

THE KINSMEN UNIVERSE



ILONA ANDREWS

Silent Blade jump:

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In the course of space colonization, there arose a need for humans with enhanced abilities. Men and women who could survive harsh conditions, who were superb warriors, gifted hunters, and brilliant scientists. Some enhancements were technological nature: an array of implants with various functions. Their effect ended with the death of the person who carried them. Other improvements were biological and these enhanced capabilities persisted, lingering in the bloodline, changing and mutating into new abilities in the offspring of the original carrier. It was quickly realized that the advantage of these biological enhancements lay in their exclusivity. Thus, the biologically enhanced united and shut down all further biological modification. Collectively known as kinsmen, these exceptional beings gave rise to several dozen families, which now form the financial elite of the colonized planets. The kinsmen strictly control their numbers and their loyalty to their families is absolute. Like the Sicilian mafia families and feuding Corsican clans of the old planet, the kinsmen exist in tense competition with each other. It is that competition that rules the economy, begins and ends wars, and drags human civilization to greater technological and scientific progress.”

Origin:

Your origin is whatever you want it to be as long as it makes sense in the source material. Perhaps you are one of the Kinsmen, or perhaps an average mob. Perhaps you even are an Excise, having been cast out by your family.

Age, Gender, Time and Location is all up to you.

Perks:

Attractive (Free):

- You are attractive in all the ways you want, from chiseled physique to bountiful curves. You don't walk, you prowl, confident, powerful, dangerous and seductive beyond measure, without any effort. With a single look you can awaken a feral need smoldering beneath the surface of whomever you so look at. Your very touch incites sparks which fans the hungry fire of arousing desire, your kisses hot and intoxicating. Yet even for all the near unbearable, mind bending pleasure you cause, this is not your greatest strength. No, that lies with the ability to make anyone you want feel comfortable with you, like being with you is effortless. Love would grow without effort, merely by being in your presence would someone you want begin to fall for you. You are every bit one of the main characters of a overwritten romance novel, with both the looks and sexual prowess that borders on the supernatural.

Danger sense (100):

- You are capable of sensing danger with some innate sixth sense, or perhaps an imperceptible combination of all five. This works even without danger, warning you of things you would like to know.

Combat Training (200):

- You have received extensive combat training, specialized in wielding knives to cut your way through whatever is in your path. That's not to say that you are useless without a knife, as you can quite easily defeat half a dozen men in a fight through pure skill alone.

Combat Implants (400):

- You have the mother of all combat implants. It sharpens your reflexes and increases your strength, speed, dexterity, endurance and even grants you an incredible regeneration factor, all to incredible levels. You also have a targeting module helping you hit what you want, whether that be cutting the right arteries or hitting the right target. And should anything you consume carry any poisons or drug, then the implant will warn you before start counteracting whatever it is.

Melder (600):

- Melders are an extremely rare commodity. The mutation that permits one to operate an energy ribbon comes along once in every fifteen million, and most possessing it never discovers their abilities. In the world of combat implants and biochemical modifications, melders are the extraordinary natural-born freaks. Energy ribbons, also known as ene-ribbons, are highly lethal weapons of pure energy, capable of cutting, slicing and piercing nearly anything. You can control this energy ribbon with ease, but need an energy ribbon bracelet to use your ability. Obeying your mental commands, a long ribbon of transparent energy will move however you want it to at the speed of thought, an ungodly speed for something that lethal and maneuverable. You are trained in its use, being highly experienced with it.

Items:

Energy Ribbon Bracelet (Free and exclusive with Melder perk):

- This is a bracelet or something similar that allows you to manifest an Energy Ribbon that can extend several meters. Only Melders can use it, yet in their hands this serves as an incredible weapon. You can choose what color the energy ribbon takes, though green is the normal one.

Combat knife (100):

- What you have here is a black combat knife made perfectly for you, being the perfect weight, size and balance for you to wield it like an extension of yourself. It will never break nor blunt, and needs no maintenance to keep in order, never needing any sharpening while also being immune to corrosion and rust. It's sharp enough to almost be monomolecular.

Aerial (200):

- A flying car-like object. Flies incredibly fast and has an autopilot should you not want to fly it yourself. Has similar space as a car, looking like a futuristic supercar. Never needs to refuel nor receive any maintenance.

Technology Archive (400):

- What you have here is a compendium of all the technological and scientific advancements of this world. From Combat mods to flying cars called aerals to the genetic modifications that created the Kinsmen. All of it is inside this archive, taking the shape of an IPad. The Archive will update in future jumps to add in a complete archive of all local technology and science, up to the latest time period available for the Jumper to insert into. It will also add from any former jump the Jumper has been to. As a convenience feature, the Archive has an intuitive search engine that makes finding anything you're looking for incredibly easy, and will show you step by step how to replicate anything you find. Can be merged with any other similar items.

Wealth (600):

- As money is very much power in this world, I do believe you should be given the ability to never have to fear being powerless. You now have access to Infinite wealth via an interdimensional bank account opened in your name, with gives you access to infinite funds. A platinum card appears in your hand that is connected to this bank account. This account is completely hacker proof and only you and those you allow can withdraw money from this account and use this card. You can use this to withdraw money from any banks and ATM without any charges. The ATM and bank clerks will not question or wonder about the bank account or credit card. This bank account is available to you in all worlds and universes where banks exist. The credit card will appear in your hands when you want it, and if it is ever stolen or lost, then it will simply return to your pocket. Should you so desire, you can create valid currency out of thin air, which is incredibly useful when there are no banks or card systems. You can spend however much you like without worrying about the economy crashing with how much money is being circulated into it. It will actually help it and no one will question where the extra money is coming from. The extra money will sort itself out after a couple of weeks and disappear without it negatively affecting anyone or hurting the economy, only ever bringing positive effects. No one will question or investigate where you are getting your money from or how you are buying your things. You could buy entire companies and no one will care or investigate it. You won't have to worry about the IRS or other

government agency that deals with money and taxes. They will never investigate you about your money and will never tax you. No one will ever question you about this.

Companions:

Import- 50

- Every purchase of this option lets you import an existing companion or create a new one. They gain an origin of their choice, the freebies and discounts of that origin and 600CP to spend.

Canon (free):

- This option grants you a metaphorical ticket that can potentially convince one character of your choice to come along with you as a companion. You'll be assured to meet this person several times and even be likely to befriend them but coming along with you is something they must agree to. Can be purchased several times.

Imelda "Meli" Galdes (Free):

- A woman with a broken heart, one raised to marry a man who spurned her for being forced into the engagement. Celino Carvanna chose not to accept her, breaking of the engagement, leaving her without hope for ever marrying anyone due to her upbringing and her broken engagement to Celino, in fear that he might change his mind, a fear that would last until Celino married. For two years, Celino showed no sign of ever marrying, making Meli realize she was destined to die alone, as no one would dear marrying her. Until she met you. You accepted her, fully aware of her situation, but without care. And in exchange you have yourself a woman of devotion and love, but with a broken heart in need of mending. An incredibly attractive woman, with dark beautiful hair, her dark velvet eyes, brown like the finest coffee, lit from within by her vitality and intellect, like two bottomless pools on a face tanned to golden perfection. Her voice sensuous and confident. The thin dress she often wears hugs her chest, outlining large, full breasts and a narrow waist on her five four height. The wide cut of the skirt hides her hips, but judging by the rest of her, her butt is deliciously round and plump. Show her love and care, and her heart will heal and her memories of Celino

forgotten, her devotion turned to you. She is also a highly trained Melder, having excised herself from her family to act as their hidden blade and silent assassin. She will lend you her skill and use it to protect you. She comes with her own Energy Ribbon bracelet.

Your Bride (Free):

- You two were engaged at a young age. Wanting to not be seen as a rock about your neck, she dedicated her life to learn about you and become a wife you could depending upon. Someone who will be on your side no matter what. Someone who will understand you, and listen, and be able to converse with you at your level. A sheltered harbor in your life. You two already had a lot in common to begin with and she spent eight years before you two had to marry becoming an expert on all things you. So she studied, learning the recipes you like and practiced cooking them until they were perfect. She read the same books you read and analyzed them, although she didn't always form the same impression of them. She knows which cologne you wear, what colors you prefer, what holofilms you are likely to quote. There were times when she resented you, even hated you, but the other times when she didn't, the times that grew longer and longer over the years, noticed how brilliant you are, how clever and sharp, and ruthless. As she grew to admire your ferocity, the woman in her began to notice how unbearably attractive you are. She studied you as if you were one of the ancient masters and she a disciplined devotee. That's not to say that she has all the same opinions as you, that she has no thoughts of her own. It's just that even where she disagrees with you or thinks something else, it will always be in such a way as to compliment your own thoughts, to give you insight you might not have had without her or so that you two can disagree in a healthy way. And now you are to be married, where you will find no better wife to love and be loved by, no women who would fit better at your side and no one who will love you stronger. A woman who thinks of you as her God, worthy of worship and devotion. Her mere presence fills you with content and happiness, a refreshing serenity sweeping through you, bringing you a deeply rooted happiness at simply being alive. She is a Kinsmen, coming from a family capable of shapeshifting as long as the form is humanoid. This allows her to change how she looks to suit your preferences, while also allowing her to bring some spice to your marriage

life. No matter what, she will always look incredibly attractive, knowing your tastes better than even yourself.

Drawbacks:

Supplement Mode - Ocp

- Well, it turns out this entire time you only filled out part of the paperwork. You may take this jump and use it as a supplement to a second jump. This will allow you to either merge the two jumps or for you to take all of your purchases into a new world. Just remember you can't run from the drawbacks with this, no matter how hard you try.

Fanfiction - Ocp:

- Perhaps you don't want to be in the original story. You can enter any fanfiction of the source material, or you can enter one with changes you yourself have chosen. Create your own Fanfiction idea and enter that. There are no limits here, only that the world and characters still are the ones from Source material.

Character subversion - Ocp:

- You take the place of a character from the source material. This will grant you the powers, skills and knowledge of the one you take the place of, but unless you have bought it with perks, you will lose the powers post jump.

Crossover - Ocp:

- This will allow you to merge this world with another world. How this merge is up to you. Perhaps you want to be the only one with the powers from this world, perhaps you want the world to merge fully so that the world have always been apart of the other world or vice versa. However you desire the crossover to be, go ahead. If taken with Fanfiction, you can choose any Fanfiction you want, not merely locked into this worlds stories. If taken with Character Subversion, you can choose any character from the world you want, not merely locked into this worlds characters.

Time - 0cp:

- You are free to choose whenever you want to arrive in the world. If you pick Character Subversion, you can start all the way back to the beginning of their birth.

Time extension - 100cp:

- You get 100cp for every 10 years extra you spend here. Can be bought multiple times.

Senseless - 100cp:

- For every time you pick this, you lose one sense for the next ten years. This can be picked however many times you like, losing a new sense each time or extending the time you don't have a sense. If your jump ends earlier than the time you have sense loss, this drawback will then follow you too the next jump until you have been senseless for how many years you chose.

Memories - 200cp:

- You have no memories from before this jump, and will not have them back until after ten years.

No-Power 300cp:

- You will not have access to any of the powers, perks and etc. you have from outside this jump. This applies to your companions also.

No items – 300cp:

- You will not have access to any item from outside this jump, nor the warehouse. This applies to your companions also.

Broken Heart – 400cp:

- Your heart has been broken, by someone you had dedicated your life to, someone you almost worshipped. Your love once burning fiercely have since been smothered completely, leaving you with a black heart almost incapable of feeling anything. You will spend the next ten years broken hearted.

Head Home

Or

Stay

Or

Move On.

Notes:

Perks vs Source material:

- If the perk description and the official sources conflict, assume you have the better version of whatever conflicts.