

Monster Lab Jump

v.1.1 by Keykappa

The Mad Science Alliance wants you! Join now! Perform *CRAZY* experiments to bring monsters... *To life!* Battle rival monsters as you explore the perils of the Uncanny Valley (situated between the mountains of Misery and Moans on either side)! Discover secret parts to make the ultimate monster.

Join today! Join... THE MAD SCIENCE ALLIANCE!

As a special signing bonus for our interdimensional joiners you get a lovely signing bonus of...

+1000CP!

Ain't that grand?

Now of course, before you get to work, we will need any applicants to send in their paperwork!

Location

Roll a 1d8 or spend 100 CP to select

1. The Castle: The Headquarters of the Mad Science Alliance, and home of both Professor Fuseless and the Apprentice. The Castle is built atop a mesa that shoots out from the water.

2. Cobbleshire: This town is located on an island in the middle of the valley's river. Cobbleshire is governed by the inept and self-centered Mayor Neidervoten. The residents of Cobbleshire are prone to rioting and forming angry mobs.

3. The Neverglades: The Neverglades are a swamp located on the western shore of the valley's river, only a little north of Cobbleshire's island. The Neverglades are home to biological type monsters. Dr Sonderbar's lab was set up in this area.

4. Tombstone Rise: Tombstone Rise is a graveyard located on the eastern shore of the valley's river, across the river from the Neverglades. This area is haunted by ghosts, including Johnny Legless, and by numerous alchemical type monsters. The beleaguered gravedigger Grimshaw Barley is tasked with maintaining order in this area.

5. The Junkstacks: The Junkstack is located on the western shore of the valley's river, a little north from the Neverglades. The Junkstack is home to mechanical monsters and is home to Commander Montón, leader of the Robot Revolution and an old friend of Fuseless, though he is currently dealing with some issues involving missing parts.

6. The Wildwoods: The Wildwoods are a forest located to the northeastern side of the valley's river. Home to a mixture of both Biological and Alchemical monsters, the Wildwoods is also home to Dryads and other woodland folk.

7. Mharti Manor: Mharti Manor is located on the far north side of the valley and is home to the infamous evil Baron Mharti and his monster army. Here is where he does his twisted experiments and converts those who defy him into Ivor minions to serve as him. If you end up here and are not an Ivor... I advise you to run.

8. Free Choice: It seems you have gotten very lucky! You can choose from any of the previous 7 options! What a lucky one you are!

Mad Science Experience

It is important to note that we, at the Mad Science Alliance, do not discriminate based upon age, gender, or appearance so long as you abide by the goals of the MSA to advance the Mad Sciences.

Not Applicable! [Free]: Ah, so you are signing on for the “Igor” position? Well, I must say we do have many openings! Serving the mad scientists can get taxing or even hazardous but they pay well, you earn respect (as an extension of those you serve), and the living conditions are to die for! Hm? What is this note here? “This is a drop in”.... Did I write this? Whatever, moving on.

Novice Mad Scientist [100 CP]: Ah, an apprentice! It's been so long since we had a last applicant. Just sign here on this waiver form releasing us from any legal liability of you dying gruesomely in experiments gone wrong and license to harvest anything leftover afterwards and we can show you where you'll be staying.

Mad Science Master [200 CP]: Well now, it seems we'll have to roll out the red carpet... Where did we put... Oh, forgive me but it seems the moth monsters have eaten it. Regardless, it is lovely to see you again... Or have we met for the first time? Bah. In either case, welcome to the MSA.

Perks

There are many perks that come with being a member of the Mad Science Alliance. Members who qualify can get discounts in their field and they get the cheapest thing in said field for free! Talk about a deal!

Undiscounted

Zig's Sibling [Optional, Free]: Ah, from the seventh brace of the spiral galaxy huh? Must have crashed alongside Zig. This grants you an alt form of a small (about a foot) fall alien with six limbs. This form is mostly good for avoiding notice due to your small size... So long as you don't go around shooting your weapons at creatures and shouting your head off.

-Zig's Big Sibling [100 CP]: Oh my, it seems you're a much larger variant of Zig's species. Perhaps they grow larger with age? In either case you are now about 7 feet tall and have the physique of an olympian athlete in every field while in this form.

Mad Science Specialty [First Free, 200 CP for each after]: Ah, now we are getting to the interesting part. Mad Science in the Uncanny Valley is divided into 3 distinct subgroups. Mechanical, Biological, and Alchemical. Each has a strength and a weakness. Mechanical beats Biological, Biological beats Alchemical, and Alchemical beats Mechanical. Choose one of the following.

-Mechanical: Mastery of machines and the monstrosities it brings. This is the option for killer robots with lasers, chainsaws, buzzsaws, mortars, flamethrowers, and more.

-Biological: Mastery over the flesh. From stitched flesh monstrosities to killer plants and giant insects this is the specialty for those who love the idea of working as a mad biologist or botanist out to make a fresh nightmare of disturbing proportions.

-Alchemical: Mastery over the Mystical of monsters. This ranges from animating the dead to summoning forth demons to even conjuring forth strange abominations of the nether. This is the field for the mystical, the magical, and the occasional very lost and confused hot topic shopper.

In future worlds this also allows you to continue making monsters with ingredients in said world and make devices to help make such things easier (though such devices will always include a “minigame” of some sort). Also monsters constructed with such methods will have resistance and greater power against the appropriate enemies. For example an Alchemical monster would deal more damage to technological targets (robots, machines, etc) and attacks upon biological targets (things without magic or technological boosts) would be less effective.

Not Applicable

Niedervoten’s Rival [100 CP]: Aiming for a political office? No? Well you should consider it! You are strangely good at calming down others and convincing them to put you into positions of authority you honestly have no right to be put into. This can even cover minor levels of embezzlement so long as you can make a convincing case about it being in their best interests.

Lumière Legacy [200 CP]: Huh, do you have any relation to Monsieur Leo Lumière? He’s the only one I know of who can make such useful sensors that rely on such odd contrived actions... I mean, our devices do the same but we have mad science as our excuse. In whatever case you can now build powerful sensors that also work to retrieve the values they detect... Provided you perform well in the attached minigame. The rarer the resource it is keyed to the more difficult the minigame and yes, these are mandatory for devices that benefit from this perk.

Mob Maker [400 CP]: In many places throughout the valleys angry mobs form. They form from many reasons from protesting Niedervoten's latest political policy, acting as a living obstacle to anyone trying to enter the neverglades, chasing down their undead amalgamated deceased, or more. Now, mobs are generally fairly easy to handle for a well designed monster but then comes the times when *you* are involved. Not only can you easily whip a crowd into a nonsensical fury (over what varies by situation) but you can also direct them in a general direction you desire, and those in the mob will find their efforts as part of that mob much more effective... The question becomes what are they putting their efforts towards?

Out of Sight, Out of Mind [600 CP]: Don't ask me how but you and your property might as well be invisible to monsters and mad scientists. No more shall random rockets crash into your porch. No longer shall giant bees with teeth attempt to eat your dog. No family or casual acquaintances rise from the dead as an amalgamated flesh abomination to dig through your garbage. So long as you keep your nose out of the business of those you do not want to be involved with they will do the same often by sheer accident and obliviousness. Once you get involved this protection is lost but can be renewed if you spend the next year stubbornly working to be as unobtrusive as possible and avoiding troubling them in any manner.

Novice Mad Scientist

Mad Science Insurance [100 CP]: You ever have a day where you're working in your lab when something, for no fault of your own (and dabbling in the domains of god is not your fault! If he didn't want you dabbling he'd make it less fun), you suffer a tragic and fatal accident? Well no more! With this perk any time you are working on what could be considered "Mad Science" (and yes, the "Dark and Forbidden Arts count) then any accident or backlash that occurs will be, at absolute WORST mildly disfiguring along the lines of Professor Fuseless's overmuscle arm. More often though it will just result in losing the materials involved and little else. The best insurance is the one you never have to use after all!

MSA Employment Standards [200 CP]: Now, we in the Mad Science Alliance are not the sort to casually throw away apprentices the moment we feel they have "failed us for the last time" or "Have lost their use". The issue is, however, not all mad scientists have such standards with apprentice treatment. This grants you a level of certainty that, no matter how often you fail, no matter how

useless you become, the worst your master (or any employer in the future) can do is reassign you to a less enjoyable position that remains just as safe as your original.

Apprentice's Ingenuity [400 CP]: A good apprentice is one who learns quickly and applies what they learn quicker. With this you meet the standards for even the strictest of the three founders as you now learn three times as fast for your chosen mad science specialty AND gain a level of intuition as to what ingredients are likely to have an effect on the resulting part. This does not say if it is a good or bad effect however.

Junior Mad Scientist [600 CP, Requires at least 2 specialties]: Much like the apprentice in the games you have a special skill with the mad sciences. A certain... Something that none save Baron Mharti has ever had. With this perk you not only can combine the three schools of mad science to form strange abominable parts through hybrid construction devices you can now build but you also can now control your monsters directly without a troublescope. How do you do this? I do not know. Whatever it is you do, keep it up!

Mad Science Master

Mad Science Experience [100 CP]: With this perk comes about a decade's worth of knowledge and experience in your chosen specialty and comes with supporting knowledge as well! An Alchemical Mad Scientist can have a decade of necromantic studies into his head or perhaps demonology while a biological mad scientist may have some extra chemistry in their noggin.... What's this? Another note? "When in doubt, Fanwank it".... Huh. How odd.

Support Invention [200 CP]: When a mad scientist has a problem do you know how they solve it? They invent something to help fix their problem! Now you too have this ability as, when faced with an issue, you may choose to use your mad science specialty to make a solution. Keep in mind that such solutions may be somewhat... Disturbing for those who are not a mad scientist (a biological vault made of flesh that eats intruders, for example, is rather unsettling to look at) and may require specialized materials but you can always be assured that when a mundane problem arises you can make a vastly over engineered solution!

Master's Wisdom [400 CP]: Mad Scientists are a rowdy bunch. Everyone thinks they are the best and have egos the size of planets but that doesn't change the fact that, if one can get past the oddness of their personalities, they are rather wise individuals. Like them you now have a gift in guiding the next generation of mad scientists to reach their full potential. In fact by teaching someone and guiding them through it you can gradually grant individuals you teach copies of your perks. Of course, the pricier the perk the longer it will take to teach.

Founding Member [600 CP]: Aaaaaah, a founding member I see! This is a rather special perk as it allows you to make your own mad science specialty so long as it doesn't crossover with the other 3 overly much. Perhaps elemental? Or maybe Psychological? Only you can decide! In whatever case this form of mad science becomes an established one in this setting and allows you to, upon entering a world, decide if you want mad science to be a thing in it or not. Go forth and bring the glory of mad science to the multiverse!!

Items

There are many items and other goodies you can get as a part of the Mad Science Alliance, we even have some property deals! Moreover, like with membership perks, we do offer the lowest cost item you qualify for by your Mad Science Experience category to be gained for free upon signing up. In addition items within your category are half off if they aren't free so buy them now!

Undiscounted

Intrepid Spaceship [Free, Requires Zig's Sibling or Zig's Big Sibling]: Any respectable explorer of space has a spaceship! It runs on a highly mutagenic fuel that is produced endlessly simply by feeding it biological matter and can travel lightyears in a matter of days. The only real issue is the thing is stupidly fragile and it takes only a single hit to send it crashing down, spilling parts and fuel everywhere near the impact site. This can result in some rather odd and frightening mutations of the local ecosystems. But hey, it's a free faster than light vessel! Don't go looking a Xorpian Riding beast in the anus!

Alien Adventurer's Gear [Free, Requires Zig's Sibling]: Every adventurer out in the cosmos needs the basic gear! Comes with a lovely high tech environment suit capable of supporting your basic biological needs indefinitely (food and water not included). Also comes with a standard issue Light Zip Blaster which, if we're being honest, is less a weapon and more an alien taser that uses heat instead of electricity

-Advanced Alien Adventurer's Gear [Free, Requires Zig's Big Sibling]: Same as above but improved! Not only does the suit shield you from most environmental hazards it is also in possession of a forcefield projector to defend against attacks and your Light Zip Blaster has been upgraded into a Heavy Zip Rifle, capable of burning a hole through most materials in a few seconds! Oh yeah, you're packing some serious heat!

Mad Science Warehouse Property Theme [100 CP]: Ah, you like the aesthetics of this place? Well, with this lovely switch which will be installed on all properties you possess can bring forth the aesthetic matching your specialty. If you possess more than one you get a sliding scale for each for how much it influences each property. This can even have unexpected benefits as well depending on the property in question and the aesthetics applied. After all, when your lab plays host to mad science side projects sometimes those side projects can help improve the property. After all, what good is a castle without a man eating garden, a haunted dungeon, or a tower which seems to draw lightning like it pissed off a thunder deity?

Ivorization Device [600 CP]: A terrible and evil device meant not only to utterly humiliate those you defeat and capture but also force them into servitude to you for the rest of their life. Simply put if you place a sentient being into this device and activate it then the individual inside will, over the course of an hour, be transformed into an Ivor subservient to you and you alone. They will be servile, simpering, and sycophantic, eager to do whatever it is they can to bring you joy up to and including dying... Meanwhile, somewhere deep inside their mind, the former individual can only sit and watch it happen. Unlike the original Ivorization device this one allows you to maintain a level of the original's appearance if you so desire with the sole mandatory visual change being one eye being replaced with a circular orange panel resembling a high tech monocle embedded into their eye socket.

The Mad Science Alliance Charter [1000 CP]: This is the most respected of documents among the

Mad Science Alliance and, perhaps, the mad science community as a whole! You see this charter has a rather unique ability. Simply by signing it you become a member of the Mad Science Alliance. While in this world it does not mean much beyond being an accepted member it is in future worlds where it shows it's true worth. You see, in future worlds, if someone signs this charter and swears to work to advance the mad sciences truthfully they are treated as having retroactively imported into this setting granting them a background, freebies, and 800 CP to play with. However, there are limits. This ability can only be used on 3 people per decade (or per jump, whichever comes first) and its benefits can be lost if an individual were to challenge them and have their strongest monster defeat their strongest monster. However such a challenge can only be made once a year and the loser of the fight loses the benefits of the charter whether it be the challenger or the challenged.

Not Applicable

Embezzled Statue [100 CP]: A statue of yourself in a suitably dramatic pose in the middle of a fountain. When placed in a settlement, town square, or other similar location it will inspire a mild sense of confidence in your abilities as a leader and will mitigate the blame from issues you cause so long as you are not directly responsible or can reasonably claim to have been forced into it.

Resource Locators [200 CP]: Well now, it seems Monsieur Lumière has traveled far further than anyone ever realized! Now in every world you go to resource locators will be present allowing you to play the minigames and be rewarded with random resources. The harder the game, the better you do, and where the locator is, heh, located will determine what sorts of resources you get though the resources will always be something you can use in crafting. Whether this be crafting weapons, food, monsters, or any other thing really depends on luck, performance, and location. Nobody will find these devices strange unless actively pointed out.

Mharti Skyship [400 CP]: Ah, did you buy this or did you perhaps swipe it? In either case you now have access to the mobile lab, monster holding bay, and transportation hub that is one of Mharti's flying sky ships! Not only does this let you travel in style and safety but it also gives you a mobile lab with the basic monster construction tool for your specialty. Unfortunately space is at a premium so if you possess multiple specialties you will have to choose the one you prefer as there is only room for a single type of lab on the vessel. Can hold up to 5 monsters at a time on board and has lavish captains quarters.

It's Uncanny, It's Strange, It's Home [600 CP]: Want to take a little slice of the uncanny valley with you on your travels? This is the option for you. Choose any map except Mharti's Manor and you take a copy of it with you on your travels, complete with any residents (Zig is a tourist sadly), resources, and more present! Moreover monsters will routinely rise in this place and can be fought and dismantled for resources as well! It also comes with a lovely little residence on site for you to put your feet up, relax, and take a nice rest away from the boring mundanity of the world beyond its borders.

Novice Mad Scientist

Ingredients Galore [100 CP]: Wow, this is quite the stockpile! With this not only do you have 100 of every single main ingredient in the games but also now have 200 of each and every secondary ingredient in the games. This stockpile renews each month so best get started on your experiments!

Baby's First Monster [200 CP]: Made only from the finest of spare parts we had laying around this monster is perhaps the most loyal and servile creation you shall ever make. Not only can it never turn against you but it is also much, much smarter than most monsters and can even be given rather complex commands and is more than capable of completing missions without you needing to micromanage the thing. Frankly it's quite the marvel! Like all monsters it can be upgraded by swapping parts so make sure to keep him in all the latest abominable additions.

The Troublescope [400 CP]: This warehouse or property attachment is quite interesting. You see, it allows you to monitor minions, monsters, creations, and other such things out on missions and even allows you to control them directly... Provided they are willing or have no existing will to begin with. Of course, controlling these creatures does not allow them to do anything they were not already

capable of but it does allow you to micromanage your minions to your heart's content. Also, should a task need particularly fine control, you may pull down the Troublevision Visor to see what your controlled subject sees as well as experience far greater control over their physical actions.

Mad Science Weekly [600 CP]: It seems you've been a fan of the MSA for some time now! With this each week you get a magazine focusing on mad science from across the multiverse with interviews with the greatest and most successful mad scientists, articles on mad science events in the world you are staying in, tips and tricks for new experiments, and once per decade you get a MSA Junior Member Voucher. According to the information you just have to redeem it with your "Patron" and it will grant them 600 CP to spend in this document even in future worlds to further bring the joys of mad science to them. However, it is important to note, that they do not get the benefit from any mad science experience categories but can gain the benefits of a free mad science specialty. Can only use a voucher one time per person.

Mad Science Master

Spare Parts Galore [100 CP]: As a mad science master you're bound to have plenty of spare parts lying around. In fact you now have a pair of every single existing part in the game! Admittedly they are all of the "Pure" variety meaning they lack any special bonuses to their construction or maluses but still, with a pair of every part in the games you can put together quite the army of monsters! Of particular note is that this does not come with the recipes to *make* these parts...

The Safest of Safes [200 CP]: Simply put this safe, built with a combination of all 3 mad science specialties, is impossible to crack without the combination. Anything sealed within can never be

accessed nor can the safe be opened by force, magical means, or even via conceptual BS. This safe, when sealed, will have NO ONE getting inside. With that said there are some limitations. The safe can only hold a single object inside it at a time and while the door is open the protections are disabled. Living things cannot survive in the safe when sealed. If an object is able to decay or otherwise be affected by time it will still be affected while inside. Suffice to say that no one is getting what you put in there so long as you are not dumb enough to leave it open for anyone to just waltz right in and snatch what you have in there!

The Castle [400 CP]: Ah, home sweet home! This castle has everything you could ever want as a mad scientist! Massive dungeon complexes with incredible security to house your monsters, labs for each of the branches of mad science, the greatest devices and tools to conduct your experiments, and best of all even if an experiment goes horrifically wrong the castle will never collapse, explode, or otherwise be damaged by any form of backlash. Also, if you have the Troublescope, it comes with a Monitoring Room to house it and a Monster Deployment Cannon which, when combined with the Troublescope, allows you to deploy your monsters anywhere within a few thousand miles with said deployment never doing any damage to the monster sent. Even if you lack the Troublescope the castle will retain the Monster Reclamation Device which will automatically return your monster to the castle once they reach an accessible area should you desire it and retrieve the broken remains of your monster should it be damaged beyond repair in the field.

The Recipe Book [600 CP]: The most precious thing in the Mad Science Alliance's vaults besides the Charter itself. This holds the recipe of every single part in the games along with substitutions you can make in future worlds. Also this book is special... It grows as you experiment with new materials, recording your experiments and suggesting directions to further your studies. With time, effort, and experimentation this book can become something akin to a holy tome among mad scientists.

Companions

A New Alliance [400 CP]: Import up to 3 companions, each of them gains 800 CP and an Experience Category with all the discounts that implies.

Minions [300 CP]: Import up to 50 Followers into the Not Applicable experience Category and give them each 200 CP to work with. Cannot purchase items.

The 3 Founders [600 CP]: The original 3 masters of Mad Science. By taking this you may bring the three founders with you on your journey. Alternatively you may pick and choose among these three who join you.

Professor Fuseless, Master of Mechanical Mad Science, Terror of Technology. The Man who kept the MSA alive and going even when the world fell apart around him. With his sentient mechanical third arm and his brilliant mind Fuseless is the man who can innovate and invent terrifying doomsday weapons and mad monsters from even the most basic of scrap.

Dr. Sonderbar, a beautiful and brilliant mind, the youngest holder of a Nobel Peace prize in Botany, Biology, and Chemistry and also wanted almost the world over for her accidental ecoterrorism. A woman with a sharp tongue and a sharper mind, Dr Sonderbar deeply cares for the ecology of the world and protecting it... When she isn't working to see how she can improve it to make it more grand and glorious with her work in the Biological Mad Sciences.

Señor De La Sombra, he is ancient, he is wise, he is powerful. Señor De La Sombra comes from a long line of alchemists, demonologists, necromancers, summoners, and more. He stands at the peak of this grand and glorious legacy and has seen such terrors that it has left his mind... Shaken and his courage on a less sure foundation than one would likely expect. Despite this his knowledge, experience, and frankly shocking magical power truly does prove he has the right to stand as the master of the alchemical mad sciences.

Scenarios

We at the Mad Science Alliance understand that situations when joining can be rather odd and strange as can our potential applicants! As such we offer a special understanding if one must leave after handling their own special scenarios and situations but remember, once a member of the Mad Science Alliance, always a member of the Mad Science Alliance!

To Surpass Mharti

Goal: Conquer the Uncanny Valley

It is a sad fact of life that many who step onto the path of the mad sciences become tempted by the power it can grant and become consumed with ideals of conquest and control. The latest of which *was* Baron Mharti... Now you are the newest to fall to such temptations.

You must now use your monsters, any resources you have, and so on to conquer the Uncanny Valley. This is accomplished by forcing every other mad scientist to surrender to you or otherwise removing their ability to act against you and by forcing each of the local groups (and yes, ones without local groups in game will have them) to submit to your rule... Not an easy task.

However, if you are successful, you may take the entire Uncanny Valley with you on your journey through the multiverse and you gain a magnificent and lavish mansion rivaling that of Mharti's own from which to rule your new domain.

The Apprentice

Requires: Novice Mad Scientist

Goal: Defeat Baron Mharti

In this scenario you take the place of the Apprentice in the game and must traverse all the trials they had to yourself. Unlike the games however, the minigames you play, the experiments you perform, and the monsters you make will be much more realistic. Monsters you make can try and buck your control, monsters can escape containment, they can become mutated, YOU can become mutated, and much much more!

Risks are much more real and far more deadly than one would likely expect from having played the games so best be ready and, should your monster fail in that final battle against Mharti... You will be captured, converted into an Ivor, and Baron Mharti will take your place in the chain with you as his eternal slave.

If you are successful however you gain The Castle, The Recipe Book, The Troublescope, The 3 Founders, and The Mad Science Alliance Charter for free!

If you already paid for those then you get equal their CP value to spend on perks and items at the end of the scenario.

The Good Old Days

Requires: "Founding Member" perk

Goal: Prevent the Original Fracturing of the MSA

Well now, this one is tricky. By taking this scenario you are not starting when the Apprentice joins but rather back when the Mad Science Alliance was first being founded with you as one of the founding members. Now, soon after the MSA forms the alliance shall get a sponsorship offer from an individual calling himself “Baron Mharti” and, unfortunately for you, you will be unable to remember his future misdeeds. The goal of this scenario is to weather the storm to come with Mharti’s meddling and scheming and ensure the Mad Science Alliance does not fracture as it did the first time around.

If you succeed you get the Mad Science Alliance Charter and you gain a unique perk “**Mad Science Legacy**”

Mad Science Legacy: In every world you go to in the future scientists, both mad and mundane, will recognize you and your achievements. Past achievements in other worlds can be selectively imported into future worlds as things you invented or discovered provided you did, indeed, actually discover or invent the things in question. With enough such achievements your entry into a world may very well single handedly have you as the origin of a technological revolution!

Drawbacks

DS? Wii? PS2? You Decide! [0 CP]: A toggle that allows you to change the minigames to match how each experiment is depicted in each system as there ARE differences there.

So That's Where it Went [200 CP]: Over the course of your stay you will find that many other mad scientists have... Lost monsters they made in the past for reasons ranging from negligence to apathy and such lost monsters... Well, without someone to control them they are rampaging around. Expect to have to fight regularly throughout your travels.

-Dude, Where's My Monster? [400 CP, Requires So That's Where it Went]: Not only are lost monsters rampaging around now yours have a chance to join them! Anytime you don't use a monster you have made for over 3 days each day after there is a 25% chance they will vanish from the dungeons and escape to rampage. Such monsters, being made by you, will hold a particular grudge against you for one reason or another and will hunt you, and any other creations of yours, down with a particularly vindictive glee.

My Own Nefariousness Amuses Me [200 CP]: You now are made to talk like an insufferable snooty prick. As in the most uptight, snobbish, douchebag level speech is now mandatory and enforced via a lovely, and unremovable, implant in your skull. Anytime you fail to uphold this standard of dialogue Jump-Chan gets to zap you. Zaps will continue and grow more and more painful the more you mess it up and bypass any willpower or pain resistance you may have.

Coward [100 CP]: Like the Alchemical Master himself you are quite the coward. Ironic in this profession as now you are easily startled and are somewhat scared of your own creations... Don't expect to get out much in this world... After all, it's *really scary out there*.

-Dork of Darkness[100 CP, Requires Coward]: Now not only are you a coward you're also a tryhard now too! Now, anytime you are scared, you will try and hype up how powerful you are, how mighty and terrible your powers can be, the terror of the legions you command... And it will *always*. *Fall. Flat.* Every time this happens it will make you look dorky, stupid, pitiful, or a combination of the three.

Oopsie... [200 CP]: It seems you suffer from terrible luck. Some might even call it bipolar! You see, any time you get lucky something unlucky will always follow shortly after. Now, this bad luck is random and can be as simple as stubbing your toe towards your escape ship being struck by lightning. The exact scale is completely random but it is *always* consistent.

Perhaps You Should Change the Combination [400 CP]: Thieves! Thieves everywhere! It seems any time you make something good, get a rare ingredient, or otherwise get a hold of something valuable not only is anyone who might be interested in stealing it made aware you have it but there will always be at least one lucky thief who will, at the very least, find a way to access whatever valuable the alarm has been sounded for this time. From there their escape is on them but considering it only takes one lucky thief to steal away your most powerful part... This can be really nasty. Of particular note is this drawback does bypass the Safest of Safes item.

You're Bound to Trip Over One.... [300 CP]: You have a nasty habit of severely underestimating your enemies. This results in you underestimating their skills, their capabilities, resources, etc. This doesn't make you less aware of such things if you have a way to find them out, it just makes you dismiss such things as "Unimportant" or "Irrelevant" as you see your enemies as a far lower threat than they truly are.

-Mharty Megalomania [400 CP]: Not only do you underestimate your enemies you now must actively match them in power. Why do you do this? To prove your superiority of course! After all it doesn't matter if you have a monster that can destroy your enemies in one fell swoop, every one of their recipes, and know a secret passage into their castle since if you used all that... Well, it wouldn't prove anything now would it?

Maddening Minigames [100 CP]: You know how just about everything in the games needs a minigame? Well now everything does in general. Need to get into the bathroom? Minigame. Need to turn on the microwave? Minigame. Want to use hot water in your shower? Minigame. Expect to get tired of it very quickly.

Pollution Problem [200 CP]: It seems Zig's ship sprayed fuel all over the valley during his crash landing. Now random plants, animals, and even machines are now hostile! Monsters, and you if you travel yourself, will take damage from random things in the environment taking bites wherever they can.

Is That a Long Time? [100 CP]: Extends your stay by a decade. Can be taken multiple times up to 50 years.

Mad Science Only [400 CP]: With this drawback anything, from perks to items, that does not fit the theme of “Mad Science” cannot be used in the jump.

-I Mean It! [200 CP, Requires Mad Science Only]: Now any and all perks and items from outside the jump are no longer accessible in this one.

Ivor Transformation [800 CP]: Oh... Oh my. It seems you've been captured and undergone the Ivor Procedure and been turned into an Ivor. Not only are you now unable to disobey Baron Mharty's commands but you now have a lisp, a hunch back, are missing an eye, and taken a drastic dip in mental capacity. Oh, and you smell like raw sewage.... After this jump this becomes an alt form.

And Everyone Went Their Separate Ways [600 CP]: It seems you and your companions had a falling out somewhere between dimensions... Or at least that's what they'll remember. You see upon entering all your companions and yourself will gain memories of a bitter, blow out argument that everyone involved felt strongly about. This argument will always be something that will drive a solid wedge into the relationships of everyone involved and leave everyone feeling bitter and resentful about it. After this argument they will be scattered throughout the Uncanny Valley, each working upon their own projects and refusing any interaction with you directly... It will take either someone who was never involved in the argument to mediate between you and your companions or an incredible amount of work to get over and move past this breaking of bonds. No social perks or the like can help fix this, it must be accomplished with your own genuine efforts or the efforts of a genuine third party who willingly chooses, without social fu, to help.

Any companions who you do not manage to reconnect with by the end of the jump will be left behind in this world or return to their own per their own choice.

If you lack companions this drawback cannot be taken.

Ending
Go Home

Stay Here
Keep Jumping