb or organ, though this doesn't accelerate your healing, you can survive anything short of your brain being destroyed, you cease aging entirely, and no longer need to eat, drink, or breathe.

Alchemical Potency (200cp): You have the ability to empower the effects of any empowerment placed on you by a factor of five (x5) without reducing its duration. This also allows you to maintain the effects of any empowerment placed on you with your own energy and/or stamina.

Alchemical Persistence (200cp): You have the ability to lengthen the effects of any empowerment placed on you with a duration by a factor of five (x5) without diluting its potency. This also reduces the costs to maintain an effect by an equal amount, making it take a tenth of the cost to keep an effect going.

Renewable Resources (200cp): You have learned a number of unusual alchemical processes that can be used to allow for normally non-renewable resources, such as metals, to be renewed in some fashion, effectively allowing you to treat such materials as a plant that can be cultivated. You also know how to recreate certain magical properties in baser materials to turn them into alchemically active variations.

Material Purification (200cp): You are able to draw out some of the innate properties of a material or substance and allow it to project that property in some small fashion, creating a Pure form of that material. This works best with metals, but can be quite effective with non-metallic materials. While a pure material is in contact with an individual, even through clothing, it grants a few minor abilities, such as Pure Silver having a disease warding effect as well as a bastion against supernatural influences.

Spellvials (200cp): You know a process by which you can create what is known as a neutral potion; a potion that carries no effect of its own but is receptive to supernatural powers. By channeling a supernatural ability into the potion, it takes on the effects of that supernatural ability. It can also be mixed with a few drops of another potion to take on that potion's original effects at the same level of strength.

Alchemical Prodigy (200cp): You have a truly prodigal mind, one that is able to process and absorb information exceptionally quickly, increasing your learning speed by ten times what it once was. Additionally, you have a sort of intuition that guides your alchemical pursuits, giving you brief flashes of inspiration and insight that can help you to progress your alchemical knowledge even without a teacher or source of information to draw on.

Artificer (200cp): Alchemy isn't all about potions and transmutation, it is also about the creation of devices that carry the mystical and supernatural qualities put into them. You have learned how to use alchemy to create various artifacts with supernatural effects in a form of enchanting, using what properties you can pull out from the materials and combining them to create something new.

Internal Crucible (200cp): You have the ability to use what you have ingested in order to perform alchemical processes within your own body, allowing you to create alchemical products using only your body as a medium. The resulting product can either be expelled from your body or used to affect yourself immediately on creation. Only materials ingested within the last 24 hours are viable for this. Additionally, your jaws, teeth, and digestive tract are more resilient, allowing you to safely consume and draw sustenance from a much wider variety of materials.

Compounding (200cp): You have the ability to create alchemical compounds, a proper fusion of similar materials that combine and bring out new qualities in a way normal reactions cannot. This takes the metaphysical properties of the materials used in the compound and brings them to the surface, combining the results into an altogether new set of properties, often with supernatural results. While this is easiest with minerals such as copper, carbon, and iron, it can also be used on non-mineral substances such as herbs and solvents, however, this requires considerable practice and a lot of experimentation to even begin to achieve.

Stable Alchemy (200cp): Many of the materials and creations of alchemy have a tendency to be a bit unstable, leading to explosive results when not handled with care. At least by most. When you work with something that is unstable, it acts as if it were stable so long as it remains in your care and possession, to the point even a chemical that can, and will, spontaneously combust for no apparent reason will remain entirely shelf stable so long as it is in your possession, even if you have it jostling around in your backpack. This will last until you choose to let the effect drop or the substance is no longer in your possession.

Homunculus Creation (200cp): The knowledge of how to create homunculi is at your fingertips. By shaping various materials into the form of a living creature and imbuing it with a touch of life through various alchemical processes, you can create small living beings as companions and allies. While not particularly strong, they are fully living beings and can aid their creator, possessing a subtle bond with them from the moment of creation. With time and practice, it is possible to create stronger, more dangerous homunculi and to deepen the bond between creator and creation. This can also allow for the creation of golems for more mindless servants.

Ritualist (200cp): You have the ability to enhance supernatural abilities by adding some level of complexity and pomp to how they are performed, using patterned hand movements, rhythmic chanting, or specialized symbols to draw out, augment, and shape the effects of any supernatural energies, powers, or abilities. The more you add and the more time put into the rituals, the stronger the effect. This can apply even to the brewing of potions.

Essence of The Elements (200cp Each): You have aligned yourself with one, or more, of the five elements known to alchemists; Air, Earth, Fire, Water, or Aether. This provides you the benefit of that element, chosen when you take this perk. You can purchase this perk up to five times, once for each element.

- *Air:* By aligning with the element of air, you are infused with the essence of life itself, granting a near immunity to ennui, depression, and PTSD, improves upon your creativity and focus, and give you a new perspective on change. It also renders you lightness of both body and step, heightens your awareness of self and the world around you, and improves on your stamina. Air is sometimes associated with wood.
- *Earth:* By aligning with the element of earth, you are granted much of the stability and strength of the earth, giving you increased physical fitness and resilience, as well as preventing your physical and mental abilities from degrading. Your mind is similarly reinforced making you all but immune to mind-rending effects, insanity, and possession as well as strengthening your strength of will.
- *Fire:* By aligning with the element of fire, you are gifted with the power of progress, providing a greatly improved intelligence, enhanced problem solving ability, and self control, as well as removing impurities that would seek to subvert your own will. Fire also improves upon your energy levels, reduces the effect of fatigue upon you, and doubles the rate of physical, mental, and spiritual improvement.
- *Water:* By aligning with the element of water, you develop some of its fluid and nurturing properties, which improves your intuition, your ability to adapt to new situations and conditions, and makes it so you can always connect to and understand others. It also makes you more adaptable physically, able to withstand temperatures both high and low, high and low pressures, and gives physical flexibility.
- *Aether:* By aligning with the element of aether, your spiritual, mental, and physical aspects are brought closer together, making your soul stronger, as well as connecting you to the divine. You are inured against fear, still able to feel it, but able to ignore it and allows you to find joy and worth in the simpler aspects of life. More importantly, however, you develop an internal reserve of power derived from the aether that makes up your own soul, which you may use as a supernatural resource or a replacement for metabolic energies. Aether is often associated with gold, silver, and other metals.

Living Alchemy (300cp): You are able to perform certain alchemical processes on living beings, allowing you to take attributes from one creature and apply them to another in order to create what is known as a Chimera. This can even be used on yourself. Given a considerable amount of time and effort, you apply traits from non-creatures such as copper or a lantern, gaining qualities of the object in question or apply the traits to non-creatures. At the highest level, you can imbue supernatural effects into the Chimera to give them some supernatural qualities of their own.

If you have the Potioncraft perk, you can store these qualities in potion form to create elixirs that offer a permanent benefit of some variety when consumed.

Transmutation (300cp): One of the more energetic forms of alchemy, you are able to use symbolic ritual circles to perform Transmutations, an accelerated form of the alchemical processes you can otherwise use. This is largely based on the circle's construction and your own ability to visualize the final result, including the composition of the materials necessary, though practice can help develop this ability. With a lot of practice, you could, for example, use your arms formed into a ring as a transmutation circle in place of needing to draw a circle.

If you have the Living Alchemy perk, you can use this perk to perform transmutations that fuse two creatures to create a Chimera. This also allows you to heal using the Living Alchemy perk or with your transmutation circles.

Self Refinement (300cp): You have learned how to use a nearly meditative state to apply alchemical properties to your own body, allowing you to refine and empower your body, mind, and soul in some form or another. Using this process, you are able to use this meditation to improve on any facet of your physical, mental, or spiritual nature in some way, up to the limits of your physique, both physical and metaphysical. You can also use this as a method to remove impurities in your body, mind, or soul, removing corrupting influences, diseases, poisons, or imperfections that limit your growth and progress to a degree.

Nigredo – The Black Art (300cp): You are practiced in the destructive Black Art of Negredo. Negredo associates with the concept of entropy and works to degrade anything it comes into contact with, breaking down the bonds that hold something together. Using Negredo, it is possible to unravel supernatural effects, tear down barriers, and reduce physical matter to ashes. Life and metabolic processes tend to hinder the effects of Negredo, but it can still be used to harm with relative ease, both directly and indirectly. Negredo requires physical contact to function, at least at first, and is physically draining to the user. *See Notes for More Details.*

Albedo – The White Art (300cp): You are practiced in the analytical White Art of Albedo. Albedo associates with the concepts of divination and observation, granting the ability to see that which cannot be seen, hear what cannot be heard, and similar such abilities, as well as a method through which the information gained from such observations can be sorted and archived to be easily accessed later, forming a sort of magical repository of information that you can grant others access to or access yourself. It can also be used to manipulate your senses or those of others given enough time and training. *See Notes for More Details.*

Citrinitas – The Yellow Art (300cp): You are practiced in the refining Yellow Art of Citrinitas. Citrinitas associates with the concept of transformation, able to reshape and alter the material of a physical object or being in some manner, from keeping a blade sharp through its use to changing one's own face to healing wounds. You can also use it to augment or enhance qualities within an object or individual (yourself included) temporarily, bringing out or hiding features, removing or adding impurities into something or someone, or speeding or slowing certain effects or conditions, proportionally increasing or decreasing the effects, respectively. *See Notes for More Details.*

Rubedo – The Red Art (300cp): You are practiced in the unifying Red Art of Rubedo. Rubedo associates with the concepts of unity and harmony, granting the ability to attune and harmonize various concepts and traits together in order to form magical effects, keep balance between opposing forces, and interact with the spiritual as if it were physical in nature. This also allows for the combining of various things, and can be used to combine objects, spells, effects, forces, and even magics to create something new and more powerful. These fusions start out temporary, but with enough practice can be made permanent. *See Notes for More Details.*

Tria Prima (300cp): You have, through means only you know, infused yourself with the Tria Prima; alchemical versions of Salt, Mercury, and Sulphur. This has made your entire being highly receptive to enhancement and given you some alchemical qualities found in the great works of alchemy.

This has made it so that any procedure or process you undergo that has even the remotest chance of beneficially enhancing you in some way will succeed, and with far fewer negatives, no matter how remote the possibility should be. They will not simply fail, harm you, or lead to death as the chance of success becomes a guarantee of success. This would let you swallow an energy field bigger than your head and, if even the slightest possibility existed of you succeeding, survive and benefit from it.

Additionally, any damage that is done to you, be it to your body, mind, or soul, will eventually recover no matter how severe it may be. So long as it does not kill you outright, you can eventually recover. The rate at which you heal is also increased by a factor of five.

Should one or more of your aspects (body, mind, or spirit) be completely healed, the healing it would normally receive is shunted to your other aspects, accelerating the already increased rate you heal, split evenly between the remaining aspects.

Enlightenment (300cp): You have somehow brought your body, mind, and soul far closer together than they normally would be and have realized that they are one and the same in some ways. This closeness of your three aspects has made it so that where one improves, so do the other two. Training your physical body will also improve on your mind and soul, improving the quality of your soul will improve on your mind and body, and learning and exercising your mind will find your body and soul growing in turn.

Additionally, you are not subject to any sort of ceiling or cap on your growth, always able to find a way to improve in some way, shape, or form. While you may still find diminishing returns, the rate at which such returns diminish will be much less than they otherwise would have been.

You cannot use an Alchemy Token to gain this perk.

Rebis (500cp): You have achieved internal unity of mind, body, and soul, becoming a rebis. You have two minds that work as one, two souls that are conjoined, and two physical forms you can shift between at will, one male, one female, that can temporarily separate from one another to give you two bodies. You are still one entity despite your dual nature. This does have several benefits.

Firstly, you have two trains of thought you can run parallel to each other and which can communicate, as well as being able to adopt different perspectives by splitting your psyche to give each side distinct qualities. This can even be used to allow you insights into the minds of others if you are practiced enough.

Secondly, your twin souls give you an increased wellspring of potential, improving on the potency and depth of any supernatural power source you have as well as any you may gain or develop in the future, so long as they have some spiritual element to them. Most forms of magic fall into this category.

Thirdly, you can switch between two physical forms at will, each with their own physical abilities emphasized over time through training or conditioning, such as one being trained more for speed, agility, and reflexes while the other is more about strength, endurance, and resilience.

Finally, you can separate yourself into multiple entities for a time, each with one of your minds, bodies, and souls. Your split form cannot remain separated for long at first, and must remain within a certain distance of each other, starting out only able to last about an hour before needing to remerge and with a distance of only about a hundred meters before issues pop up. Should either be exceeded, one of your forms will dissolve and return to the other, damaged but recoverable. This will take time to recover from. Practice will increase the time and distance your two forms can remain separated. Your other forms remain in constant telepathic contact as a hive mind.

If you also have the Enlightenment perk, you can form additional facets of yourself, increasing the number of minds, bodies/forms, and souls you possess over time. This increases the number of trains of thought, the level of spiritual power, and the diversity of physical forms you possess, as well as how many bodies you may separate into at any given time.

You cannot use an Alchemy Token to gain this perk.

Items

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

Glassware (Free): A wide array of flasks, beakers, alembics, and other forms of glassware useful for chemistry, alchemy, and brewing of any kind. Also a massive cauldron that is entirely unreactive to even the strongest of acids known to man, if you want something more large scale.

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

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

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

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

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

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

Library (100cp): A large repository of books related to history, various sciences, mathematics, and other academic pursuits in a variety of languages, both actively spoken and long dead, with translations available. These are all stored and sorted within a building that is much larger on the inside than on the outside. This can become a warehouse attachment in future jumps or be imported as normal, possibly earning you a small stream of revenue. While mostly nonfiction (for the setting they are found in) there are a few fictional stories in their own section, which are guaranteed to be entertaining and match your tastes or those of your companions.

You gain new books added each jump based on the setting you are in, with its own devoted section.

Laboratory (100cp): A fully stocked and ready to use alchemical laboratory, complete with burners, storage containers, disposal units for failed experiments, personal safety equipment, an air scrubber and recycler, and an automatically updating log that takes your observations on an experiment and transcribes them directly. This comes with a basic set of materials necessary for the most common forms of alchemy.

The laboratory keeps any upgrades made to it and can either be imported into a setting as a building or kept as a warehouse attachment.

Harvest Bag (100cp): A leather satchel that is much larger on the inside than its outside dimensions would suggest and always just as light as if it were empty. Any raw material placed into the harvest bag has any and all supernatural qualities preserved as time seems to have less effect within the satchel as it does outside of it.

Additionally, any raw material within can be used as if it were in hand of the satchel-holder, great for material-based spellcasting.

Stasis Cabinet (100cp): A decently sized series of cabinets, large and small, that are fitted with a carefully tuned set of enchantments that allows time to be manipulated within. The cabinets have a number of shelves, each with a few timers and dials that allow you to accelerate or decelerate time, with a button to completely stop, or restart, the progress of time on a particular shelf. This can be programmed to change its current level of time acceleration or deceleration after a specific amount of time. The stasis and time differentials cannot cause any form of harm nor can it block someone from grabbing a stored item. Comes with an instruction manual.

Resources (100cp): You have a constant source of income, whether it's a patron, a business you hold stock in, or something else entirely. Alternatively, you can have a source of raw materials, such as an island that constantly replenishes the materials it has available. Either way, this gives roughly \$100,000 USD worth of cash or materials every year per purchase of this item.

Alchemical Armaments (100cp/200cp/300cp): Alchemy has been known to awaken supernatural qualities in objects before, and this has been weaponized in many cases. This tool is one such example. Be it a weapon, a piece of armor, or something as mundane as a lantern, this armament has been subject to an alchemical treatment that has brought out some supernatural quality.

For 100cp, this is fairly basic, either with an infusion of an element/material or a refinement of the object to make it better at its task. Examples of this include a dagger infused with air being lighter and faster, a lantern refined to be more revealing so it undoes illusions, or a breastplate could be used to counter acid if it were infused with a base of some variety.

For 200cp, this is a stronger example, made with specialized materials infused directly into it during the creation process. To use the same examples as above, the dagger would be able to fire off blades of razor sharp wind and fly back to the wielder's hand, the lantern could fire off rays of light to revert a shapeshifter to their base form and cause its flames to lash out, while the breastplate could instead absorb acid and synthesize a resin able to repair itself from damage done to it.

For 300cp, the alchemy used is one that allows for constant growth, refinement, and change within the object. It becomes able to absorb anything able to make the armament stronger and develops new abilities with each new feature it acquires from what it drinks in. This is especially useful with alchemical oils, which become permanent when applied to alchemical weapons such as this.

This may be purchased multiple times.

Potioneer's Cauldron (200cp): A surprisingly light cauldron that naturally brings out and enhances the magical properties of materials placed inside of it. Potions made in this cauldron have twice the yield for the same amount of materials, last twice as long before they spoil, if at all, are generally more stable than they normally would be when it's beneficial for you, and have a slightly higher potency than they would if made with a normal cauldron. The cauldron has a convenient spigot at its base and comes with flasks and vials to store the potions.

Alchemist's Flask (200cp): This simple seeming, erlenmeyer flask has a few unique qualities to it. Firstly, looking through the opening at a material will give you some information on the alchemical properties they have. Doing so with a solvent in the flask will give you information on how it will react with the solvent. Potions can be made using this flask alone, though they will not last long outside the flask. To help with this, the flask can store up to ten different potions with a total of ten doses of each type of potion. You can choose which of these potions is currently in the flask with a simple thought. If you find a stabilizing agent, you may be able to bottle and sell the potions created with this flask, however, without such an agent, the potions only last a few hours outside the flask itself.

Flame Collection (200cp): A collection of magical embers that can ignite into full flame when fed supernatural power. The flames produced are supernatural in nature and can be used to burn away elements within a material or object while leaving the rest of it intact, such as burning away the poison of wolfsbane but leaving the aspect that cures the curse of the werewolf. The embers themselves are only warm to the touch and will not harm the holder when ignited, allowing them to conjure the flames for other purposes as well, such as light, heat, or even self defense. Skilled users have learned to create patterns with the power they feed the flame to control how it manifests. Each ember produces flames with different properties.

Potion Chest (200cp): A simple chest designed to safely store potions, keeping them in perfect conditions to last and not be broken. However, its main feature is a pair of glass tubes on the lid that, if each is fed a potion, will combine the two doses of potion into a single one with the effects of both, whether they have different or identical effects. These composite potions can be further combined, but each one after the first has a chance of the potions destabilizing and spoiling. There are also four slots in the side of the chest that will produce three copies of any potion fitted into the slot after 24 hours, so long as the potion doesn't require exceptionally rare ingredients.

Test Dummies (200cp): Experimenting with alchemy can often require testing the results, and testing on yourself can be dangerous, and testing on others is unethical. These constructs are an answer to the dilemma. The constructs are almost identical to an average human with enough sophistication to emulate a human mind, though they lack an actual mind directly. You can control and alter their specifications to a degree, within the limits of human ability, or emulate a specific person with an injection of blood from the individual to be emulated. This allows the accurate testing of the effects of a particular bit of alchemy on a specific person or type of person. You start with five such constructs and they will repair any damage done with the press of a button on their storage unit.

There are instructions on how to make them and adapt them to other species to, for example, test how a potion would affect a dog or a specific alien species or any number of fantasy races. These instructions are fairly simple and easy to follow, easily adapted. They also give a basic understanding of how to make homunculi, but is not, in and of itself, enough to gain the ability in full.

These constructs cannot normally develop any sort of sentience, however, with jumpchain, you may find a way to do so. If you do, the constructs become followers and can be imported as a companion if you so choose. They are not, however, able to share a slot.

The constructs cannot provide usable parts for any sort of practice, meaning you cannot take off a limb to use as a replacement for someone else, harvest organs, or otherwise gain useful materials from them.

Prima Materia (300cp): Also known as Quintessence or Chaos, the prima materia is a substance aligned almost exclusively with the element of aether, taking the form of a clay-like substance that seems to be all colors at once and an almost airy texture as it feels nearly weightless. The Prima Materia is able to act as a substitute for almost any substance used in alchemy as it takes on the properties of the substance necessary, though it can only be used to substitute for a single substance in any particular form of alchemy. This can even substitute for exceptionally rare materials or provide a bit of spiritual presence to what is made with it.

Elixir of Life (300cp): A tiny phial of glowing, clear liquid that is the elixir of life. By ingesting this liquid, a person's aging ceases entirely, they are returned to the prime of their life, and they become immune to disease. On top of this, if the drinker would be killed in some fashion, they will return to life once, the effects of the elixir spent and the benefits lost until they drink a new phial. You gain one of these elixirs every ten years.

You cannot use an Alchemy Token to gain this item.

The Gate of Truth (300cp): An elaborately made stone door that doesn't seem to open to anything. Someone taking hold of the handle of this door will be the power of an alchemist and develop abilities similar to those described in this document. If you actually were to open the door, dozens of spiritual entities would fly free and cause materials to develop alchemical traits and give some measure of alchemical abilities to the people of this world, as if they had grasped the handle of the door themselves. If you do, you'll get a new one at the start of your next jump.

You cannot use an Alchemy Token to gain this item.

Philosopher's Stone (500cp): The magnum opus, the final pursuit of alchemy, the dream of alchemists everywhere is now in your hands. The philosopher's stone is a red, gem-like substance that has a single, incredibly potent ability; it is able to manipulate any and all alchemical processes to the will of its holder for a considerable distance around the user. This can be used to cause changes in material, shaping the environment, healing the holder or others, elevating the minds of animals, or purifying materials in the same way as Material Refinement.

It is also a perfect receptacle for any and all forms of supernatural power, can process one power to another at will, is able to generate its own power with a fairly quick rate of generation and can spend any form of energy stored within it to generate a wide array of materials that can then be put through various transmutation processes to simply conjure substances or objects seemingly out of nothing. The rarer and more powerful the substances produced, the more energy is necessary to create it.

You cannot use an Alchemy Token to gain this item.

Companions

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

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

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

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

Lab Assistants (100cp, Discount Laboratory): A dozen lab assistants that have enough training to aid you with almost any experimentations, alchemical or scientific pursuits, and just enough understanding of the supernatural to help with research on such subjects. They have The Basics and five of the following perks of your choice: Calm & Collected, Scholar, Academic, Common Sense, Patience is a Virtue, A Learning Experience, Safety Minded, Material Gathering, Material Cultivation, and Preservation Techniques. These lab assistants are followers and prefer to remain in positions of research and study rather than entering combat.

Patron (100cp, Discount, Resources): You have an incredibly wealthy patron looking to help you with, and benefit from, your alchemical pursuits. They are incredibly talented in any social field, are skilled negotiators, are business minded enough to earn their vast wealth, have numerous contacts, and can acquire materials you otherwise wouldn't be able to, such as those from past jumps. They also possess four instances of the Diverse Talents perk, which you can decide how they are distributed, and both the Symbology and Ritualist perks.

Drawbacks

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

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

Unsteady (+50cp): Your hands are not particularly steady and shake constantly, especially when you are stressed or trying to perform fine detail works of any sort. With an additional purchase, you are also impatient and easily grow frustrated with your shaking hands.

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

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

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

A Rare Commodity (+100cp): Alchemists are not common for one reason or another, and you will be flooded with orders from people that are likely to harass you for your services, even if you are not selling what you create. With an additional purchase, some may choose not to take no for an answer and do what they can to force you to work for them. For a final purchase, you are actually in forced servitude to someone already, required to make magical items for them, and them alone, until you can escape or usurp your captor.

Sickly (+100cp): All the fumes and failed reactions to happen around you over the course of your life has had a detrimental effect on your health, making you prone to illness, increasing the effects of toxins on your body, and reducing your physical abilities by a fair margin. With an additional purchase, all potions are at least mildly toxic to you, making it incredibly difficult for you to properly benefit from alchemy. The only exception to this is the Panacea and Elixir of Life, which you do not get the item for until the end of this jump if you do this, which brings you back to good health and removes the toxicity of ingested potions. You must, however, make them first.

Rogue Alchemist (+200cp): Alchemists are under government restriction, having to follow specific rules set down by a higher body within the local government. You are an unsanctioned alchemist and thus a criminal according to the local government. You have to avoid notice from the government or risk imprisonment if they find any signs of you performing illegal, unsanctioned alchemy. With an additional purchase, you are on the radar of the government and are actively being investigated or hunted, making it much harder to perform your alchemical pursuits without being noticed.

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

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

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

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

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

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

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

Alchemical Wars (+400cp/+600cp): There has been tension since long before your arrival and it is about to boil over into a war. It just needs a catalyst to push it over the edge. If this happens, you will likely be drafted into the war efforts as a sanctioned alchemist, making potions for the men and women that are fighting or researching and implementing empowering elixirs to the soldiers.

For an additional +200cp, however, you will instead find yourself as a combat alchemist, which serve a similar role to a combat engineer and medic rolled into one. You will be in the thick of things and in much more danger as a result.

Choices

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

Notes

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

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

On Essence of the Elements: Air's association with Wood and Aether's association with Metal are entirely to tie in the Wuxing equivalent of the five elements, which consists of Wood, Fire, Earth, Metal, and Water instead of Air, Earth, Fire, Water, and Aether. There is no actual, mechanical benefit or detriment for Air being associated with Wood or Aether being associated with Metal.

On The Four Arts: Negredo, Albedo, Citrinitas, and Rubedo are meant to work together, and by doing so can allow for a much more potent magic system to come together. On their own, they are not meant to be very powerful, in fact, I'd go so far as to say that they are a bit weak for their CP cost as they were originally designed as 200cp perks. However, they work exceptionally well together and feed heavily into each other, though Rubedo is necessary to combine them fully.

While I will not give specifics on what these magics can do on their own as that is determined more by the setting than by the doc, do remember they are building blocks for a greater whole and are an individual part of something greater than the sum of those parts. There is, however, one exception.

Rubedo: Rubedo is meant to act as a bridge between magic systems and is literally designed to allow even opposing magic systems to combine and become a composite one. This is very similar to the Harmony perks you see out in other jumps, letting you learn and use opposing magic systems together, but it takes it a step further and allows them to combine into a new whole.