



Generic Summoner

A classic of fantasy, and even some sci-fi, is the summoner archetype, those able to conjure creatures and objects from other realms, or even call on the power of them for their own use, usually for power, but sometimes for other purposes. Even just companionship.

Whether you are a conjurer of creatures from outer spheres or someone that has found a way to teleport their own creations to them, you are now one of these summoners and will spend the next ten years amongst other such summoners.

+1000cp

Setting

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

Summoning Basics (Free): This perk gives you an understanding of the basics all summoners are expected to know and gives you the ability to summon in the first place. Summons typically remain active for an hour before a cooldown of twice that time and a summon cannot go beyond roughly 30 meters from the summoner. A summoner cannot normally have more than three summons active at any time. All of these may be trained up to increase the active time, decrease the cooldown time, increase the range of the summons, and increase the number of summons.

Summoning may also cause physical or mental fatigue, dependent on the power of the summon compared to the summoner, limiting the summoner to some degree as they cannot easily summon something significantly stronger than themselves without causing severe fatigue, unconsciousness, or even death if they overtax themselves. This fatigue can be reduced over time with practice, increasing the power and endurance of the summoner.

By default, you can choose if your summons are the same individual each time or a snapshot of a creature. The former are capable of learning and developing, but will have personality quirks and will remember how you utilized their abilities while the latter will be predictable in how it will react but will reset each time it is summoned.

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.

Themed Summons (50cp): Choose an aesthetic, such as machine, constellation, or paint. Whenever you summon a creature, you may alter its appearance to follow the aesthetic chosen. Wolves you summon may appear as machines instead of flesh and blood, for example. This does not change the actual function or abilities of the summon, just the appearance. This perk may be taken multiple times, gaining another theme that can be applied.

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. Additionally, you can easily mask your emotions and can keep your voice as calm and steady as you appear, never stumbling over your words or misspeaking unless you do so deliberately.

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.

Presentation (100cp): You have learned how to present yourself effectively to project a specific image, if you want to come off as a goofball and be underestimated, you can easily pull it off, and if you want to present as intimidating and dangerous, you can do so. This can also be used on anything you make, such as making a song sound incredibly upbeat despite having a particularly dark theme to it. This is just an impression, and if forced to back it up, you'll need to rely on yourself for it.

Grounded (100cp): You always seem to remain a very down to earth and well adjusted individual. No matter how much power you obtain, no matter how inhuman you become, you will be able to retain your sense of self and sense. You will never go mad with power or lose sight of your roots.

Observant (100cp): You notice little details and patterns that others may overlook, some of which may prove useful to you. This gives you an impressive degree of pattern recognition and the senses on par with the best a human is capable of having. You can also pick out when people (or your summons) are hiding something from 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.

Good Rapport (100cp): You are able to build up good will with others very easily and aren't subject to the internal biases that others may have normally, the sort of thing that would make someone decide they don't like you on first meeting. They may still grow to not like you after getting to know you if you aren't the kind of person they like, but it will never be an initial gut reaction based on biases, both hidden and not-so-hidden.

Charming (100cp): You have a natural pull to you, a personal gravity or magnetism of personality that just seems to draw people in and ingratiate you towards others. You have a natural and easy charm to you that just makes people like you more readily and makes social interaction easier. You are also really good at breaking the ice and getting other people to interact and find common ground with each other.

Goldbricking (100cp): You are very good at putting obstacles between yourself and your enemies, including using your allies and summons as shields. However, rather than this being to their detriment, those you use as shields are seemingly bolstered whenever you do this, gaining improved combat skills, resistance to damage, and a decent boost in willpower, though this won't stop them from being annoyed at you for making them the scapegoat.

Insight (100cp): You have the ability to sense and pinpoint the supernatural in a number of ways, key among them being able to see through illusions that would hide the supernatural from view. With time, you could potentially refine this to allow you to see into other layers of reality as well.

Perspective (100cp): With the number of creatures of unusual origins you encounter and interact with, you may find yourself dealing with rules and ideas that are fundamentally alien to your sensibilities. Fortunately, you adapt to such things quite quickly. You are virtually immune to culture shock except for the most extreme of cases and are easily able to shift your mentality to handle changing circumstances quickly and with minimal strain placed on your mind. This also gives you the ability to shift your thinking to match those of inhuman and alien creatures to gain insights into how best to interact with them.

Comprehension (100cp): Tapping into the outer spheres in order to summon beasts and monsters to do your bidding exposes you to those self-same outer spheres, and the effects they can have on the psyche are myriad. Fortunately, you are immune to madness-inducing effects, mind-bending horrors, and corruption in all of its forms. This makes summoning far less risky.

Loremaster (100cp): You have a memory that is fundamentally perfect, with instant recall, perfect indexing, tamper-proofing, and the ability to suppress, but not forget, memories you don't want to taint anything. You are also well-studied in history, gaining a deep knowledge of local history, which updates to an equivalent level of knowledge in future settings. The more history you study, the deeper the knowledge you gain each jump will be.

Bootstrapping (100cp): You've gained the ability to have a constant awareness of everything at your disposal and insights into how it can be used in both the standard and not-so-standard ways. This includes things in your environment that are readily accessible to you. This doesn't give you the skill on how to do these things, but the awareness may be enough to get you out of a sticky situation.

Intuition (100cp): You are a natural problem solver, able to look at a problem and spot where the issues actually are and understand them, as well as insights into how they can be solved with your current abilities and skills or if you may need to learn something new to fix the issue.

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

Communion (100cp): You are able to contact and communicate with spiritual or cosmic beings, such as gods, demons, fey, or straight up spirits. This does not compel them to speak with you, but does give them awareness of your existence and your awareness of theirs, as well as allowing you to speak to them.

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

Dealing With the Devil (100cp): You have the know-how to make effective deals that lean in your favor and can spot loopholes that could be harmful to you in any deal you make, as well as how to close them. This can easily be turned around to hide loopholes that benefit you. You can also loosen the codes, oaths, and deals you make to allow you a bit more freedom in how they apply to yourself, even when they are backed by an outside power.

Silver Tongued Devil (100cp): You have a keen insight into the minds of sentient beings and have a gift for words that, combined, give you an exceptional ability to manipulate the opinions and emotions of others. This isn't always a negative thing, while you could easily tempt someone with honeyed words to take advantage of them and their position, you could just as easily sway someone towards temperance and get them out of emotional extremes.

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.

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

Wolf in Sheep's Clothing (100cp): When you summon a creature, you can choose for it to appear as another creature you are capable of summoning, providing it with the physical shape and characteristics of the creature it appears as while allowing it to retain its more mystical features, as well as retaining the physical strength, speed, endurance, and durability of the actual summon. This is a precursor to the Fusion ability (see below).

Polyglot (100cp/200cp/300cp): You have a knack for languages and can speak, read, and write all common languages in this world. You can also learn new languages through exposure rather than needing an instructor or book to translate it for you, on top of learning new languages a hundred times faster than normal.

For an additional 100cp, you are able to make yourself understood regardless of what language you are speaking and can understand anyone regardless of what language they are speaking. This even applies to creatures that do not innately possess a language

For a final 100cp, each language you know adds potency to language-based and vocal abilities you possess and allows you to use any language you know for any ability you possess that is language-dependent.

Summoner Archetype (200cp, First Free): There are several types of summoners with different ways of acquiring new summons, and this perk represents those various methods, which may possess some additional features that allow them to be used in other ways. On purchase, you may choose one of the following methods of acquiring summons to gain the ability yourself.

Some methods of acquiring summons are more potent than others and will have an additional cost to them, as shown in the entries below. If an entry has a cost listed, it is in addition to the base cost of this perk.

You can purchase this perk multiple times, gaining additional methods of acquiring summons.

- *Custom (0cp/100cp/200cp):* If you have an idea for your own methodology, you can make your own that is of a similar level to the options presented below. If your custom method is strong or complex enough, you may need to pay an additional 100cp or, if it is exceptionally powerful, 200cp.
- *Contracting:* The most straightforward method, simply asking a creature to become one of your summons, granting you access to its power. While straightforward in theory, many creatures will seek to include conditions to their summoning that must be followed, and such creatures will likewise include a clause to allow them to back out of the contract under certain conditions. Still, they must honor this contract once it has been made, and so must you. As an added benefit, you can create contingencies that can trigger from such deals as a consequence for breaking them, set a spell to go off, have a summon emerge to collect on the debt, or otherwise invoke an effect you could have performed to affect the one that broke the deal.
- *Earned Favor:* By offering up sacrifices or services to a higher power or entity, you are able to earn their favor, allowing you to summon and command servants of the higher power you earned the favor of, limited by the being in question. They may gift you one or two creatures or a whole host, depending on their disposition and the favor you have earned. Alternatively, such favor can be stored away and used to garner other boons, such as temporary blessings, knowledge from the higher power, artifacts of power, or even a permanent boon of some variety, if you've obtained enough of said favor. Do remember, such boons are given by a higher power, and losing their favor may result in their loss just as easily as they were gained, though once you leave this jump, they are yours regardless.

- *Imprints/Engrams*: You have the ability to “scan” a willing, helpless, or defeated creature that you can keep stored within your mind, which you can then “fill out” with energy to summon a copy of that creature with their instincts and skills intact, though limited in terms of memory or personality beyond that. You can even summon multiple instances of the same creature, if you are so inclined and have the power to invest into doing so, often this is represented by physical and mental stamina being used up. This is not, however, limited to creatures alone, you can use this to create imprints of equipment you can then summon. However, to help facilitate this, you gain a reserve of supernatural stamina you can use to power most supernatural abilities and which you can train up like your normal stamina. Once this additional reserve is drained, you may still use your physical and mental stamina as normal.
- *Imagination (100cp)*: Your own mind is where these special summons come from, taking time and resources to create. They may be golems you designed and constructed yourself or an imaginary creature that you believed in so much they became real or anywhere in between. Regardless of how they were made physical, they originate from your mind and require your dedication and resources to make. This may even allow you to summon manifestations of your own inner demons if you are so inclined. This has the added benefit of making your mind more robust and able to handle greater levels of strain with less mental fatigue building up, though it does nothing for your physical stamina.
- *Truenaming (200cp)*: One of the classics. By discovering the truename of a supernatural entity, you gain some measure of power over it. By simply invoking the truename of the being, you can summon them to you and command them to do as you please. They must follow such orders, though they are likely to be resentful of this control you have. However, the more you understand the truename of the being, the deeper your understanding of them becomes, and the more easily you can command them. Additionally, truenames have power on their own and everything possesses a truename. You can learn the truenames of things and, through careful inflection when spoken, influence them.

Spellcaster (200cp): The summoning process is often called a form of magic, even for those that use technology, but now, you are actually a spellcaster, capable of performing feats of magic. With this perk, you become a skilled spellcaster as well as being a skilled summoner. This perk grants you magical abilities and training equivalent to your starting skill and training with summoning, which you can then train further over time.

Some schools of magic are stronger than others and will have an additional cost to them, as shown in the entries below. If an entry has a cost listed, it is in addition to the base cost of this perk.

You can purchase this perk multiple times, gaining additional training in other schools or types of magic.

- *Custom (0cp/100cp/200cp)*: If you have an idea for your own school of magic, you can make your own that is of a similar level to the options presented below. If your custom magic is strong or complex enough, you may need to pay an additional 100cp or, if it is exceptionally powerful, 200cp.
- *Assuagement*: The school of healing. This is a common school of magic for summoners that want to support and keep their summons active long after they should have fallen, and are easily able to turn it towards themselves or other individuals besides their summons. Such healing magic can be simple closure of wounds or curatives that break down diseases and poisons of all sorts and even reverse the effects of corruption or remove curses. With time and practice, it is possible this magic could be used to sustain someone well past the point they should have died, including the caster themselves.
- *Auramancy*: A form of divination that allows one to view the ‘aura’ of a person, place, or thing and interpret what they are seeing in a variety of ways. This can manifest as psychometry, emotion reading, intent detection, reading the level of magic and of what type is within something, or any number of other effects related to determining the aura. This also allows you to interact with that aura, imbuing emotions for manipulation, but also magical energies to bolster those affected or giving meaning to something, allowing for a form of telepathic and empathic communication. This magic is far more mentally draining than it is physically draining.

- *Sympathetic*: An odd sort of magic, sympathetic magic is all about connections and how they are formed and can be manipulated. With this magic, an individual can form a sympathetic connection to other objects, places, or people to allow them to affect them or draw on them for their own purposes. At an early level, this only allows for other magics to be used or drawn out, little else. However, as you grow in skill, you will find that you can pull on aspects and concepts within those things you've formed a connection to and combine them to create unique, spell-like effects. This is most prominent with locations, but items and even creatures or people can offer up some measure of power if connected through this magic, though creatures naturally resist such pulls. These connections go both ways, however, so be careful as other mages can use this against you just as readily as you can use it against others.
- *Transmogrification*: Also known as polymorph magic, this school of magic is all about changing the caster's physical form, from simple disguises and minor changes to harden the skin for defense all the way to creating potent combat forms that can match some summons. It is common for this school of magic to be taken by summoners that favor fighting alongside their summons. This magic requires knowledge of biology and anatomy, though much of it is smoothed over by the magic itself, the more knowledgeable the user, the greater the benefits they can inevitably reap from this magic. This magic is physically draining rather than mentally draining, but the drain only affects the caster after they revert to their base form.
- *Blue Magic (100cp)*: Also called mimicry or, derogatively, ape magic, blue magic is a distinctly combat oriented magic, taking in the innate magic of a beast or creature that strikes the user to mimic some of their innate magical abilities. These individuals require a high vitality and resistance to magic in order to survive, but if they do, they can pick up a wide array of skills from both their enemies and their own summons, learning to manifest the abilities of creatures they combat and encounter. There is also a simple work around that has earned the blue mages the alternative name of gourmand, where they cook and consume monster parts to learn the magics of those creatures, but this requires additional training as the cooking techniques are just as integral as the monster the parts came from.
- *Diabolism (100cp)*: Originally used as the term for summoning demons, this term also means the conjuration of extraplanar energies. By connecting to another plane of existence, you can draw energy from that plane to form magics akin to that plane of existence. For example, connecting to a hell dimension would allow for the creation and manipulation of hellfire, the casting of curses, and the ability to touch upon and affect the soul in a variety of ways while someone connected to a fey realm may be able to find "shortcuts" in reality, create illusions, or redefine minor aspects of reality on a small scale, such as making an illusion act real for a time. You start only able to connect to a single plane at any time, and only extensive practice and mastery would allow you to connect to more at a single time.
- *Sealing (200cp)*: Starting out, this magic allows for the simple creation of barriers, magical walls that can block and defend or shape the battlefield. However, as your skill in this magic grows, you become able to shape and move the barriers more readily to create constructs, can lay the magic into an area to create wards that can bar access to certain locations, or lay it into a creature to enhance or restrict them in some manner. With mastery, you may gain the ability to seal away creatures or powers inside of objects or people becomes possible, potentially offering great power to the object/person if what you seal away has its own power you can draw on, shaping the energies of the sealed creature to your own ends.

Armsman (200cp): Not all summoners sit on the backlines while their summons do the fighting for them, some prefer to get into the fighting themselves, and to aid them, they learn how to merge their summons into their equipment to augment their combat abilities. You have acquired this ability and can infuse a summon into a piece of equipment to give it traits based on the summon itself, likely changing its appearance in the process, until the summon is dismissed or the piece of equipment is destroyed.

With time and practice, it may be possible to conjure the summon as a piece of equipment rather than needing to infuse it directly into an existing object.

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.

Deny the Devil (200cp): Sometimes, a summon is able to gain a measure of influence over their summoner, some metaphysical trait that allows them to corrupt and taint the summoner towards the summon's ends rather than the summoner's. However, sometimes, this taint from such summons can carry beneficial effects, even in small ways, despite the dangers involved. You have the ability to allow any corruption or taint to bypass immunities you may possess and allow it to take hold, however, its ability to influence you is greatly limited, allowing you to gain any benefits from that corruption with none of the downsides. You are also unable to become addicted to anything.

Multi-Summon (200cp): When you summon a creature, you can choose to do so in such a way that you summon multiple copies of that creature. The weaker a creature is and the more powerful you are, the more copies you can summon, though this may not be possible with the strongest of your summons, depending on their level of power. This counts as only a single summon when it comes to your summon limit.

Partial Manifestation (200cp): Instead of summoning a creature, you can summon and control part of it for a brief period of time. Summon the jaws of a giant snake under a foe to bite them, summon the tentacles of a kraken to control the battlefield, or call on the horn of a unicorn to provide some measure of healing or to calm emotions. Any costs for summoning are reduced when used in this way.

Multitasking (200cp): Managing your summons can be a difficult prospect, keeping track of them all, especially when you summon many at once, can be a fool's errand at the best of times. Thankfully, this technique helps to mitigate this issue. You have a second train of thought or stream of consciousness at all times and gain an additional one for each summon you currently have active. This can allow you to keep track of multiple summons with greater ease as you will be able to keep each train of thought on that creature, though you can choose to turn such trains of thought to other purposes.

Energetic Summons (200cp): You have the capacity to modify the summoning process, turning a simple summon into a great display, adding lights, sound, and even odors to the summoning process. While on its own this wouldn't be worth the points put into it, you can train this ability to turn your summons into flashbangs and, eventually, make the summons explosive in nature. This can, however, be draining on you, causing fatigue both physical and mental if you overdo it, though the basic, cosmetic displays take up almost nothing to perform.

Alternatively, these displays can be set to occur on the death or dismissal of the summons, the remaining energy used to sustain it expended to accomplish the effects. The effect must be set when the creature is summoned but the summoner can choose if the effect triggers or not at the time of the summon being dismissed or destroyed. With practice, multiple effects can be set and chosen from.

Independence (200cp): There are many summoners that chafe under the tether that binds their summons to them, that seek a way to extend their range. You are lucky, Jumper, as your summons no longer have a range limit and can roam freely any distance from you, so long as you are on the same plane of existence. And even then, you may be able to change that given time and training.

Persistence (200cp): Much like range, summoners have looked for ways to extend the duration of their summons, a way to keep them active beyond their normal limits. You have broken this barrier, or maybe you're just special, and can keep any and all of your summons active indefinitely, only ending when you choose to end them, even setting it so that your summons can unsummon under specific conditions, if you so desire.

Swarm Summoner (200cp): As with range and duration, summoners have sought to overcome their limit on the number of summons they can have active, and you have broken that limit through perseverance or luck. You can have any number of summons active at once so long as you can handle the fatigue induced by the summoning process, allowing you a great deal of flexibility and power.

Loyalty (200cp): Your summons are entirely yours. No power or magic can allow someone to usurp your control over your summons, effectively rendering them immune to any attempt by another to influence them. This includes banishing them. Similarly, your abilities are loyal to you alone and cannot be stolen, suppressed, or erased in any way, shape, or form unless you allow it.

As an added bonus, your summons are incapable of harming you with their actions, at least not directly. A blast of fire laid onto you from a summoned dragon would feel like a warm breeze and the lingering flames would be harmless, but the fire causing the building you're in to collapse would still harm you. You can extend this protection to your other summons as well.

Mixed Traditions (200cp): There are more methods of summoning out there than you might expect, and each one has their advantages and disadvantages. Fortunately for you, you can learn to utilize these other methods and even combine them to create new methods that have their own sets of advantages and disadvantages. You will instinctively know what the best combination for you to use will be, but are not limited to just that methodology if you wish to expand your horizons or teach someone else a method more suited to them.

This perk doesn't stop at summoning methods and will work for anything, be it technology, systems, combat styles, or any variety of other techniques, styles, and traditions.

Material Extraction (200cp): A special technique that some summoners are able to utilize, you are capable of permanently conjuring materials drawn from a creature you can summon as if you had access to the body of the summon in question. If you can summon a dragon, for example, you could conjure scales, bones, blood, the heart, or even an entire dragon corpse that you could break down and use. Once you do so, however, the summon cannot provide more of what was summoned until some time has passed proportional to the importance of the part conjured and the amount summoned. Using the above example, scales would recover quickly given dragons shed them naturally, pulling the dragon's heart would take them a full year to recover from. This does not actually impact the summon, just your ability to conjure further materials.

Scapegoat (200cp): As a summoner, you are normally the weakest link, and some that you may combat will seek to target you to bypass your summons entirely. To counter this, you have gained the ability to shunt damage you take to your summons, either shunting it entirely to a single summons or distributing it across many. Given time and practice, you may even be able to shunt the damage done in such a way that it's reduced by the innate durability of the summons, rather than inflicting the wounds as they would be on yourself.

Perfect Coordination (200cp): Your summons have formed a deeper bond with you that allows them to coordinate with you perfectly, or as close to perfectly as they can get. This is beyond the level of simple teamwork and is an almost supernatural awareness of each other, a sort of proprioception that extends between your summons and yourself, allowing you to sense each other in the same way you'd sense your own body, as well as getting a read on each other's intentions, making it incredibly easy to read each other.

Self-Summoning (200cp/300cp): You have managed to develop, learn, or otherwise possess the ability to use your summoning magic on yourself, which offers you a great deal of potential.

For 200cp, this merely acts similarly to teleportation magic, allowing you to shift your position from one location to another. This has a limited range unless you use one of your summons as an anchor point to allow you to use them as a conduit for your summoning. Practice may be able to extend this range or allow you to breach dimensional boundaries to enter into other, nearby planes of existence your summons may come from, such as hell if you have the ability to summon a demon.

For an additional 100cp, however, your ability to summon yourself allows you to use it as a means to empower yourself, allowing you to use any ability that would affect your summons on yourself by using this ability.

Empowered Summons (300cp): When you summon a creature, you are able to integrate other powers into the summon to empower the summoned creature. For example, if you had access to a spell that would grant the target increased physical strength, you can incorporate that effect into your summon to grant them improved physical strength. If you then learned how to make a potion capable of inducing regeneration, you could incorporate that into the summon to grant them regeneration or the ability to produce a healing substance that induces a weaker form of the effect. You can incorporate multiple such effects at once, but each one added uses up any resources that would normally be drawn from you to use them or some of your physical, mental, or magical stamina.

Warlock (300cp): You have been gifted some measure of strength and power from one of your summons, or, rather, you have the ability to do so. You possess a “slot” within yourself that you can fit one of your summons into. So long as it remains slotted into this perk, you gain powers and abilities related to that creature as well as an expanded capacity for magic. Over time, these abilities may become permanently your own, but until then, unslotting a summon will see you lose the powers they offered you, but open up new ones if you slot a different creature into this perk. It takes a full day to slot or unslot a summon into this perk, during which time you have no access to the powers they would otherwise offer. Time and training may unlock additional slots.

Evolutionary Summons (300cp): Your summons are capable of growth beyond merely learning to apply their existing abilities or training, they can become something greater than they started as. As your summons are used, they develop and become stronger, eventually plateauing in their growth. Once they reach this plateau, you are able to induce an evolution in your summons, causing their form to change and their base abilities to become stronger, but resetting them back to their base level in the process. This is often signified by minor changes in physical form or an increase in size. This can be repeated multiple times.

It is possible to use this on creatures other than your summons, including yourself, however, doing so will effectively weaken you in the short term to offer you greater potential in your growth.

Summon Magnet (300cp): You have remarkable luck in attracting creatures that are willing to act as your summons or to find something that will provide you one in some way. Moreover, such creatures and circumstances will be safer than they rightly should, such that encountering a dragon would see you having a friendly conversation rather than being constantly at threat of immolation.

Sometimes, however, a summon is not what you may be seeking. In such cases, another boon may be provided, a blessing, a magical artifact, a favor, or some other form of boon. In such cases, these boons become a part of this perk and are fully fiat backed. This even applies to items allowing you to retain items you obtain in jump just as readily as the more immaterial boons you may encounter.

Outer Reaches (300cp): You have touched on something far beyond the norm for reality and been subjected to its abnormal effects, changing you on a fundamental level. You naturally adapt to other planes of existence and resist any attempts by those realities to warp your existence, such as the shadowfell in Faerun, allowing you to survive unharmed by reality itself.

Additionally, you are completely immune to reality warping effects and are unbound by fate. The latter means you are immune to effects that would manipulate your luck or predict your actions.

A Familiar Friend (300cp): A summon isn't always a tool for a summoner, sometimes, they are a friend. However, summons rarely grow beyond the bounds of their innate abilities and can be outstripped by other, newer summons. Well, you have changed that! You are able to designate a single summon as a Familiar, granting it the ability to grow as you do, getting stronger, unlocking new abilities, and developing as you grow in power and strength yourself.

Such a summon is also unbound by the normal limitations of summoning and can remain active indefinitely, go beyond the normal bounds a summon can reach, and similar such limitations, even if you do not have the perks to allow your summons to do so.

Additionally, as you grow in power, you will be able to apply this perk's effects to additional summons. By default, this is one per jump, applied retroactively.

Template Maker (300cp): An interesting technique, you have the capacity to develop and create Templates, a series of adaptations and minor mutations that can be applied to a creature as you summon it. These can range from simple environmental adaptations to allow a creature to, for example, survive underwater should you find yourself deep below the surface, or they can be more generalized, such as a Template to enhance the natural armaments a creature has while bolstering their speed for a combat buff.

Creating a Template requires you to collect a resource, which this perk allows you to see and interact with, that pools in areas where the Template would allow a creature to thrive. A former battlefield, for example, would help develop a Template to improve combat abilities while a volcano would give a Template to adapt a creature towards living around flames and lava. This resource can then be used to construct the template over time, similar to the methods of the Imagination Summoner Archetype.

To start, you'll only be able to create minor Templates with limited effects, however, with practice you will be able to push your skills to allow you to develop more potent and complex Templates, opening up newer and better options in time. Do note, however, that applying a template adds an additional drain to the summoning.

At first, you will only be able to apply a single archetype at a time to a single creature at a time, but over time you will be able to apply them to more creatures and more of them to any individual creature.

Ceremony of Investiture (300cp): Summons rarely grow in strength, not to the degree one might want them to, and so, summoners have found a way to empower their summons. You are able to perform an hour long ceremony that uses various materials and your own power as a means to improve upon a summon, investing the essence and power of the materials used into the summon to permanently grant them additional traits, improve upon basic statistics, or add new abilities entirely. These are shaped by the materials used in the creation of the summon and are often expensive, but the rewards are potentially immense for any summoner and their summons. The stronger the summon already is, the more materials and the more power needs to be invested to get a result.

If you have the Fusion perk, you can sacrifice a living creature or one of your other summons (losing that summon permanently in the process) as a part of this ritual, infusing a great deal of power from the sacrificed creature or summon into the recipient summon. Physical traits may transfer from the sacrifice, as may certain personality traits, but the recipient will gain some of the physical prowess, magical might, and virtually all of the abilities of the sacrificed creature or summon.

You cannot use a Summon Token to gain this perk.

Fusion (300cp): When summoning a creature, you can choose to summon two creatures at the same time, merging them into a single, composite summon with traits and abilities drawn from both of the component creatures. Some abilities will combine, strengths will compound, weaknesses may wax or wane, some will cancel out, others will mutate, all depending on the creatures used in the fusion. If the two creatures fused are intelligent creatures, their minds meld and work in tandem to control the fusion, however, conflicts can arise which may destabilize it and cause the fusion to end prematurely.

Alternatively, you can summon a creature into an already summoned creature, empowering it in much the same way as above, except that the creature infused is dominant in the fusion, providing more direction to the fusion than the infused summon. Such fusions are usually a bit weaker than a full composite but lack the potential for internal conflict that the true fusions possess.

Given time and practice, you will be able to fuse more creatures at a time, though each additional creature added to the fusion becomes more difficult than the last.

If you have the Armsman perk, you can reverse its effects to infuse the item into the summon, granting them an altered form with abilities drawn from the item, or items, used.

You cannot use a Summon Token to gain this perk.

Anchored Reality (500cp): Powerful summoners are said to thin the barrier between worlds, allowing phenomena to leak through from one reality to another, others claim to act as a stabilizing force for reality as a whole. You are both. Within the range you can summon, you have the capacity to reinforce or thin the barriers between realities. Thickening the barrier acts to isolate you from other realities, blocking summoning attempts while making reality more stable and harder to influence around you. Thinning the barrier, however, makes it easier to summon, such that some summons may be able to cross the barrier uncalled, and can allow for phenomena and physical laws from one reality to leak over into the current one.

Given extensive practice, you could do both at once and be selective in how this is applied. This can be especially helpful in the summoning of extremely powerful creatures, ones that are too metaphysically heavy for reality to normally allow to exist, causing dangerous feedback that can break localized reality or harm the summons in a way that can be permanent. With this, you could summon an elder god in its true incarnation and not immediately have reality buckle and rip apart at the seams.

This can also be used to permanently kill creatures that would otherwise just return to their home plane on death, in fact, allowing you to kill any creature in a permanent manner despite their efforts to circumvent their own death as you destroy their very essence and soul.

You cannot use a Summon Token to gain this perk.

Items

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

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

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

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

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

Basic Summons (50cp, First Free): If you're going to be a summoner, you need to have something to summon, right? This option grants you a contracted summon of some power that you can conjure forth at will. It can be a conjured animal on par with a small group of wolves, a series of minor creatures with an array of utility features, such as a glowfly to provide light, a small dog for tracking, or a crow that is capable of speech (generally, five such creatures on a similar level is the norm), or a single large creature that can match the other two in terms of abilities or threat level. Each additional purchase grants another set of creatures you can summon.

Contract Kit (100cp): Sheafs of magical paper made from fey trees, inks infused with genie blood, and a book on demonic laws, all the tools you'd need to write out a formal contract with another creature. The combination enhances the binding magic of a contract by a fair margin, more than the simple handshake deals used with the Contract Summoner Archetype.

This item can be used to learn how to make magically enforced contracts over time, but will take considerable study of the book and could take years to get to the point it can be reliably used for such.

Quick Summon Devices (100cp): Crystals, specially prepared statuettes, disks, cards, whatever these are made of and whatever shape they take, they can be imprinted with a summon ahead of time and used to instantly summon the creature imprinted without needing to go through the motions in the moment. This also allows you to apply any effects that would drain your stamina onto the summon ahead of time so you don't need to use it at the moment of summoning. You have a dozen with instructions on how to make more.

Cosmological Maps (100cp): A complex but niche bit of artifice, this “map” is able to project a representation of the various planes of existence and where they currently sit within the cosmological scale of a universe, showing when two planes are close together or distant from each other, as well as if there is interference lying between them that may influence summonings of all sorts. It can also be used to help navigate between dimensional boundaries.

Panic Button (100cp): A simple object that, when activated, teleports the user to a designated safe zone. The user must set the location ahead of time before this item can be used by going to the location in question and setting it. Alternatively, if you have any properties you have purchased from other jumps that are currently in setting, you can teleport to one of them using this item. Once used, this item goes dormant for 24 hours and cannot be used again until that time has passed. You have instructions on how to make more, but a person can only benefit from one at any given time.

Exorcist’s Kit (100cp/200cp): Not all summoners just deal in summoning, but also in the exorcism and banishment of summons. This kit contains all the tools you’d need to act in the capacity of an exorcist; ofuda, aspergillum, censers with incense, pages of scripture, talismans, and much more in amounts that are truly ludicrous but never seem to take up much space. Such tools are able to focus the power of the user to banish extraplanar creatures if the user knows what they are doing and what they are dealing with.

A summoner is able to pit their power against such tools to prevent their summons from being banished, but even this is useful as it can distract the summoner and force them to tire themselves if you can put the pressure on them well enough.

You can pull these supplies from nearly anywhere on your person or out of any container in your possession without limit, and without anyone finding it odd unless you toggle this feature off.

For an additional 100cp, these can be used to do more than simply banish the creatures you attempt to exorcize. Creating barriers, using them as building blocks for summoning arrays, acting as a channel for a summoned creature’s power, placing wards, and much more if you are willing to put in the effort to discover and learn.

Summons (100cp/200cp/300cp): You have access to summons more potent than the basic summons available to any summoner worth their salt. Regardless of what tier you purchase, you can choose how the powers of the summons manifests and is directed.

For 100cp, the summons are possessed of physical prowess or magical traits that make them significantly more useful than your basic summons, enough to match several basic summons combined into a single creature, and you will have a selection of them. Alternatively, you can have a single summon that grants all the power of basic summons in a single creature.

For 200cp, the summons you gain are on par with the single summon version of the 100cp tier, with the same number as the first version of the 100cp tier. Alternatively, you can combine the power of the summons into a single, more powerful summon, the same as described above.

For 300cp, the summons you gain are on par with the single summon version of the 200cp tier, with the same number as the first version of the 100cp tier. Alternatively, you can combine the power of the summons into a single, more powerful summon, the same as described above.

This item can be purchased multiple times.

The Vault (100cp/200cp/300cp): You have a connection to an extradimensional space (by default this is your cosmic warehouse but can be its own space as well) connected to a simple trinket (such as a ring) that you can will objects in your possession into at any time. Items so stored can be summoned once more to your hand.

For an additional 100cp, you can benefit from items stored within the vault as if they were on your person, though not worn. Any item that provides a benefit just by being in your possession will continue to provide you its benefits in the vault despite its displacement from you. You can also summon phantom copies of wielded items to use in place of the original.

For a final 100cp, you can benefit from items within the vault as if you were wearing them. Any items that provide a benefit just by being worn will continue to provide you its benefits in the vault despite not being worn. Additionally, your summons can benefit from the items within your vault as if they had the 200cp version of this item, though you can choose to selectively apply which items grant their benefits.

Barding (200cp): This is a set of adaptive armor that, when you summon a creature, can be summoned onto that creature, reshaped to fit them perfectly and offer a decent degree of added protection to any summoned, based on its natural strength and abilities. This armor maintains any and all upgrades made to it.

Alternatively, this can be a weapon that will adapt to be usable by the summoned creature and impart some level skill in using said weapon, improving the offensive capabilities of the summon by an equal margin to the defensive boost offered by the armor. It can likewise maintain any and all upgrades made to it.

This item can be purchased multiple times.

Containment Room (200cp): This large room is designed to make blind summoning both possible and safe, but is equally useful in ritualistic magic. This room provides a hefty wellspring of power you can draw on to fuel your summons and acts to ward such summoned creatures so they cannot act against their summoner, as if they were trapped in a properly constructed ritual circle. This does not allow you to command summons beyond your ability to control, but ensures you'll be heard out and allow you to potentially broker deals with summoned creatures.

Any form of ritual magic, not just summoning, is also empowered and partially fueled by the power that naturally accumulates within the room, allowing you or anyone allowed to use the room to perform much more power intensive rituals than they otherwise would have had the capacity for.

Librum Externus (200cp): Literally translated as The Book of Outsiders, this book has an infinite number of pages filled with information on extraplanar creatures of all sorts that can be found beyond the bounds of the base reality you normally reside within. This includes various weaknesses, strengths, common tactics, the effects they can have on a summoner, their potential abilities, the kinds of things that may entice them to become a summon, and even some information on where they can be found both in terms of their native habitat and what to look out for in other planes of existence where they may have crossed over into.

The book itself, however, has some additional magic to it. By studying an entry for a creature, you are imbued with some of the magic of this tome, granting you resistance to the abilities of the creature, guiding you to hit weak points, having a better ability to interact with it and not step on any landmines while speaking to it. This doesn't just apply to a single creature, however, as you will still benefit against similar creatures to the one you studied. The effects of this lasts for up to a week.

It is possible to study more than one creature, but this tends to be mentally straining and becomes exponentially more so as more magic is imprinted. You can, however, release the magic at any time.

Summoned Shelter (200cp): This is a simple looking cabin large enough to house up to ten people comfortably which you can summon at will. This cabin is stocked with raw ingredients for cooking, has a kitchen, several bedrooms, a few bathrooms with full facilities, maintains any upgrades you make to it, and is a bit larger than its outside dimensions would suggest. Anyone inside finds it easier to relax, recovering just a bit faster.

It can be unsummoned at will, with any creature inside being left behind where the cabin once was. It cannot be used to harm a creature and cannot be summoned on top of a creature.

Summoner's Athame (300cp): This simple looking knife is a powerful tool for any summoner. The knife itself is single sided with a black handle, has a clear, white gemstone in the pommel, and comes with a sheathe of simple black leather. The crystal of the athame is able to store an effectively infinite amount of energy of any type, which is rendered neutral to be usable for any form of magic. The holder of the athame is able to draw on this magical energy to fuel their abilities in place of physical, mental, spiritual, or magical stamina of any sort.

Additionally, as the athame collects energy, it will process small amounts into additional gemstones that act as a potent catalyst for sacrificial magics once each year. These gems are filled to the brim with power that mimics the power of life essence and the soul, which can then be used to power a sacrificial ritual in place of needing to kill a sacrifice by shattering the gem, which provides the minimum level of power needed to fuel the ritual or power.

The athame has two final abilities. Firstly, it can be used to drain power from creatures, objects, or persistent effects to add to its reserves, however, it is not suitable as a weapon, so it has the final ability to merge with another weapon or object to impart these traits onto the creature. The athame can be retrieved at will by summoning it.

The Nexus (300cp): This is less of an item and more of a location you have access to. The Nexus is a central hub through which you can gain access to a variety of extraplanar locations, potentially, which you can access through a simple piece of jewelry that allows you to open a portal into it. From the Nexus, you can access a number of pocket realities that can house any number of creatures, meeting any needs they may have if you can find the right one. Some may even come with creatures already present.

However, this is only the most basic use of the Nexus as, right at the center of the location, there is a device that can be used to open a portal to other planes of existence within the local multiverse, if you can find them. The device does not come with coordinates and you need to find and add them in yourself, however, once you do, you can step through into these other planes of existence. These locations will remain recorded within the device.

The piece of jewelry that connects you to the Nexus protects you from the many negative effects of these other realities that would make them antithetical to life, such as the life sapping effects of the shadowfell in Faerun. The jewelry will also slowly attune to the plane and connect a small portion to the Nexus, forming a pocket reality akin to the plane you've attuned to.

It is possible to use this item to open portals directly to such locations, but that requires practice.

The Gate (300cp): A ring carved from some unidentifiable stone carrying a small portal within, large enough for someone to fit their hand into. Simply touching this portal will cause a person to develop abilities as a summoner with abilities similar to those described above. You can, however, pull out part of the stone at the top of the ring to release the portal and spread the abilities of summoners across the entire setting. If you do so, the ring will fall apart and crumble to dust until the start of the next jump, where you will find it with a new ring already present.

You cannot use a Summon Token to gain this item.

Deal Breaker (500cp): This simple seeming token is actually an incredibly potent protective charm. If you are under the effects of a supernaturally enforced deal, such as those made with a fae or devil, the restrictions are loosened by simply having this charm in your possession, allowing you to use your own interpretations of the rules given rather than those of the contract holder. This effect applies even if you were the one to make the deal and are the contract holder yourself, as well as taking over acting as a power source for such a deal rather than needing to use your own power.

This on its own would be useful, however, this item has an additional boon it can give. The charm is able to end any deals a person is under the effects of, immediately ending the deal's hold on them. They do not lose anything they gained from the deal in the first place by doing so, however, this may require them to find something else to fuel gifted powers before they will continue to function, though this item acts as a power source for the one holding it.

This will also prevent any dealmaker from being able to tell others of this ability, or at least make it so they are unlikely to be believed when they do try.

You cannot use a Summon Token to gain this item.

Companions

You may spend your Summon 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 Summon 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 Summoner (50cp): This option allows you to create a new companion with 800cp and 5 Summon 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, and each other if you purchase this multiple times.

Mascot (300cp): This seemingly insignificant creature has formed a contract with you and acts as your summons, though it is unbound by the typical restrictions on most summons and remains summoned of its own volition, able to summon and dismiss itself at will. While no stronger than a basic summon on its own, it has an unparalleled ability to grow and develop, being highly receptive to all forms of empowerment, including simple exercise and practice. And it has the dedication to push itself towards those lofty goals. Even if such an empowerment has only a fraction of a fraction of a percent chance of success, it will work perfectly on this creature with the best possible results.

You can choose the default nature of this creature, though it starts out fairly weak. It is recommended you choose three to five elements, concepts, or traits to define the creature and where it's growth will best develop, though this is not necessary.

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.

Limited Summons (+50cp): Your capacity as a summoner is reduced in some manner. Each time you take this drawback, you may reduce the number of summons you can have active at once (up to a max of two times), reduce the time a summon can be active by 10 minutes (up to a max of five times), or reduce the range a summon can go from you by ten meters (up to a max of two times). If you take this a tenth time, you do not gain the Summoning Basics, Summoner Archetype, or Basic Summons until the end of this jump.

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.

Conditional Summons (+100cp): Your summons are more demanding in the requirements for them to be summoned. This is often fairly simple, with most only needing a small item, usually a snack for the summon, that is consumed in the summoning, quite literally, in fact. With a second instance of this drawback, this becomes even more so, requiring more intricate materials for summons, maybe it's money, maybe its an elaborate meal, or maybe its something the creature specifically enjoys that must be paid. With a third instance, this becomes even more prominent as they will require large quantities of common materials, rare materials, or something morally questionable to summon them. And with a final instance, the costs are considerable enough that you may only be able to summon a few creatures your entire time in this jump unless you go to great lengths to gather the appropriate materials necessary. If you have taken Lowborn for +100cp, this gives an additional 50cp per instance..

Reflection (+100cp/+200cp/+400cp/+600cp): Your summons are intimately connected to you, and this manifests in an unfortunate manner. Whenever your summons are damaged or injured, you feel pain as they do, though you are uninjured yourself and the pain is lesser than the summons.

For an additional +100cp, the pain reflected is identical to the pain of the summon and is not reduced in any way.

For an additional +200cp, however, the damage they take is reflected onto your body, causing spontaneous injury, though at a reduced amount. A lost limb will simply see your own broken, rather than completely lost, for example.

For a final +200cp, the damage taken is reflected entirely onto you, and if one of your summons dies, so do you.

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 Summon Token.

Delayed Gratification (+300cp): You don't get access to any purchases from this jump, save for Summoning Basics, Summoner Archetype, Hobbyist, Craftsman, Career Path, Combat Skills, A Place in the World, Basic Summons, and whatever freebies you gain from your Summon 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 Summoning Basics, Summoner Archetype, Hobbyist, Craftsman, Career Path, Combat Skills, A Place in the World, Basic Summons, and nothing else. You can still work towards learning the effects of the perks you have purchased.

Rival Summoner (+300cp): You have an enemy that has a custom build from this doc using 1000cp as well as their own set of Summon 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.

Alternatively, you can replace the summoner with a creature that you have angered in some way, leading it to hunt you down. While it lacks the summoning abilities, it has enough raw power to be a dangerous threat all its own.

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.

Planar War (+400cp/+600cp/+800cp): 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 summoner, where your talents will be put to use in the war efforts, though you will likely not be on the front line the entire time, and possibly not at all. It may even be possible to prevent the war from starting if you can find a way to break the tension peaceably.

For an additional +200cp, however, you will instead find yourself pushed to the frontline where your superiors believe you will be essential for one reason or another. You will be in the thick of things and in much more danger as a result and will be expected to put in a greater effort than others.

For a final +200cp, the war isn't between summoners, but between the summoners and the summons. Many planes where creatures are summoned from have grown tired of the summoners and will wage full war against those that have used them, putting the entire world in danger from these powerful creature. Your summons, and those of other summoners, will be incredibly limited.

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.

A quick note on the Sealing option for Spellcaster. The upper ends of what it can do are virtually identical to the effects of Seal the Beast from [Generic Tamer](#).

On the Summons Item: This is intentionally left vague so it can fit with your setting and story. Use what feels appropriate for your story for the rough power levels or utility options. *I will not answer questions on the power level of these summons.*