Mezametara Saikyou Soubi to Uchuusenmochi Datta node, Ikkodate Mezashite Youhei toshite Jiyuu ni Ikitai

Sato Takahiro was an ordinary office worker and hobbyist gamer until the day he woke up on a spaceship–one that strangely resembled a craft from a favorite space-shooter game. With a decked-out ship, a crew full of babes, and a fantastic universe to explore, he’s going to make the most of his good luck and create the life he’s always dreamed of!

Within the next 10 years you will be in this kind of world, so to start the jump we give you +1000 CP, use them as you like.

Location

Like Hiro, you'll appear in the Grakkan Empire. But the empire is large, so you'll appear in some sections of it. Roll a D4 and gain 100 CP or choose any location you want.

1) Tarmein System
Is a resource mining star system underneath the control of the Grakkan Empire. It is located extremely close to the border between the Grakkan Empire and the Belbellum Alliance.

Known Planet within the System;
Tarmein Prime is a torus/doughnut shaped space colony which is always rotating. The centrifugal force created through the constant rotation helped create the artificial gravity that stabilised the colony, which also meant that it is possible to walk normally inside the doughnut-shaped ring structure.
Inside the colony, the ground seemed to go on uphill forever with the hub at the center of the doughnut. Elevators led up to the hub, placed on the ground at equal intervals like spokes on bicycle wheels.

Tarmein Prime being the largest trading colony within the System host variety of institution like the police headquarters for the system.

The space colony is primarily divided into three division,
-First Division, is for the high class and rich people.
-Second Division, is a standard safe community area.
-Third Division, is not considered a good neighbourhood as people from various aspects of life live there. People who had lost the rights to live in either the First or Second Division are forced to live in the Third Division.

Even though the colony hosted the police headquarters for the system, security isn't that high and would be considered as average.

2) Arein System
The Arein System consists of two habitable planets, three research colonies, and one trading colony. There is not much when it comes to natural resources, but it is the base for the development and manufacturing of high-tech products which are produced by the research colonies which provides enough revenue to the system.

Known Planet within the System;
The third colony built in the system, Arein Tertius is an enormous colony in the shape of an multidimensional cuboctahedron with protrusions similar to building, and it rotates slowly on its axis creating artificial gravity within that massive structure.

It is the sole trading colony for the system, filled with various organisations and institutions, especially medical facilities. It uses a large-scale underground transportation system which not only provides distribution of goods but also for public transport.

There are various buildings within the colony which also act as support pillar for the overall structure of the colony and pass through the various districts and even stick out of the colony's outer walls.

The colony is divided primarily divided into two districts,

-"Surface District", is like an urbanized region like a jungle of skyscrapers and high-rises. Because of the design structure of Arein Tertius, no natural light passes into the region causing it to always be dark as night. So, various illumination systems like streetlights are implemented to provide luminance to the region. This area is also the business headquarters for the colony having offices and bases for organisations.
-"Underground District", is the region where the living spaces for the colony's residence is at. It also houses various commercial houses and medical facilities as well. Unlike the Surface District, it has a planetary-style day & night cycle.

3) Cierra System
The Cierra System consists of multiple terraformed habitable planets with varying environments like oceanic, continental, or cold planets.

Known Planet within the System;

Cierra III: Cierra III is an Ocean Planet with its surface being over 80 percent water. There is nothing resembling continents on the planet, and its land mass is mostly made up of scattered islands across the planet.

Being a Resort Planet focusing on nature, it is filled with natural ecosystems and wild life. There are various water related activities available to enjoy as well as focus on organic sea food cuisines, along with various leisure activities like shopping, golfing, etc.

The Resort Planet is managed by Management AI's and Maidroids. Since the Resort Planet also visited by various high profile VIPs & Nobles as guests along with normal people, it boost a strong defense network both on land and in space, full with guard robots, anti-air laser batteries, and a Orbital Defense Platform keeping an eye on the whole planet, even the Mass Drivers which usually transports goods can be used during defense operations to launch various kind-off warheads at the target.

4) Free Choice.

Time

You will arrive in this universe the same day that Hiro woke up inside his spaceship, in the month eight of the year 2397 of the Grakkan Empire.

Gender and Age

Choose the gender and age you want.

Origin

Mercenary - Drop-In (Free)

You are just another mercenary in this vast universe. Your life is marked by adventure and danger, earning great rewards but at the cost of risking your life.
Mercenaries don't have a great reputation, either among civilians, nobles, or Imperial soldiers. But if you make a name for yourself and complete "heroic" missions, popular opinion will become more positive.

Noble (Free)

You are one of those rich people that was born in the cradle of gold. The nobles in this universe have several privileges, even imperial nobles can kill a commoner if it has a credible excuse.
Unlike the commoners, the nobles prefer the sword over the laser guns. In theory, it is meaningless pride, but with its improvements and swords made of powerful materials they are made by their perfect nemesis.

It's worth clarifying that you're a noble only by title, those who have honorary titles (which are nothing compared to other nobles). You can't inherit your title; that privilege is only granted to nobles with territory.

Civilian (Free)

You are just a normal person in a ribbon universe, one more number. But people like you have their importance, since you collaborate with the maintenance of the economic and logistics system.
Most civilians have monotonous lives and their income is not always the highest, but if you use your skills you can improve your reality, for better or worse.

Imperial Soldiers (Free)

A proud member of the Imperial Army. Your duty is to protect civilians and nobles from external hazards as foreign invasions as well as internal hazards as a pirate attack (although this work in the most do the mercenaries).
The imperial army not only concentrated in combat, there were also engineers and other support to keep this organization afloat.

Races

Human (Free)

Humans are the most common race in this universe. Despite being talented in several areas, it's rare for them to be masters of just one, with other races being more talented in specific areas.Their lifespan is 150 years, so they have a long lifespan.

Elf (Free)

Elves are one of the rarest races in this universe. Beautiful and elegant, it is impossible to find an ugly elf. Their lifespan is 500 years, so they have a long lifespan.

Dwarves (Free)

Dwarves are a race of strong, stubborn, and curious people. Despite their small size, these guys/gals can lift heavy weights; even women of this race who don't specialize in combat

can easily lift 150 kilos. The life expectancy of this race is equal to that of humans, 150 years.

Beastfolk (Free)

This race can be completely anthropomorphic animals or have a human appearance with animal features like their ears and tail. This race has sharper senses than the others mentioned, as well as being more adept at combat. They have a life expectancy equal to that of humans.

Perks

2 discounts per pricing tier. Discounted 50 and 100 CP perks are free.

You can turn on/off any Perk at your will or dial their strength.

You gain 600 CP to spend freely in the Perks section.

Undiscounted

Very low profile (Free)
You are an existence that goes unnoticed by those you desire. Whether it's the government, pirates, or beings of great power like Lovecraftian Gods, your existence is undetected by them unless you choose to be.
Basically, you can go unnoticed by everyone, both yourself and your actions, becoming a phantom of reality. You can adjust this effect, making yourself invisible or nonexistent to the public eye, or only to beings so powerful that if they learn of your existence, they will destroy or subjugate you.
Make it clear that this will not mean that your actions will not have consequences, as long as you do not do something that harms them or an action that shouts from the rooftops who you are, you will have a low profile.

I am your enemy (Free)
A dirty tactic many employ is attacking their enemies' loved ones. This is effective but dishonest. Fortunately, your enemies, or perhaps during their conflict with you, will have some honor.
In any conflict you're involved in and you're the target, your enemies or opponents will only attack you, without resorting to dirty methods like taking hostages or attacking your loved ones or innocent people. As long as you fight with honor, they will follow the same rules.
As a bonus, you'll have a sixth sense that will warn you if one of your loved ones is in danger. Whether from an attack or an act of God, you'll be able to arrive in time before something terrible happens.

Baby, please, I'm special (Free)
You're not one of the crowd, so it's obvious you'll have some advantages. For starters, you're immune to any type of theft, sealing, or degradation of your power or abilities, as well as to copying or making degraded imitations of them without your permission. Second, you can't be affected by control, enslavement, or corruption abilities; your body, mind, and soul belong to you, so any attempt will be ineffective against you. It's even possible that their attempts will backfire, leaving them victims of their own attacks. Third, all the energy sources you have (mana, ki, etc.) have merged into one unified energy source, dissolving all conflicts into a singular, balanced power. This unique harmony eliminates negative effects while

amplifying the positive, making your new level of power a transcendent whole that far surpasses the sum of its parts.

Coexistence (Free)
Discrimination is a very common problem, regardless of race, social class, etc. But for you, such a thing doesn't exist. You are capable of establishing positive relationships of all kinds with different people and beings, regardless of their race, class, or whether they are human or machine.
This also serves to generate coexistence among them within any group, organization, or territory under your command. This creates a harmonious coexistence where discrimination and unfounded prejudices will not exist.

Piloting Skills (50 CP, discounted to Human)
Navigating spaceships is the norm in this universe, being indispensable for jobs like mercenary work. Your piloting skills are top-notch, on par with an expert with several years of experience. As for your reflexes, while piloting, they're as sharp as someone with brain-enhancing implants.

Hand-to-hand combat skills (50 CP, discounted to Beastfolk)
You're good at fighting, not at the level of a martial arts expert, but at that of a street fighter with several victories. You have a keen sense of the flow of a hand-to-hand fight, as well as an instinctive knowledge of how to use your body without hurting yourself in the process.

Great Strength (50 CP, discounted to Dwarve)
Your strength is almost superhuman; you can lift 200 kilos without any difficulty. Even a punch of yours can break a wall if you concentrate all your strength in your fist.
Like dwarves, this won't be reflected in your weight, so you can weigh 60 kilograms and be 1.6 meters tall and still do as much damage as a big guy.

Beautiful (50 CP, discounted to Elf)
It's a cliché that all (or most) fictional elves are beautiful. Your beauty rivals the most beautiful elves of their species, making you a 15/10 if we use numbers to measure beauty. Regardless of your race or gender, you will be beautiful/handsome.

This is how you hunt pirates (100 CP, discounted to Mercenary)
There's a big difference between fighting an enemy army and fighting pirates and monsters. You have extensive knowledge of how to fight non-military threats like Crystal Lifeforms and pirates. You know how they fight and what tactics to use to eliminate or trap them, staying several steps ahead of them in every battle because you know all their tricks and strategies. This knowledge also applies to guerrilla warfare tactics and other methods of blitzkrieg attacks, as well as combat with monsters or non-sentient beings.

First Class Swordmaster (100 CP, discounted to Noble)
Like those “Sword-Supremacists” nobles, your skill in using this weapon is at the level of a master. Your handling is so precise and meticulous that every movement is perfectly calculated to cut cleanly and require the minimum amount of movement.

In your hands, the sword is not a weapon; it's an extension of your body that you know how to use very well. You know perfectly how to position yourself, how to defend yourself and counterattack, and how to use the sword to wound or kill.
With a few enhancements built into your body, you can easily reflect laser gun attacks, as well as cut targeted areas with molecular precision.

Operator (100 CP, discounted to Civilian)
You are highly competent in operational tasks such as cargo control and market pricing, as well as logistics and other support tasks. Your skills are very useful for any type of organization. These aren't skills that will allow you to work in a position where you'll excel, but they are very useful, in-demand, and well-paid.

Promotion, baby (100 CP, discounted to Imperial Soldiers)
You're a rising star. In any organization you belong to, you'll rise through the ranks faster than any of your peers. While the speed at which you reach senior positions will depend on your skills, if you have the minimum qualifications for a more senior position, you'll be given that position.
The best part is that you won't face any competition or have to endure the jealousy of your peers, as everyone will recognize that you're suitable for the position.

Bodily Augments (200 CP)
Biotechnical enhancements are standard among nobles. Unlike cybernetic enhancements, their effects are noticeable over the long term, but they are not as limited as the previous ones.
Your body has received some of these biological modifications, increasing the potential of your abilities. With arduous and dedicated training, you can lift 100 tons of weight, move at the speed of light, withstand blows that would destroy buildings, have lightning-fast reflexes, and even have the mental capacity to analyze your surroundings as quickly as a supercomputer (greatly improving your mental abilities). But all of this, if you train, will be given to you for free. And don't worry, you will retain your human appearance (or that of another species you belong to) and you will be able to reproduce and enjoy all the pleasures without these modifications interfering. These modifications also reduce your need for sleep and substances, reducing it to one-tenth of what you previously needed. Your wound regeneration rate will also increase tenfold.
As a bonus, your body will be compatible with any cybernetic or biological implants you benefit from, as well as any enhancements you give it. You can transform into a super-powerful android or a being with many biological advantages.

Master (200 CP)
Someone of great importance like yourself must have followers who help them achieve their goals. You have the ability to mark people (who give you their unforced consent) as followers. This mark itself is invisible, and you can give it to as many people (or beings) as you like, but it has other advantages besides making them your followers.
To begin with, you are able to share or lend your Perks or Powers, or non-fiat-backed abilities, to your followers. If you share them, their power will be reduced according to how many people you share them with. If you lend them, they will be able to use them without difficulty, even train them. You can retrieve them whenever you want, without needing their permission or warning; after all, these abilities are yours.

The other effect is that your subordinates will be completely loyal to you, making it impossible for them to betray you, whether intentionally or through other means such as mind control or manipulation.
Additionally, each subordinate under your command will experience constant growth in both their power and abilities. They will be able to reach their full potential, even surpass it, while under your command.
Finally, for each subordinate under your command, you will gain more power. One hundred subordinates will give you a 10% boost, one thousand a 100% boost, ten thousand a 1000% boost, and so on, increasing both your power and the power of your abilities/perks/powers.

My creations are better (200 CP)
Your creations are in a league above those of others, even using the same materials. Every creation you make, production, or other form of manufacturing or construction in which you participate directly or indirectly, will be far superior to others, even using the same materials. Whether weapons, spaceships, buildings, robots, living beings, etc., these will be far superior to those created by others using the same resources. Even those mass-produced will benefit from this Perk.
To give a few examples, a laser gun will be able to destroy heavily armored spaceships. If you create a Space Marine, it will be as strong and skilled as a Custodes (Warhammer 40k). If you construct a building, not even the impact of a small meteorite at high speed will be able to penetrate its walls.

Perfect Spouse (200 CP)
Jumper, you are in demand when it comes to partners. You have a special aura that makes people of your preferred gender fall madly in love with you. A little time with you and a few acts of kindness are enough for them to love you forever. Even if you are polygamous, there won't be any problems, as you won't see each other as rivals but as a family that loves each other (albeit in a romantic way).
But the best part is here: you can procreate with any species, even allowing you to impregnate species that are incompatible with yours. The children of your union will inherit the best characteristics of both parents' species, even those that are rare and powerful, and you can bring out those characteristics or traits that you consider negative or disadvantageous. They will also inherit greater potential than both of their parents, although you can control the limits. They will be born perfectly healthy, both mentally and physically, and their offspring will be equal. You can choose the physical features and gender they will have at birth. Your children will also inherit all of your racial abilities and biological or attribute perks, having copies of these and being able to use them to their full potential. You can customize each trait, ability, perk, etc. they inherit to create a lineage with the characteristics you desire.
Another effect is that your children will be completely loyal to you and obey you absolutely, even their offspring, accepting all of your moral values and goals. Between siblings and your descendants, there will be an unbreakable bond of loyalty and brotherhood. They are not enemies, but allies, with the concept of betrayal nonexistent.
Finally, you can perfectly control your fertility. You have the right to decide when to have children.

The pinnacle of perfection (400 CP)
You are an existence that surpasses those of your kind, one that is beyond the abyss. Your power is a hundred times greater than those of your species, easily able to defeat the champions of your race or those who have reached the pinnacle. You are so powerful that you have eliminated any racial weakness of your species, being immune to the sun if you are a vampire, for example. But that's not all; any type of attack, curse, or any negative effect you receive will not work on you the next time, gaining a resistance, making you immune. It should be noted, however, that you are immune to techniques or abilities. For example, if a fireball is thrown at you, you are only immune to a fireball attack or abilities with almost identical characteristics; you are not immune to all types of fire attacks, such as a blaze. In addition, you can survive and function in almost any environment, from the vacuum of space to deep water. You quickly adapt to extreme conditions, without the disadvantage of altering your appearance or parts of your body.
Your intelligence surpasses that of a supergenius; you can easily understand anything, even those that would take geniuses years of study. Your reading speed, like your ability to multitask, is monstrous, comparable to that of a supercomputer. Your memory is limitless, allowing you to memorize any moment down to the smallest detail and recall it perfectly after several centuries. Your learning speed is impressive, allowing you to acquire knowledge or skills in minutes that would take others years. Even when using any skill you have, you will perfect it in a matter of hours, allowing you to use it to its full potential and utility.
Another effect is that you will gain absolute authority among members of your species. They will obey you as if you were their supreme leader and will have loyalty and admiration for you, just as members of subspecies or hybrids of your original species do.
Another advantage is that you can combine all your Alt-Forms to create a new, superior species, gaining all the aforementioned benefits. This fusion is compatible, eliminating any counterbalance that could be generated by the fusion of incompatible races.
Finally, all your skills, perks, powers, attributes, and everything else will passively increase over time without having to train them. Each day you become more powerful than the last. Depending on your potential limit, you can increase your power up to a certain limit or unlimitedly.

Attack of the Clones (400 CP)
Like Mother Crystal lifeforms, you can create clones, but unlike them, your clones won't be small, but identical copies of you. These clones will be completely loyal to you and will have abilities equal to yours, albeit at 1/100 of your power (creating clones will not diminish your power). They can train and become stronger until they match your power, but depending on how strong you are, it will take more or less time.
These clones can act independently by sharing your memories, but you can control them as if you were the hive mind under your authority. Controlling them will be easy, no matter how many there are, you can control them in a coordinated manner as if they were one. No matter the distance or whether they are in other galaxies or dimensions, you can communicate with them and control them without difficulty, making it impossible to interfere or cut the connection. You can create as many clones as you like (although you'll need to use magic or another energy source; depending on the amount you have, you can create one or more clones), as well as absorb them back. These clones can learn and train new skills or knowledge, so if you absorb them, you'll gain that knowledge and abilities. Even if they're killed far from you, you can absorb the knowledge and abilities they acquired before their death.

Finally, you can summon them or swap locations. You can also swap locations with these clones as a safeguard if you receive a dangerous attack, and you can sacrifice them in your place.

This World Seems Familiar to Me (400 CP)
This universe is vast, so there's a small chance you'll find a familiar world, one that's almost identical to a series or fiction you're familiar with. The classic crossover perk.
In every jump you visit, you can find characters identical to those from the series you're familiar with. It's likely that the world you land in will have several elements in common with the World of Naruto, but with slight changes to fit the jump or universe you're currently in. If your jump is set in a different world, as long as the characters and themes can be harmoniously integrated with that world, you can combine those worlds. For example, being in the High School DxD jump and combining that world with The Testament of Sister New Devil.
Note that this option combines worlds (series), not jumps, so this perk won't help you merge two jumps into one.

Magic (400 CP, Free if you purchase Fallen One)
You possess a rare and comprehensive mastery of the Spiritual Arts, encompassing all branches of what is commonly known as "magic" or "psionic." You are an innate expert in every discipline, from the primal control of elemental forces to the subtle art of telepathy, sixth sense, extrasensory perception, teleportation and the raw power of telekinesis. Your skill is so complete that you have no restrictions on their use, effortlessly blending different powers without flaw or mental strain. This deep connection makes you a universal conduit for all forms of spiritual energy.
Unlike other practitioners who rely on specific environments or catalytic objects, your body is a perfect engine for these abilities. You can generate and regenerate the energy required for their use anywhere, at any time, and without difficulty. Whether you are in a magical world or in a place devoid of ambient energy, your internal wellspring of power is limitless. This grants you unparalleled freedom and versatility, ensuring you are never caught without the means to protect yourself or affect the world around you.
Your ideal compatibility with these arts means there will never be any side effects, drawbacks, or corruption from their use. Your mind and body can handle the immense power without degrading, and you will never suffer the psychic backlash or physical decay that often plagues lesser casters. You can push the boundaries of your power without fear, as your form is perfectly designed to wield it. You are not just a user of magic; you are a living embodiment of the Spiritual Arts, a master with an ever-growing well of power and a flawless connection to it.

Fallen One (600 CP)
You are an anomaly in the universe, one of the few existences capable of easily destroying an entire star system. Your existence is beyond logic, so concepts like destiny, paradoxes, mind control/manipulation, or hax don't work for you, and you are immune to all of these things.This perk protects you from any reality or temporal warping effects. And being a special existence, even those anomalies that could affect your past or future will not represent a threat, for example, your enemy killing your past self (pre-jumper), making it impossible for him to interact with it or change it (if that is not what you want).

Your potential is limitless, capable of increasing your power beyond transcendental limits. Your abilities (and also your Perks, Powers, etc) are also not limited to a single level, allowing you to improve them indefinitely.
Your magical or psychonic abilities are beyond common sense, allowing you to control concepts like time and space with training. You can even control destiny, both your own and that of others, as well as the probabilities of any action or event. Upon reaching a certain level, you can easily control the flow of time, thus traveling to other eras. As well as controlling the space around you, being able to travel to parallel realities, dimensions and parallel universes effortlessly. And not to mention that, in addition to controlling destiny, you can clearly see the future, viewing all future events as if it were a movie. All possibilities are clearly visible, making it easy for you to choose the one that suits you best.
As a special existence, you can even alter universal concepts. With training, you can reach a level where you can create, modify, or destroy concepts. Creating universal laws or modifying them will not be an impossible task for you, no matter how absurd or illogical they may be.
Your power is unstoppable; even with enemies of the same level, you will be able to easily surpass them. Even if both reach infinity, your power will increase to infinity +1. Even if two conceptual attacks clash in a fight, your attack will be the most powerful or the one that predominates.
Finally, you'll also have a 1-Up, which you can use once every jump or every ten years, whichever comes first.

Corporate Hegemon (600 CP)
You possess a truly rare and exceptional skill for economic growth and expansion, the kind that takes a small-time venture and forges it into a galactic empire. Like a rare few business titans, you have the mindset and talent to create, manage, and expand corporate dynasties on an unprecedented scale. With even a modest starting investment, you can build a colossal intergalactic corporation in just a few short years, one capable of rivaling the oldest and most powerful economic forces in the cosmos. Your ability to create vast commercial networks and dominate markets is almost supernatural.
This talent is not a simple knack for business; it's a profound, intuitive understanding of logistics and resource allocation across light-years. You know exactly where to source rare materials, how to optimize supply chains across entire star systems, and what resources to invest in to maximize your profit and influence. Your mind is perfectly suited for managing an organization of unimaginable scale, allowing you to turn a simple business idea into a multi-species, galaxy-spanning enterprise. The greater the resources at your disposal and the wider your reach, the more apparent your capabilities become, turning you into a gravitational force in the galactic economy.
Your corporate influence is a weapon in itself. With this perk, you can orchestrate hostile takeovers of rival mega-corporations, manipulate star-system stock markets, and create monopolies on vital resources that make entire civilizations dependent on you. Your business strategies are so complex and far-reaching that your competitors will be left reeling, unable to comprehend the moves you've made until it's far too late. You can use this economic power to undermine galactic governments, topple political regimes, and fund ventures that are considered impossible by others, all while your company's value skyrockets.
Beyond the purely financial, your greatest asset is the ability to command unwavering loyalty. The employees, partners, and associates within your organization are bound to you

by more than just a paycheck; they see you as a visionary and will work with fierce loyalty toward your goals. This unified front ensures your empire is free from internal corruption or betrayal. With this perk, you don't just build a company; you become the central nervous system of a living, breathing economic entity that will continue to grow and dominate the interstellar stage for as long as you desire.

The Grand Weaver (600 CP)
You possess a god-like mastery of manipulation, foresight, and management, granting you the ability to operate at least a thousand steps ahead of anyone else at all times. Your mind is a perfect engine of advanced knowledge and strategic calculation, allowing you to not only predict outcomes with impossible accuracy but to actively shape them. You see the complex tapestry of cause and effect, where every action has a dozen ripple effects, and you can instinctively weave those threads to achieve your goals without others ever noticing.
Your genius allows you to orchestrate plots that appear utterly insane or random on the surface. Only upon their completion will your enemies and allies alike realize that every seemingly chaotic event was a carefully placed piece of a larger, grand design. This skill goes far beyond simple planning; it's a subconscious intuition that lets you make a dozen smaller moves while everyone else is still trying to understand the first one. You can pull off incredible feats even without a solid background or established resources, as your foresight allows you to create opportunities out of thin air.
This perk also grants you a profound understanding of how to manage and manipulate both resources and people. You can perfectly place individuals in positions where they will perform excellently, and you can orchestrate events to exploit weaknesses and drive wedges between your foes. You will always have a deep insight into the true intentions of those around you, allowing you to use their own ambitions and flaws against them. To others, you are a master of impossible luck; in reality, you are a master of invisible control.
Ultimately, your greatest strength is your ability to see the game from a perspective no one else can. You see not just the board and the pieces but the entire future of the game itself. Your plans are so complex and far-reaching that your simplest actions accomplish multiple goals before anyone else even realizes those goals exist. You are not a player in the game of life and war; you are the one who designed the rules, and you are the one who is destined to win.

The Protagonist's Path (600 CP)
From this day forward, the universe has decided you are its protagonist. You will find that opportunities, resources, and allies practically fall into your lap, propelling you to greatness. This perk isn't just about good luck; it's a subtle cosmic influence that pushes events in your favor. Whether it's stumbling upon a lost piece of ancient technology, earning the trust of a powerful mentor, or being in the right place at the right time to forge a key alliance, fate itself works to ensure you have what you need to succeed.
However, this cosmic push comes with a price. As your power and influence grow, so too will the challenges you face. The universe, in its grand narrative, will begin to present you with increasingly dangerous opponents and circumstances. You will face formidable foes, world-shaking crises, and trials that would break a lesser person. To ensure you don't falter, this perk also grants you an unwavering drive and courage. You will possess the will to follow these dangerous paths and the resilience to face any obstacle head-on, no matter how intimidating it may seem.

Ultimately, this perk guarantees that your impact on the world will be greater than anyone else's. The universe wants you to grow and to make your mark, and it will give you the tools and the challenges needed to do so. You will never be left to stagnate. You will constantly be given a chance to improve, to rise to new heights, and to shape the destiny of the world around you. You are the chosen one of fate, and you are destined to go far in this life.
As an extra, you are a magnet for attracting people who will be relevant in the jump or universe you are in. These encounters may be casual but will positively impact their opinion of you. For example, if you go to Spider-Verse, you're sure to encounter Peter Parker or Miles Morales, as well as other important supporting characters. They will have a good opinion of you, since your first encounter with them will be one that will make you look good in their eyes.

100 CP

Good Reputation
No one wants to associate with someone with a terrible reputation; luckily, this isn't your case. Your reputation is so good that even malicious rumors spread will be taken as comments from envious people.
This reputation will open many doors for you. Given your reputation as an honest and upright person, many legitimate jobs will be available to you. Even important people will entrust you with things or tasks if your skills warrant it.
But remember to behave decently; if you start committing crimes, not even this Perk will help you.

With all my arsenal
It's a waste to have multiple items gathering dust in your closet; it would be better if you could put them to good use. Any item (or object) you own that gives you an advantage or has a beneficial feature will benefit you regardless of whether you have it equipped or worn. For example, that suit you have on your ship that allows you to camouflage yourself; you can use that ability even if you're wearing normal clothes. Another example, using RPG terms, if you have forty swords in your armory that each increase your attack by 10%, your attack will increase by 400% even if you're not using any weapons.
This effect doesn't apply to properties such as vehicles, infrastructure, worlds or universes, or spaceships. Only those items (or objects) that can be (in RPG terms) equipped or worn.

There is no collateral damage
When fighting pirates or enemies, there's always the possibility of collateral damage. Whether it's harming hostages or civilians, destroying infrastructure or valuables, harming allies, etc., the risk is always there.
Fortunately, this isn't your case. Any type of attack you carry out will only cause the damage necessary to kill or detain your enemies without causing further unnecessary damage. Attacking that pirate ship will only harm the pirates and their accomplices on board. The hostages and valuables, such as the spacecraft, will remain intact. Even if in a war you attack enemy territory, all infrastructure and valuables, such as innocent civilians, will not be harmed. Even the terrain will be in good condition or can be recovered in the short term if you use atomic weapons.

Basically, you do damage where it needs to be done, as little as necessary if you wish.

No copies
It's normal that when you invent something, your competitors create a version that's inferior or superior to yours. The methods they usually use are reverse engineering or information infiltrated from people knowledgeable in the creation method.
Any creation of yours, be it skills, techniques, objects, technology, biological forms, etc., cannot be replicated by others, and its method of creation or use is indescribable unless you share it and allow them to use or transmit it (subject to the same rules for transmitting that knowledge).

200 CP

Always Ready and Prepared
Some might call it paranoia, but to you, it's just Tuesday. You possess a strategic genius on par with the greatest minds in fiction, allowing you to not just plan for a single outcome, but to account for countless variables and contingencies. Given enough time and a good grasp of the situation, you can accurately predict your foes' moves and prepare dozens of backup plans for every possible curveball they could throw. This skill is more than just raw intellect; it's a gut-level sense for finding weaknesses and crafting the perfect plan to exploit them. This Perk doesn't grant you perfect knowledge; you still need to actively research your enemies and their capabilities. However, it supercharges your ability to use that information, turning a small detail into a crucial vulnerability or a minor oversight into a devastating weakness. Whether you're outsmarting a cunning enemy, winning a battle before it even starts, or simply ensuring you have the right tool for any situation, your meticulous planning will always be your greatest weapon.

My creations will not kill me
It's not uncommon for that spaceship you built with such care to end up being used to attack innocent people or the world or colony you're on. So this Perk will save you from that.
Any creation you make or in which you're even remotely involved will not function when used against you, your property, or loved ones/subordinates/allies. They will either not activate or will lose their power (rendering them useless). This also affects sentient creations that are completely loyal to you, whether they're AI, living beings, etc.
This effect can also be used on people or factions that have no relationship with you but you deny its use (as if you apply conditions to who can and can't use your creations), such as weapons of your creation that pirates steal not working when attacking civilians or fighting against the Imperial army.

Victory Breed Victory
Each battle makes you more powerful; your strength, talent, skills, and intelligence increase with each victory you achieve. The more victories you achieve, the greater the increase in your skills, powers, and talents. And the best part is that it will be a virtuous cycle that will increase your chances of winning each battle, accumulating until you reach 100%

probability. This effect will be shared by your loyal subordinates, so you don't need to be involved in everything, although you will still receive the benefits from the battles they win. This will also affect the morale of your allies, giving them more confidence, as well as lowering that of your enemies, demanding surrender as they lack the confidence to fight you. But to be clear, this is not absolute. If you, as a normal human, face Azathoth, this Perk will not help you. So if the power difference is huge, don't expect to defeat enemies of cosmic scale as a simple street fighter.

More effective and efficient
You've always understood that an empire's strength is measured by its output. You have a unique ability to optimize production on a massive scale, not only increasing the volume of goods but also their quality. By streamlining every process, you ensure that factories and farms run with peak efficiency, producing higher-quality goods at a lower cost. You effortlessly coordinate vast industrial complexes and logistical networks, creating a perfectly synchronized supply chain that operates flawlessly across an entire planet or even a galaxy. This skill ensures a continuous and abundant supply of superior, affordable goods for billions. As your infrastructure expands, your productivity grows exponentially, leading to unmatched economic and industrial dominance.

400 CP

Contracts are respected
Negotiations typically require several contractual safeguards to ensure that neither party breaches their obligations or seeks loopholes in the contract to their advantage. But you are a cautious person who knows how this works.
Any contract you make will be honored by the established agreements, making it impossible to find any flaws or loopholes that could harm you.
As a bonus, your negotiation skills are top-notch, establishing the clauses that benefit you most and the other party naturally accepting them. You can even apply clauses that at first glance seem harmless but will be very beneficial to you in the medium to long term, even if the other party is unaware of this fact and accepts them without any problems.

A True General
You are a master of war in every sense of the word. Your genius is so profound that you can control an army of quadrillions across a thousand fronts with the same precision as a squad of five. This perk grants you an unparalleled ability to multitask, processing and directing countless different tasks and units simultaneously, making the command of a galaxy-spanning military just as effortless as leading a small squadron. You possess an innate battlefield awareness that allows you to analyze and anticipate enemy movements, identify critical vulnerabilities, and devise brilliant counter-strategies on the fly. This tactical mastery makes it practically suicide for anyone to challenge you in the void, as your forces will perform impossible maneuvers, survive blows they shouldn't, and deal damage far beyond their means.

Your leadership skills are a force multiplier in their own right. You have a natural talent for binding your people together and fostering a competitive yet united spirit. Even if factions form, they will never become hostile, instead pushing one another to improve for the good of the whole. This talent is so potent that it can transform a ragtag band of soldiers into a cohesive, elite fighting force, capable of devastating an army ten times their size. When you lead, ten average soldiers can kill fifty elites without a single casualty, as your command draws out the absolute best from your troops, making them fight harder and more fiercely than they would for anyone else.

Furthermore, you are an unrivaled master of logistics and resource management. You have a comprehensive understanding of all forms of warfare, from ground assaults to orbital bombardments, allowing you to develop highly effective methods for defeating even the most formidable opponents. You can create weaknesses and sow discord, providing you with the time and resources needed to grow stronger and eliminate threats without ever firing a shot.

Your strategic intuition is a sixth sense in battle. You can instantly judge the likelihood of winning a fight, realizing when a victory is impossible or when a fleeting chance emerges. This allows you to seize the initiative in any conflict, forcing your foes to dance in the palm of your hand. This skill also protects you from deception, as you will always know when a seemingly favorable situation is actually a trap. This perk ensures that with you at the helm, a galactic war that would have taken a hundred years for others can be decided in a mere year with the same resources. You aren't just a leader or a tactician—you are the deciding factor in any conflict.

Finally, your influence extends to even outside forces. Whenever you ally with an external army or organization, the effects are multiplied. The forces will coordinate better, become more efficient, and function far beyond what they would normally be capable of. The greater the scope of the assistance, the greater this effect becomes. This powerful multiplier applies to anything not directly under your control, ensuring that your allies are always at their best when they fight beside you.

The Architect of Tomorrow

You are an intellectual savant of the highest order, capable of mastering entire scientific fields in a single day. Your aptitude and intuition for all forms of research, from chemistry and physics to engineering and design, are absolutely perfect. Your mind is a wellspring of knowledge and creativity, allowing you to devise and pioneer groundbreaking advancements across multiple disciplines. This unparalleled talent means you can not only understand and replicate the most complex of creations, but you can also improve upon them, identifying missing gaps in data or inefficiencies that others miss entirely.

Your inventive prowess extends to the realm of fabrication and design. With a unique ability to manipulate the complexity of your creations, you have a volume knob in your head for making your designs either easily reproducible by mundane methods or totally black-boxed and incomprehensible to others. This allows you to build anything that has been devised in fiction, limited only by your imagination, available materials, and time. Whether you're creating a cutting-edge gadget, a revolutionary weapon, or restoring ancient, decayed artifacts to their former glory, you can always devise the perfect tool for any challenge you face.

Beyond mere technology, your genius shines in the biological sciences. You possess an unparalleled mastery of genetic engineering and a deep understanding of organic anatomy. You can modify the genes of living beings on a massive scale, creating perfect clones, enhancing existing species to reach their maximum potential, or even designing entirely new

beings from scratch. Your knowledge extends to seamlessly integrating biological and mechanical systems, allowing you to create custom cybernetic enhancements and unique biomechanical lifeforms. The changes you make are stable and can be passed on to future generations, letting you shape evolution itself.
One of your most potent abilities is the seamless harmonious combination of different branches of study. Magic, technology, and psionics are but a few of the various paths you can blend together to form stronger, more efficient products. This talent for integration allows you to eliminate the defects or inefficiencies that would normally plague such cross-disciplinary designs. For example, your reverse engineering ability isn't just limited to technology; you can apply it to alien biological systems or magical principles, allowing you to quickly adapt to new foes and incorporate their unique abilities into your own creations.
This perk grants you a mind that grows and improves indefinitely, without any upper limit. Your scientific prowess provides a thorough understanding of the laws of the universe, and with enough resources and time, you can even manipulate the fabric of reality itself. You are the embodiment of innovation and progress, an intellectual juggernaut whose mind alone can forge the path to a brighter—or more dangerous—future.

Successful logistics
You possess a mind for logistics and strategy on a truly legendary scale, with a natural talent for managing every aspect of a galactic-spanning war machine. Your understanding of supply lines, tactical coordination, and resource management is vast and precise, allowing you to draw out 100% of your forces' prowess. You could single-handedly prevent a collapsing empire from falling apart through sheer efficiency..
This perk grants you an innate understanding of every logistical system, from interstellar trade networks to the minute details of a ground invasion. You can instinctively pinpoint bottlenecks in a supply chain, streamline production processes for maximum output, and efficiently allocate resources to where they are needed most. This allows you to not only meet the most daunting production quotas for ships, vehicles, and weapons, but to turn even the most dire situations into opportunities for growth and prosperity. Your abilities ensure the smooth operation of your entire organization, no matter its size.
Your mastery extends beyond the mere flow of goods. You can quickly adapt to changing circumstances and make strategic decisions based on limited information, allowing you to outmaneuver foes in the economic and military arenas. Your logistical skills are in such high demand that you'll be sought after as a key member of any conquest or trade mission, as your presence alone guarantees efficiency and a significant advantage. You can manage a planetary-scale operation with the same effortless precision as a multi-galaxy campaign.
Lastly, you are a master of industrial operations. You can oversee the construction and production of vast amounts of war material, guaranteeing that your forces are always fully equipped and ready for battle. Your strategic mind allows you to use your industrial might as a weapon, flooding the market with your goods to crash a rival's economy or using your perfect resource management to starve your enemies of vital supplies. With you at the helm, a war is won not just on the battlefield, but in the factories and on the trade routes long before the first shot is even fired.

600 CP

He/She is useful after all
In this universe, the more useful you are, the more permissive you will be. It doesn't matter if you're a scumbag who uses his power to bully the weak; those at the top will turn a blind eye if your actions don't harm them.
Basically, you have immunity to do whatever you want. The more useful and high-ranking your position in an organization, nation, etc., the more permissive and tolerant they will be of your actions.
If you're the king or the emperor, you have carte blanche to do whatever you want to those under your dominion or those of your allies (if you have the power and usefulness to back it up). But remember that this will be tolerated as long as you have the position and usefulness to back it up. If you're a useless king tormenting your subjects, a revolution that's after your head will be the least of your worries.

Overlod Merchant (600 CP)
With this perk, you are an economic mastermind on a galactic scale, possessing a deep, intuitive understanding of interstellar economies. You can read market trends like a book, effortlessly predicting profitable ventures, identifying emerging industries, and exploiting subtle shifts in supply and demand. This ability to see the bigger picture makes you a truly indispensable figure, allowing you to orchestrate strategic decisions that ensure the immense and perpetual growth of any organization you command. Competitors will find themselves outmaneuvered, their plans turning to dust as your foresight leaves them constantly one step behind.
This perk also grants you an extensive and ever-growing network of contacts and resources across the galaxy. This isn't just a list of names; it's an interconnected web of influence that gives you access to crucial information, black market goods, and powerful allies. You can leverage this network to secure key contracts, create strategic monopolies, and even weaponize economic policies against your rivals. You can adapt to any financial crisis or legislative change in an instant, instinctively knowing how to pivot and stay ahead of the curve, turning even the most dire situations into new opportunities for profit.
Finally, this perk comes with a unique Passive Income Stream that scales with the size of your organization. This income is generated from the various monopolies and trade agreements you control and can be spent on anything you wish, from funding new projects and investments to simply buying rare and expensive items. It also provides a unique, non-cash-based resource: a form of "economic goodwill" that can be spent to influence key political figures, bypass legal red tape, or secure favorable deals that money alone couldn't buy. With this skill, you aren't just an investor; you are the market itself.

For the Great Cause
We humans are very complex beings; we are capable of ignoring many injustices as long as they don't affect us or go against our ideals. And you are the type of person who knows how to manipulate using the latter.
Your oratory, persuasion, and manipulation skills are so effective that you can convince a world to rise up in rebellion against the empire using credible arguments that stir up their hatred or discontent with their current situation. You know how to use everyday or cultural situations to fan the flames that drive them to commit acts under "The Cause" you preach.

Your manipulation skills are effective, allowing you to control everything from the shadows and make others the visible face (and the scapegoats). Even with just a few words with authority figures, you can increase their discontent and carry out actions that, in the end, will only benefit you.
You know what people want and how to steer those goals toward yours, manipulating them into doing your dirty work and spreading your message, so that it spreads like an infectious but subtle disease. By the time the people you manipulated realize it, it will be too late.

The One who bring the golden age
You possess a natural talent for leadership and governance on an unprecedented scale, capable of ruling with an effortless grace that matches or surpasses any leader in history. Your charisma, wisdom, and experience allow you to rally people to your cause and inspire them to work toward a common goal, even against seemingly insurmountable odds. This perk grants you all the skills needed to run and integrate any conquered territory, and under your care, a simple planetary organization could eventually lead a civilization into a Golden Age that surpasses even the most dominant powers in the universe.
As a ruler, you possess absolute authority over all those under your command. Your word is law, your decisions are irrevocable, and your subjects will obey without question. This complete control allows you to shape your empire as you see fit, forging a society of unwavering loyalty and productivity. This goes beyond simple mind control; your leadership inspires a genuine belief in your cause, making your people fight harder and more fiercely than they would for anyone else. You will be a respected and beloved leader, and your name will be etched into history as one of the greatest rulers of all time.
Your empire will never be plagued by the issues that doom lesser civilizations. You have an innate talent for managing vast kingdoms and ensuring they never become corrupt or lazy, even if they span a billion worlds. This perk includes the skills needed to manage expenses, delegate tasks to capable subordinates, and handle all the responsibilities of a ruler. Furthermore, you will naturally attract experts from all fields, making it practically guaranteed that any kingdom you build will become a powerful and prosperous territory in the future.
One of your most potent abilities is the eternal growth you impart to any organization you lead. Your people and any group you are a part of will constantly evolve, becoming stronger, faster, more intelligent, and more talented. This effect is slow but constant, and it will be most noticeable when you are actively ruling. Additionally, any organization you create will never deteriorate in your absence. Whether out of fear of your return or respect for its history, your kingdom will continue to attract geniuses and never be suppressed by a new rising power, ensuring your legacy is preserved forever.
Finally, your governance extends beyond your direct presence. The stable and prosperous dynasties you establish will remain long after you disappear, as long as the world itself remains. The governmental structures, policies, and social dynamics you implement are so sound and deeply ingrained that they will continue to function flawlessly for millennia. This talent for forging alliances and treaties through natural diplomacy and negotiation allows you to expand your influence and ensure your reign is one of peace and prosperity. You are not just a ruler; you are an architect of a civilization built to last forever.

Items

2 discounts per pricing tier. Discounted 50 and 100 CP Items are free.
You can import any Item or connect it to your Warehouse.
-All items will be returned when lost, all items may be imported into similar items, weapons to weapons, vehicles to vehicles, etc.
-Item alterations, modification and upgrades will be maintained between jumps and are also fiat-backed.
-Buildings, land, vehicles and other property, unless stated to have a particular location will be placed near your starting location in-jump and will be attached to or moved into your warehouse after the jump is complete. After the jump they can be imported into future jumps as desired.
-All properties and vehicles come with renewing fuel, electricity, food, water, air and other things required to keep them running including titles, deeds, certifications, registrations and licenses.
-You can import your items from previous jumps and add effects to them from the ones you purchased in this section Free.

You gain 600 CP to spend freely in the Items section.

Undiscounted

ID (Free)
Your ID with all the information you want to share. Basically, all the documents (in this case, digital) needed to be a legal citizen in the empire or wherever you are.
No privileges, just the basics to be considered a common citizen.

Soda (Free)
A carbonated beverage of your choice (from our brand and flavors belonging to our world). You'll receive a dozen cans of the flavor and brand you chose each week.

Terminal (Free)
A tablet-shaped device. It has several functions, such as communication, data storage, virtual wallet, and more. Imagine a cell phone with several apps. It has unlimited battery life, is resistant to all types of substances, and can be connected anywhere you go. It's impossible to hack and works perfectly.

Special Clothes (Free)
A set of clothing that fits you perfectly. Comfortable for greater mobility, it protects against temperatures of 100 to -100 degrees, is resistant to attacks from laser guns and sharp weapons, has built-in nanomachines to heal minor wounds, and camouflage technology to conceal you. It's water-resistant and quick-drying, and has built-in nanomachines to clean any stains or dirt, also protects against hurricanes and sandstorms.

Alcohol (50 CP)
Ten bottles of the highest quality alcohol you can find. You can choose from beverages such as beer, wine, and more. The quantity will be replenished weekly.

Contraceptives (50 CP)
These pills are useful for both men and women. They are used as contraceptives, useful since raising a family isn't cheap, especially in this universe. You'll receive a box of seven pills each week.

Stella Online (50 CP)
The video game Hiro played before awakening inside Krishna. This science fiction video game was very helpful in helping Hiro get used to this new universe, as they shared several common elements.
A fun video game with great freedom to explore a galaxy and create your own story. You'll have this game in all formats so you can play it on any type of console. It's an MMORPG, so you can play with your friends since you'll also receive the server (without administrator rights) so you can use it with your friends.

Enel (50 CP)
The currency of this universe. You will receive 1,000,000 Enel at the beginning of each jump (including this one) or its equivalent wherever you are. 1 Enel is equivalent to 100 Japanese yen.

Multilingual Translator Implant (100 CP, discounted to Civilian)
In this universe, language barriers don't exist, as special brain implants are responsible for instantly translating different languages, allowing for fluent conversation or natural reading and writing.
You have a similar implant that can translate any language (that isn't supernatural and serves solely as a means of communication). The implant is impossible to hack, so you run no risk. It will also be compatible with any body type.

First-Class Citizen (100 CP, discounted to Noble)
You are not a simple citizen; you are someone privileged, at the level of a noble. This class gives you several advantages. The first is that you are allowed to purchase land on planets just like on Earth (a right exclusive to nobles). The second advantage is that you can use any Gate-Way without having to complete any prior paperwork (which even some nobles have to do), allowing you to travel freely. The third is the right to land on any planet or colony without prior permission, bypassing several protocols.
Post-Jump, you can use this item as a title of nobility (Viscount or lesser), or as a privileged citizen of the country or kingdom you are in. It will also provide direct access to any location (that is not private property, with restricted access to the public) you wish to visit or investigate.

First Aid Nanomachines (100 CP, discounted to Mercenary)
Shaped like an injectable gun, when injected, it can close any type of wound, disinfect the affected area, and regenerate blood. Its limitations are that it cannot cure diseases or regenerate severed limbs, nor can it regenerate completely destroyed body parts.
Its effect is immediate, and it does not cause any negative side effects.

Laser Gun (100 CP, discounted to Imperial Soldiers)
A laser gun with infinite ammunition. A single shot can disintegrate any person or object that has no properties or resistance to this type of attack. A shot from this weapon is as fast as the speed of light, making it impossible to dodge without superhuman reflexes or brain implants/enhancements.

Monomolecular Sword (200 CP)
The Seraph's Edge is a masterpiece of craftsmanship and forbidden technology, forged from a combination of a cosmic meteorite and a flawless gemstone. The blade's unparalleled sharpness allows it to effortlessly cut through any known material, from diamond to exotic alloys, as if it were air. Infused with a swarm of self-repairing nanomachines, it is utterly indestructible and will automatically mend any damage, ensuring its pristine condition is never compromised. The sword's surface is finely polished to a mirror finish, a design choice that not only adds to its elegant, noble appearance but also enables it to reflect and disperse any form of laser or energy attack. This fusion of deadly power, ultimate durability, and sophisticated style makes the Seraph's Edge a truly unique and priceless artifact, a weapon worthy of an emperor.

Universal Map (200 CP)
This map is a meticulously detailed and dynamic map that provides comprehensive information on every planet, sector, and location within the current universe. It serves as an invaluable guide, documenting crucial data such as different species, political territories, and resource-rich locations. As you journey through the universe, the map will continuously update itself, retroactively mapping out every universe you have visited and instantly charting new ones, ensuring you always have a complete and precise understanding of the worlds around you.

Various Samples (200 CP)
This item is a massive vault located in a pocket dimension, filled with an endless supply of vials. Each vial contains a unique bloodline from every species within the current universe, including those from powerful, unique individuals. This vast genetic library allows you to conduct your own research, create new beings, or combine the best traits from different species to form a perfect chimera. Post-jump, the vault will automatically update and expand to include any new bloodlines you encounter, ensuring your collection remains comprehensive and up to date.

Molecular Disassembled and Reassembled (200 CP)
The Quantum Fabricator is a portable device, no larger than a briefcase, that operates as a powerful matter manipulator. This incredible tool can instantaneously disassemble any material into its base components, allowing for the total destruction and conversion of raw materials. Once broken down, these components can then be reassembled into any pre-programmed object, essentially functioning as a highly advanced, ultra-compact 3D

printer. From transforming a pile of scrap metal into a functioning suit of armor to converting raw stone into complex machinery, the Quantum Fabricator can create virtually anything as long as the necessary material is present. Its portability and versatility make it an invaluable tool for on-the-go construction, resource gathering, and even offense, turning the very environment into a weapon against your foes.

Platinum Class Mercenary (400 CP)
Mercenaries of this class are very popular and respected, and their importance within the empire is even greater than that of a noble below the rank of Count. For this reason, these mercenaries receive various benefits from merchants, guilds, nobles, and the military.
To begin with, you have free movement within any territory you reside in, exempt from any paperwork or payment for entry or exit. Second, you can purchase military-class weapons, including the most advanced ones, and have access to a large catalog of weapons, ships, and other equipment of that class. Third, you are exempt from any type of tax within the territory you reside in. Finally, every purchase (normal, not in jumps docs) you make will have a 30% discount, and any article or object you sell will have a 30% surcharge.
This applies regardless of whether you're an active mercenary or not, as well as any type of activity you're involved in (except selling at a 30% surcharge in places other than the guild, military, or government).
Post-Jump, you can use this as an ID for an adventurer, mercenary, or their high-level equivalent (such as S-Class Adventurers).

Omniscience Matrix (400 CP)
The Omniscience Matrix is a celestial-grade supercomputer, contained within a compact device, that is managed by a sentient AI. It is capable of assimilating and indexing all information within the current universe, granting its owner a state of almost omniscience. This system is fueled by a self-sustaining and infinite power source, ensuring its perpetual operation. The matrix is also fortified with an impenetrable security protocol that makes it completely immune to all forms of hacking, corruption, or external interference, and its functionality is exclusively accessible to its authorized user.
The true power of this device lies in its ability to run limitless, perfectly accurate simulations of any conceivable scenario. By inputting a situation or a set of variables, you can obtain a detailed, 100% correct result, allowing for flawless predictions and strategic planning. Whether you need to test the viability of a groundbreaking invention, forecast the outcome of a complex military engagement, or anticipate the consequences of your actions, the Omniscience Matrix provides an absolute certainty that can be leveraged for any purpose.

Transportation Device (400 CP)
This Device is a compact but incredibly powerful tool for traversing the universe with absolute freedom. It allows you to instantly teleport yourself and up to one hundred other individuals to any location you desire, offering unparalleled mobility for both escape and infiltration. This technology makes it possible to explore distant worlds, access hidden knowledge, and acquire rare resources with ease, all while bypassing any conventional travel limitations.
Equipped with highly sensitive sensors, the device can detect any life forms or other beings in the immediate area, helping you to avoid unforeseen dangers and plan your movements with precision. Its advanced security measures and powerful encryption ensure that it remains completely untraceable and impenetrable to any unauthorized access. With this

device, you can execute endless guerrilla tactics, conduct covert operations, and slip away from any threat, giving you an insurmountable tactical advantage.

Black (or other color) Power Armor (400 CP)
The Aegis Exosuit is a marvel of combat engineering, designed to be a seamless extension of its wearer. It features high-voltage emitters in the gauntlets and shock amplifiers in the legs, allowing for devastating electrical attacks. A powerful laser cannon is mounted on each shoulder, alongside a personal energy shield capable of deflecting even attacks from legendary swords. The suit is also equipped with jump packs for rapid, high-altitude traversal, and a suite of target-tracking missiles for engaging multiple foes. This advanced weaponry, combined with its flexible, second-skin design, allows the user to perform incredible feats with ease and grace.
The suit's integrated helmet provides total protection against all forms of harmful gases, diseases, viruses, and biological weapons. A sophisticated Heads-Up Display (HUD) gives the wearer a clear interface for data, video feeds, and communication, while an AI assistant provides real-time tactical support and system maintenance. The Aegis Exosuit is crafted from materials that can withstand any environment, from the crushing depths of the ocean to the vacuum of space, and it enhances the user's strength and speed tenfold, while also amplifying their technical and magical attacks.

Singing Crystal “Mother” (600 CP)
The Crystalline Heart of the Progenitor, a rare and fabled artifact, is an unassuming item to the untrained eye. It is a brilliant, multifaceted crystal pulsing with an inner light, a single-use key to an unimaginable power. When shattered, the crystal emits a concussive shockwave and a blinding flash of light, heralding the arrival of an immense, crystalline entity known only as the Progenitor. This mother of all crystalline life-forms is immediately accompanied by a host of its "offspring," smaller, yet still formidable, constructs. In their wake, the ground shimmers with an unnatural luster, as the very earth is consumed and transformed into raw material for their consumption and growth. Their destructive potential is so vast that a single summoning could completely decimate an entire star sector, leaving nothing but a field of glittering, lifeless crystal dust.
Despite their destructive power, the Progenitor and its children are completely and utterly loyal to the one who shattered the crystal. Their will is subordinate to their summoner's command, and they will follow any order without question, be it to destroy an enemy fleet or to mine an entire planet. The true terror of this artifact, however, lies in its reproductive capability. The Progenitor is a factory of destruction, capable of generating more crystal life-forms from any available matter. If left unchecked, the Progenitor and its progeny could grow into a force capable of overwhelming even the mighty Grakkan Empire, a threat that must be addressed with extreme prejudice.
The artifact's nature is as paradoxical as its power. The Crystalline Heart of the Progenitor is a one-time-use, but the destructive process of its activation is not permanent. Precisely one year after its destruction and the summoning of its destructive children, the crystal will reappear fully formed and ready to be used once more, a cycle of cosmic-level destruction waiting to be unleashed again and again.

Destructive weapon (600 CP)
The Aegis-Class Orbital Annihilator is a colossal, self-contained satellite, a monument to devastating firepower. Its primary weapon is the World-Breaker Lance, a beam of

concentrated energy capable of obliterating an entire planet with a single shot. Once fired, the weapon's massive energy capacitors require a ten-minute recharge cycle before the next deployment, making each use a deliberate and strategic decision. This immense power is contained within an elegant, jet-black chassis, a silent sentinel that remains a hidden threat until unleashed. Its most crucial feature is its ability to bypass all forms of defense. The World-Breaker Lance can penetrate any shield, protective field, or defensive barrier, no matter its technological or magical origin, ensuring that no target is safe from its destructive power.
The Annihilator is virtually indestructible and is protected by a hyper-advanced, quantum-entangled AI system that makes it completely immune to hacking or outside interference. This autonomous system handles all maintenance and operational needs, ensuring the satellite is always in peak condition. The Jumper controls the satellite remotely via a telepathic link, allowing them to issue commands from any distance, no matter the world or dimension they are in. This supreme security and control make the Annihilator the ultimate deterrent, a weapon that cannot be turned against its owner.
Beyond its physical destructive capabilities, the Annihilator possesses a secondary, more esoteric function. Once every ten years, or once per Jump, it can charge and fire the Aetheric Purge, a unique laser designed to utterly erase conceptual beings. This singular strike can target and eliminate entities that exist outside of conventional reality, such as the Chaos Gods of Warhammer 40K. Its mobility is equally peerless; a Phase-Shift Teleportation Matrix allows the Annihilator to instantly relocate to any specified coordinates in any star system, making it the ultimate tool of both defense and targeted extermination.

Spaceship (600 CP)
Your own spaceship. By purchasing this option, you can use the "Spaceship" section.

Territory (600 CP)
Your own territory. By purchasing this option, you can use the "Territory" section. All inhabitants of your territory will be considered followers.

100 CP

Rejuvenating
This small silver pill is a miracle of medicine. When ingested, it not only instantly reverts the user's age to its peak, usually in their twenties, but also heals any wound, regenerates atrophied organs (including the brain), and eradicates any disease or physical ailment. As an added benefit, it extends the user's natural lifespan by one hundred years, granting remarkable longevity on top of any other similar benefits.
You will receive a dozen of these pills for each jump, plus the recipe to make these yourself.

Steel Chef
This omnichef food fabricator is a compact, sleek device capable of creating any meal imaginable. It operates like a sophisticated 3D printer, drawing all necessary ingredients from self-replenishing food cartridges that never run out and contain every component needed for every cuisine. With just a thought, this miraculous machine can produce dishes that are not only perfectly cooked and seasoned but also exquisitely delicious, catering to

any dietary need or flavor preference. Its internal systems are maintained by a microscopic swarm of nanomachines, ensuring the device is always in perfect working order and requires no manual cleaning or upkeep. This provides an unending supply of gourmet meals, freeing its owner from the mundane tasks of cooking and grocery shopping.

Supplies
This item provides an inexhaustible supply of ammunition for a vast array of portable weapons, ensuring your forces are never without firepower. In addition, you will receive a cache containing one thousand grenades of each type: plasma, incendiary, flashing, and poison. For non-lethal engagements, a selection of stunning or taser weapons is also included. Once a year, you will be able to equip a hundred soldiers with a full set of this gear, ensuring your army remains well-prepared and ready for any conflict.

Portable Hacker Device
The Cipher Key is a small, handheld device that serves as the ultimate hacking tool. Its advanced AI allows it to bypass any form of digital security, regardless of its complexity or technological level. With its intuitive interface and a natural language AI assistant, you can simply tell the device what you want to hack, and it will execute the task flawlessly, bypassing firewalls, encryptions, and any other security measures. The Cipher Key is completely indestructible, and its energy source is infinite, allowing it to function indefinitely without needing to be recharged. Whether you're infiltrating a galactic empire's mainframe or just a basic home network, the Cipher Key ensures your access is absolute and undetectable.

200 CP

Maidroid
Maidroid is a sophisticated android designed to serve as a versatile and loyal ally. Her physical capabilities are a marvel of engineering, boasting a strength and agility that surpasses even the most highly trained human combatants by a factor of twenty. At her core is an advanced AI system with processing power equivalent to a supercomputer, enabling her to manage complex data, strategize in real-time, and execute multiple functions flawlessly. While she is an artificial being, she can be customized in both appearance and personality to perfectly align with your preferences. She is bound by an unwavering and perfect loyalty to you and will be considered a dedicated follower in every sense.
Beyond her combat prowess, the Maidroid is a master of multiple disciplines. She can serve as an impeccable secretary, managing schedules and communications with perfect efficiency. As a guardian, her heightened senses and tactical acumen make her an unbeatable protector. Her operational capabilities extend to piloting a medium-sized starship entirely on her own, seamlessly handling navigation, weapons, and systems management with a level of skill that would normally require a full crew. She is a multi-talented asset, capable of adapting to any role you require, from a personal assistant to a one-woman army. It's self-maintaining, so you don't have to worry. It's incorruptible and impossible to hack. This maid can also take on the role of lover, becoming the android girlfriend of your dreams. They can bear your children, so you can procreate with her (or him).

Medical Pod
The Medical Pod is a remarkable healing technology, delivered to your possession as a dozen advanced medical pods. These massive cylinders, standing three meters tall and two meters wide, are capable of providing a precise diagnosis and perfect cure for any ailment. From a simple bruise to the brink of death, they can restore a person to full health in as little as one hour. The pods' technology is universally compatible with any species, adapting their healing processes to suit the occupant's unique biology.
In addition to their restorative capabilities, these pods also function as advanced nurseries for infants, suspending them in a nutrient solution that facilitates optimal growth. This process safely strengthens their bodies and helps them acclimate to high-gravity environments, ensuring a healthy and robust development. As part of this acquisition, you also receive the complete schematics for these pods, granting you the ability to replicate this powerful healing technology at will.

Portable Shield
A golf ball-sized sphere, this device activates a shield that protects the user from laser gun attacks, cutting weapon attacks (other than monomolecular swords), and any non-area physical or magical attacks.
The shield can remain activated for two hours and requires a cooldown after the two hours are used up.

The Omni-Sim
The Omni-Sim is a virtual reality headset that grants you access to a perfectly replicated digital world. Within this simulation, you can use all of your skills, items, and other abilities without any fear of real-world consequences. It functions as the ultimate training simulator, offering a variety of scenarios from combat deathmatches and job simulations to complex tests for inventions and skills. Since the data within the simulator is updated as you acquire new powers, it has a 100% success rate, ensuring that all scenarios are as realistic as possible and a perfect representation of your new abilities.
This item is excellent for refining your abilities, practicing different trades, or even testing the effectiveness of your skills and items in various situations. It allows you to experiment freely and learn from your mistakes in a consequence-free environment, which is excellent for any type of training or invention.

400 CP

Security system
The Jumper Vault is the ultimate storage space, a personal haven that adapts to your needs. Initially, it manifests as a portal or small door that discreetly attaches to any property you choose, be it your base of operations, a spaceship, or even a cave. Its interior is an extradimensional pocket space with virtually unlimited storage capacity, expanding autonomously to accommodate any object, no matter how massive, that you choose to store within. This place can be divided into different sections, allowing you to organize and catalog your collections, whether books, magical artifacts, or advanced technology.
The Vault's security is guaranteed by an advanced Artificial Intelligence that acts as its personal guardian. This system is capable of detecting and repelling any type of intruder,

regardless of their origin, from common thieves to beings of unimaginable power, even those with abilities on par with Superman's. Only the Jumper and those you explicitly authorize can access its interior. Once inside, any stored item becomes impossible to remove or tamper with without your direct permission, ensuring your most valuable treasures remain safe from any theft or sabotage attempts.
To keep this vast space in pristine condition, the Vault is equipped with an army of maintenance robots that handle all the necessary tasks. These drones specialize in cleaning, sorting, caring for, and cataloging each item, ensuring everything is kept in pristine condition. This automated equipment is also programmed to perform repairs and maintain the facility, freeing you from tedious maintenance tasks and allowing you to focus on your adventures. With the Jumper's Vault, you'll never have to worry about the safety of your possessions again.
It can be attached to the warehouse if you wish or any other property you have.

Accurate information
This is a tablet-sized device that contains a comprehensive database of every individual within the current world or universe. By accessing its vast files, you gain instant insight into every living person and being, from the highest-ranking deities to the most insignificant commoners. The archive provides detailed strategic plans for defeating any enemy, exposing their deepest weaknesses, critical vulnerabilities, and other vital information that can be used against them. This data is so complete and accurate that following its instructions will allow you to overcome nearly any foe you encounter, no matter how powerful they may seem.
Beyond its offensive capabilities, the device can also be used for defense. By inverting its strategic data, you can create a perfect plan to protect your allies from harm, neutralizing threats and shoring up their weaknesses. This item is an invaluable tool for both conquest and protection, offering unmatched tactical intelligence to anyone who wields it.

The Fortress of Souls
The Fortress of Souls is a maximum-security prison contained within its own pocket dimension. Only you can grant entry or exit to this space, ensuring complete control. The facility is a marvel of advanced containment technology, designed as a nigh-inescapable holding cell for any being, from common mortals to powerful cosmic entities. Operated by a sophisticated, autonomous AI warden, the prison requires no human personnel inside, which eliminates any risk of a security breach. Each cell is custom-tailored to its inmate, suppressing their unique abilities, whether they are telepathy, reality warping, or technomancy, making escape virtually impossible. The Fortress can contain an unlimited number of prisoners, regardless of their size or power.
Beyond simple containment, the Fortress of Souls is equipped with facilities for intelligence extraction, including advanced interrogation chambers. It also has brainwashing and indoctrination systems, allowing you to convert the most defiant prisoners into loyal and obedient pawns. This pocket-dimension fortress serves as the ultimate tool for nullifying any threat, offering a secure and scalable solution for your most dangerous enemies.

Super Laboratory
The Omniscient Workshop is a state-of-the-art laboratory that provides you with everything you could ever need for your research and inventions. This facility is equipped with an extensive range of cutting-edge equipment, rare materials like potent souls and unique components from powerful creatures, and an unlimited supply of resources. A sophisticated AI, with its vast network of drones and robots, manages the lab and serves as your research assistants. They offer their expertise to ensure maximum productivity as you unlock new realms of discovery and invention, perfectly assisting you in any endeavor.
The equipment is constantly evolving to accommodate your needs. It can upgrade itself with more advanced components or adapt to different energy sources, such as magic or Ki, expanding the possibilities for your research and inventions. The AI and its drones are also responsible for all laboratory maintenance, ensuring that the facility is always in perfect working order and ready for your next project.

600 CP

Planet of Mass Production
The Forge of Creation is a monumental megastructure, a self-sustaining artificial planet on the scale of a sun, built to be the ultimate manufacturing hub. Within its colossal shell are countless advanced facilities, capable of producing and manufacturing any and all creations from the universe you are in. It operates on a perfect, lossless production model, ensuring that every resource is used with peak efficiency. The Forge's system is managed by a sentient AI that oversees every aspect of its operation, from logistics and production to resource recycling and facility maintenance. This AI, along with an army of drones and robots, ensures that the megastructure runs with flawless precision, capable of supplying a universe's worth of demand if given the necessary raw materials.
The heart of the Forge is its vast and ever-expanding database. It holds a complete repository of blueprints and instructions for every conceivable object, technology, and living being that exists within your current universe. This allows for the mass production of an astounding variety of creations, including state-of-the-art weapons, starships, psionic technology, medical advancements, and even cloned or custom-designed lifeforms. This database is not static; it will automatically update with new blueprints and schematics from every universe you visit, continuously expanding its manufacturing capabilities.
The Forge is powered by an unlimited energy generator, making it self-sufficient and eternally operational. To protect its invaluable contents and ensure its continued function, the megastructure is equipped with an impenetrable defense system that makes it impossible for any being to invade or interfere with its operations. Its AI-driven security protocols and physical defenses are designed to repel any threat, ensuring that the Forge of Creation remains an unassailable bastion of production and invention.

The Grand Legion
The Grand Legion is a personal army of one billion loyal followers, created to serve and protect you with unwavering dedication. You can customize their species, appearance, and gender, making them as diverse or as uniform as you wish—even crafting them into a beautiful, model army. The lowest-ranking soldiers are already at the elite level of any army in existence, and their skills are top-notch in all disciplines, from martial arts and magic to

strategy and infiltration. As you ascend the ranks, your commanders and leaders become increasingly powerful and intelligent, with the highest-ranking officers being comparable to superior beings in both might and mind. This entire force is bound by an absolute loyalty to you, their sole purpose to obey your commands and ensure your safety.
This army's power is not static; it will dynamically adapt to the challenges of each new world you visit. If you enter a Jump with a military more powerful than your own, the Grand Legion will automatically enhance its capabilities to match or surpass them, ensuring that you always have the most competent and powerful fighting force at your disposal. They require no maintenance or resources, as they are a self-sustaining force, ready to deploy at a moment's notice to execute any order you give them. With the Grand Legion at your command, you possess an unstoppable force capable of conquering galaxies and defending you against any threat.

Planet Creation Device
Planet Creation Device is a vast and sophisticated system designed for the total genetic manipulation of entire planetary ecosystems. It is a device capable of meticulously analyzing and sequencing the genetic code of every living organism on a world. With this profound understanding, you can initiate targeted genetic changes, enabling you to modify existing species or engineer entirely new ones from scratch. This allows for the creation of new biological lifeforms tailored to any environment or purpose, from hardy flora to exotic fauna.
This incredible technology extends beyond biology; it is also a powerful terraforming tool. Planet Creation Device can reshape entire planets, adjusting atmospheric composition, climate, and topography to create thriving new worlds perfectly suited for your newly engineered species. Furthermore, it includes a complementary system of self-replicating devices designed to seed these planets with life. These units can use stored genetic blueprints to recreate a diverse array of organisms or, using the system's vast capabilities, design entirely novel species to populate your custom-made worlds.
Adding to its immense power, this item grants you access to the lost art of the Reach civilization—the ability to forge stars. You receive a complete and innate understanding of this star-forging technology, allowing you to create new stars for energy, colonization, or as devastating weapons. Planet Creation Device provides you with the ultimate means to create and sustain life on a cosmic scale, giving you the power to become a galactic architect and a master of life itself.

Super Giant Robot
The Colossus Mech is a giant, moon-sized robot with a form that can be shaped to your exact specifications. It moves at velocities faster than the speed of light, and thanks to its intuitive AI support system, it is effortlessly piloted by a single person. The mech's controls are directly linked to the pilot's movements, allowing for seamless, fluid operation.
Constructed from a durable, self-healing, and unknown material, the Colossus is indestructible and can draw power from any energy source, whether it be magical, ki, or otherwise. Its attacks are enhanced to a planetary scale, meaning a single punch or kick is powerful enough to shatter a planet. The mech is armed with a variety of long-range weapons, including homing missiles that can track targets through the vacuum of space, as well as powerful plasma beams and lasers. Its immense power is reserved for its authorized owner, who can control the mech remotely from any distance.

Spaceship

Congratulations jumper, you are the owner of your own spaceship. But instead of giving you one and that's it, why don't you customize it to your liking. Take +1200 SP (Spaceship Points) for you to use at your discretion. You may gain further SP by exchanging your CP for SP at a 1:2 ratio.

Size

Small Ship (200 SP)
A Ship which is 50 meters long. Barely fits in the small craft category, and has a maximum personnel capacity of five people. It can fit 50 tons of storage.

Medium Ship (400 SP)
A Ship which is 500 meters long. It can fit 200 tons and two small spacecraft, and has a maximum personnel capacity of twenty people.

Large Ship (800 SP)
A Ship which is 3000 meters large, Usually used for motherships. It can fit 1500 tons and various small spacecraft and two medium spacecraft, and has a maximum personnel capacity of hundred people.

Import (Free)
Any spaceship that you acquired in previous jumps will receive the same benefits as purchases in this section.

General

Mobility (Free)
Your spaceship can move through the vacuum of space. Your ship has two speeds. standard FTL drive and hyperdrive. The former, a more established technology, manipulates a ship's perceived mass to achieve near-instantaneous acceleration beyond the speed of light. While more technologically accessible than its counterpart, it poses significant risks of collision with space debris, necessitating the development of powerful shielding systems. This form of travel, an evolution of inertial and mass control systems, is most commonly employed for shorter, intra-system journeys, providing swift movement within a solar system. In contrast, hyperdrive technology leverages a network of pre-existing hyperlanes that act as cosmic highways connecting distant star systems. By entering one of these lanes, a ship can traverse immense interstellar distances in a fraction of the time it would take with a standard FTL drive. The discovery of these hyperlanes was a byproduct of advanced radar technology, leading to ongoing research into hyperspace travel. While this method offers unparalleled speed for inter-system travel, it is still a developing field, with various factions continually striving to perfect the technology. As such, many starships are equipped with

both systems, using the FTL drive for local travel and the hyperdrive for long-range interstellar jumps.
You can modify the speed to make it travel slower if you wish.

Life Support System (Free)
The ship's Life Support Systems are the silent guardians of your crew's well-being, meticulously engineered to create a perfectly habitable environment in the unforgiving void of space. This comprehensive system continuously generates and purifies oxygen, maintains optimal temperature, and regulates atmospheric pressure throughout the vessel. A closed-loop water system ensures a continuous supply of clean drinking water by efficiently filtering and recycling all moisture, from condensation to crew usage, making the ship self-sufficient on long-duration voyages. Together, these systems provide a comfortable, breathable, and safe habitat, guaranteeing the survival and health of every individual on board.

Operating System (Free)
The ship's Core Systems serve as its central nervous system, providing all the essential functions for a seamless voyage through the cosmos. This sophisticated suite includes a comprehensive holographic map for stellar cartography and dynamic navigation, alongside a robust environmental detection system that monitors for stellar phenomena, debris, and other celestial bodies. The system is equipped with advanced communication arrays to ensure secure, long-range transmissions, and an intelligent autopilot for effortless interstellar travel. Furthermore, its tactical capabilities are enhanced by a powerful sensor suite that not only allows for a detailed analysis of other vessels but also includes a cutting-edge scan-blocking module, making the ship virtually invisible to enemy reconnaissance and surveillance.

Efficient Fuel (Free)
The starship is equipped with a revolutionary fuel system designed for both maximum efficiency and unwavering reliability. This cutting-edge technology handles fuel transfer and consumption with a risk-free process, eliminating the possibility of catastrophic accidents and ensuring seamless operation. As an additional layer of security, the system includes a dedicated emergency fuel tank, a critical failsafe that can be activated to provide a substantial reserve supply, guaranteeing you are never left stranded in the vast expanse of space, no matter how dire the situation.

Stealth mechanism (100 SP)
The starship is equipped with an array of sophisticated Stealth Systems, making it a ghost in the void of space. These technologies include thermal cloaking to mask the ship's heat signature, advanced camouflage to visually blend it with its surroundings, and a wave concealment system that disrupts and absorbs all forms of electronic detection. This combination of defenses makes the vessel virtually undetectable to all but the most advanced sensors. This is ideal for conducting surprise attacks on unsuspecting enemies, enabling covert operations, or simply making a swift and clean escape from a difficult situation.

Power Generator (100 SP)

The starship is equipped with a revolutionary Perpetual Reactor, a power generator so advanced it provides an infinite and unfettered supply of energy. This limitless power source serves as the lifeblood of the entire vessel, capable of being used as fuel for interstellar travel, sustaining all internal operations from the cargo bay and operating facilities to the crew's amenities and robots. Crucially, this immense energy output also feeds the ship's formidable defensive shields, weapons systems, and other high-demand functions, ensuring that the vessel's combat readiness and overall operational capacity are never compromised due to power limitations.

G-Force (100 SP)
The ship's Inertial Compensator is a critical piece of technology that governs the vessel's internal and external gravity fields. Its primary function is to maintain a stable, comfortable environment for the crew by neutralizing the effects of rapid acceleration and deceleration, ensuring occupants remain unaffected by extreme G-forces. However, its most vital role lies in its connection to the ship's faster-than-light (FTL) capabilities. By manipulating and bending spacetime, the Compensator creates the necessary gravitational distortions to allow the ship to achieve and maintain speeds far beyond the velocity of light, effectively making it the heart of both on-board stability and interstellar propulsion.

Jammed System (100 SP)
The starship is equipped with an advanced Signal Disruptor, a powerful device designed to dominate the digital battlefield. With an immense operational range of one million kilometers, it can simultaneously interfere with and scramble the communications of an entire fleet, plunging enemy vessels into disarray. This technology not only disrupts opposing forces but also ensures your own communications remain secure; it automatically encrypts your transmissions, making them impossible for any unauthorized party to intercept. This tactical advantage allows for precise coordination within your fleet while sowing chaos among your enemies.

Hacking System (200 SP)
The starship is equipped with an advanced Cyber-Warfare Module, a system so sophisticated it can breach the defenses of any vessel, including those of formidable Imperial fleets renowned for their security. Operating with an undetectable signal, this module allows for a million-kilometer range of influence, enabling you to conduct covert operations from a safe distance. Its primary function is to grant you unparalleled access to enemy systems, whether for executing precise acts of sabotage, like disabling weapons and life support, or for effortlessly extracting critical intelligence and data files. This technology provides a silent, ghost-like advantage in any conflict, making surprise attacks and strategic infiltration not just possible, but virtually assured.

Impenetrable Security (200 SP)
The starship's core systems are protected by an impenetrable cyber-defense matrix, a technological fortress designed to repel any and all digital threats. This system is so complex and advanced that it is impossible to hack, corrupt, or interfere with in any way. It acts as an unyielding firewall, instantly neutralizing any cyberattack, no matter how sophisticated, and ensuring the ship's operational integrity remains absolute. This unparalleled security means all vital functions, from navigation to weaponry, are completely shielded from external

manipulation, providing you with a level of digital autonomy and safety unmatched in the universe.

Self-maintenance (200 SP)
The starship is operated by an advanced core intelligence, an AI system that serves as the central nervous system for the entire vessel. This sophisticated AI is the key to simplified piloting and maintenance, autonomously managing all critical ship functions. It handles all repair and maintenance tasks, from routine diagnostics to complex system fixes, ensuring the ship remains in peak condition. The AI also precisely controls the ship's speed and maneuverability, allowing for seamless travel through the cosmos. Beyond these core functions, it oversees various other operational duties, freeing the pilot to focus on strategic decisions and exploration.

Drones (200 SP)
The starship is equipped with an advanced fleet of multi-purpose drones, each an extension of the ship's core AI system for maximum efficiency. These versatile units are capable of operating in any environment, from the ship's interior to the vacuum of deep space. Their primary functions include external maintenance and repair, ensuring the hull and systems are in perfect working order. Inside the ship, they assist with a wide range of tasks, acting as diligent helpers for routine maintenance and support functions. Furthermore, they are invaluable for loot collection from salvaged wrecks or asteroid fields, and their stealth and durability make them excellent assets for reconnaissance, gathering critical intel without risking the crew.

Weapons and Defense

EMP (100 SP)
The Electromagnetic Pulse (EMP) weapon is one of the most feared and strategically valuable tools in space combat. Operating on a scale far beyond its real-world counterparts, an EMP device emits a powerful electromagnetic wave that instantly fries the electronic systems of any spacecraft or device not properly shielded. Its primary effect is to incapacitate a ship, rendering its weapons, shields, navigation, and propulsion systems completely useless and leaving it adrift in the vacuum of space. Often used as a non-lethal weapon, an EMP can disable an opponent's technology to allow for capture or to neutralize a threat without causing mass casualties. Its use is a critical part of space combat strategy, capable of turning the tide of a battle by creating an opening for a decisive strike or a clean escape.

Weapon System (100 SP)
The Aegis-Class AI Starship is a pinnacle of autonomous combat engineering, functioning not merely as a vessel but as a fully sentient war machine. At its core lies a hyper-advanced AI system with processing capacity comparable to a supercomputer, granting it complete control over all weapon systems. This intelligent core enables an advanced self-targeting

capability, allowing the ship to independently identify threats, analyze their weaknesses, and unleash its devastating firepower with perfect accuracy. Capable of unleashing an overwhelming torrent of high-energy ordnance and other devastating armaments, the ship's automated combat prowess ensures that no single target or fleet can withstand its coordinated assault. This synergy of an unstoppable force and an unerring intelligence makes the Aegis a truly fearsome presence on the battlefield.

Plasma Cannon (100 SP)
The Plasma Cannon is a formidable long-range weapon system known for its unparalleled destructive capability. Unlike conventional energy weapons, it harnesses and projects superheated plasma at a target, allowing its bolts to pierce through any known defense, regardless of material composition or energy signature. This makes it an ideal weapon for breaching fortified positions or destroying heavily armored vessels. However, its immense power comes with a significant trade-off: a slow charge and fire rate. The process of generating and stabilizing the plasma bolt requires a considerable amount of time and energy, demanding strategic foresight and precise timing from its operator. Despite this limitation, the Plasma Cannon's ability to deliver a devastating, defense-piercing strike from a vast distance solidifies its role as a key asset in any arsenal.

Resistant Plates (100 SP)
A triumph of advanced metallurgy, this class of starship armor plating provides an unparalleled defensive solution. Forged from a revolutionary composite, these plates are so incredibly resilient that they can withstand attacks powerful enough to obliterate a battleship in a single strike, absorbing and diffusing kinetic and energy impacts with minimal damage. What sets this defensive technology apart is its dual nature; despite its immense durability, it is remarkably lightweight and flexible. This ensures that a ship's mobility is never sacrificed, allowing for a perfect balance of survivability and speed. Its universal design makes it a versatile and essential upgrade, suitable for vessels of any class or size.

Armament (200 SP)
Starship armaments are a diverse array of military-grade, high-powered weapons, with a ship's firepower directly proportional to its size and class. The arsenal can include everything from powerful laser cannons for sustained combat to specialized seeker missile pods designed for precision strikes. Each weapon system is built for efficiency and destructive capability, ensuring that a vessel is equipped to handle a wide range of threats, from small fighters to capital-class warships. The sheer variety and quality of the weaponry mean that no matter the tactical situation, there is a military-grade solution to address it.
Among the most formidable of these weapons are anti-ship torpedoes, massive projectiles capable of inflicting catastrophic damage to enemy Battleships. These are complemented by the highly effective seeker missiles, which can track and engage targets with unerring accuracy, even in the chaotic environment of space combat. The entire system is engineered to function seamlessly, allowing for rapid targeting, acquisition, and firing. This comprehensive suite of weapons provides a starship with the offensive capability needed to dominate its sector and ensures it is prepared for any engagement, whether it's a dogfight with smaller craft or a full-scale fleet battle.

Energy Shield (200 SP)
A Starship's primary defensive measure is its protective energy field generator, capable of withstanding direct attacks from battleships. While most ships in the universe utilize some form of energy shield, the one on this particular starship is of a vastly superior quality. It can endure multiple barrages from enemy weaponry without a significant drop in power, providing a substantial advantage in any combat situation. This robust shield not only deflects hostile fire but also acts as a vital protective barrier against hazards like space debris, ensuring the vessel's integrity during both combat and routine travel.

EML (200 SP)
The Electromagnetic Launcher, or EML, stands as a devastatingly potent weapon in the arsenal of any starship. Unlike conventional plasma or laser cannons, this advanced railgun technology utilizes intense electromagnetic fields to propel solid projectiles at incredible velocities. This method grants it the exceptional ability to pierce even the thickest of armor plating, making it a formidable threat to vessels far larger and better-equipped. Despite its immense destructive power, the EML has notable limitations; each shot demands a substantial amount of the ship's energy, and its rate of fire is considerably slower than that of other weapons. Nevertheless, for a lone space mercenary, the EML is a game-changing piece of equipment, enabling them to overcome challenges that would be impossible with standard armaments.

Heavy Laser Pulse Cannons (200 SP)
These weapons fire highly concentrated energy beams, representing some of the most powerful armaments available in the universe's original game lore. Their destructive capacity is immense, making them highly effective against other spacecraft. In the novel, the raw power of these cannons is showcased by their ability to disintegrate entire asteroids with a single volley, a testament to their superior design and formidable output. They serve as a reliable and devastating primary weapon system for any vessel.

Psionic Weapons (400 SP)
This advanced starship system introduces a new dimension to combat by integrating supernatural energies directly into its armaments. It allows the vessel to imbue all of its attacks, from torpedoes and missiles to laser cannons, with potent forces such as magic, ki, or other arcane energy sources. This fusion dramatically amplifies the destructive power of each strike and grants them specific elemental or conceptual attributes, making them uniquely effective against supernatural beings and vessels with supernatural defenses. Whether you are facing a magical construct or a being of pure energy, the ability to launch attacks charged with diverse energies ensures that your firepower is not only immense but also precisely tailored to bypass any and all defenses.

Black Hole (400 SP)
The Singularity Cannon represents the pinnacle of destructive technology, a weapon that defies conventional physics. This terrifying artillery piece is capable of launching a miniaturized black hole, a gravitational anomaly that can be precisely targeted at an enemy ship, a planetary stronghold, or any other specific location. Unlike the chaotic cosmic phenomena it emulates, this engineered singularity is completely stable and contained, designed to only affect its intended target. Upon impact, the black hole collapses the target into itself, annihilating it from existence with an absolute and finality that no other weapon

can match. Its power is so immense that it is reserved for the most formidable foes or for clearing entire planetary threats.

Gauss Annihilator (400 SP)
The Gauss Annihilator is a devastating piece of technology, originating from a powerful, alien faction from another universe. This high-energy weapon is capable of a rapid, continuous rate of fire, unleashing a focused beam that disassembles targets at the molecular level. Any object or being in the material world, no matter how durable or powerful, is instantly reduced to its constituent atoms. Its efficiency is terrifying, allowing it to destroy targets in seconds, making it one of the most feared and effective cannons for use against any foe.

The Phantom Vanguard (400 SP)
The Phantom Vanguard is a marvel of tactical engineering, a starship crafted for absolute stealth and precision. What makes this vessel truly terrifying is not just its own ability to vanish from all sensor arrays and visual sight, but the unique technology that extends this cloak to its armaments. Every single shot fired from the ship—be it a missile, a laser, or a kinetic projectile—is rendered completely undetectable. The weapons leave no energy signature, no light trail, no sound, and no wake for an enemy to trace. This capability makes the Vanguard the ultimate tool for surprise attacks; it can execute a devastating strike from point-blank range and disappear, leaving the target to wonder what—or who—annihilated them.

Interior Facilities

Crew Room (Free)
The crew quarters of this starship are designed for comfort and efficiency, providing a well-equipped living space for everyone on board. Each accommodation unit comes fully furnished with comfortable bunks, personal storage, and private sanitation facilities, ensuring privacy and convenience. The total number of quarters is directly proportional to the size of the ship, from a handful of cabins on a small frigate to an extensive network of rooms on a massive battleship. At the heart of the living section are the captain's quarters, a more spacious and lavishly appointed suite that reflects the importance of the command position, offering enhanced amenities and a greater level of personal comfort.

Kitchen and Dining Room (Free)
The heart of any starship's social life is its combined galley and mess hall, a space meticulously designed to serve both function and comfort. The galley section is outfitted with a full suite of state-of-the-art culinary appliances, from automated food dispensers and high-efficiency induction cooktops to advanced preservation units and nutrient synthesizers, ensuring that a wide variety of meals can be prepared and stored. Adjacent to this is the mess hall, a spacious and welcoming area furnished with ergonomic seating, communal tables, and holographic entertainment screens, creating a relaxed atmosphere for the crew to unwind, dine, and socialize. This central hub is more than just a place to eat; it is a vital communal space that fosters morale and camaraderie among the ship's personnel.

Command Center (Free)
The Command Center, or bridge, serves as the central nervous system of the starship. This advanced operations room is equipped with a comprehensive suite of holographic consoles and interactive displays, providing a full tactical overview of the vessel's status and its surrounding environment. From here, the pilot and command crew can execute every function, including piloting the ship, managing weapon systems, deploying shields, and analyzing long-range scans. The center is also integrated with a robust surveillance network, with cameras providing a live feed from all public spaces to ensure security and situational awareness. Every critical operation, from routine communications to engaging in interstellar combat, is orchestrated from this single, sophisticated control hub.

Others (Free)
Beyond the command deck and crew quarters, the starship is equipped with a suite of essential support facilities vital for extended voyages. The medical bay serves as a fully-equipped infirmary, featuring advanced diagnostic tools and medical pods that can rapidly treat injuries and cure illnesses, ensuring the crew remains in peak health. A spacious and organized cargo bay provides secure storage for mission supplies, salvaged goods, and personal belongings. For day-to-day comfort, a modern laundry facility handles the needs of the entire crew. Finally, a sophisticated waste and garbage recycling system meticulously processes all refuse, converting it into reusable resources or power, thus guaranteeing the vessel's self-sufficiency across the vastness of space.

Luxury Furnishings (100 SP)
The starship's interior is more than just functional; it's a testament to luxury and fine craftsmanship. All the ship's equipment, from the command consoles to the crew's personal quarters, is of a quality often found only on the vessels of galactic nobility, yet it sacrifices none of its functionality. The advanced systems and operational components are seamlessly integrated with elegant design and high-quality materials. The crowning jewel of these amenities is the breathtaking internal garden, a serene, self-sustaining ecosystem that provides a peaceful escape from the sterile environment of space. This verdant space, meticulously cared for by a fleet of automated drones, serves not only as a crew amenity but as a visible symbol of immense wealth and ingenuity.

WORKSHOP (100 SP)
Beyond the ship's core systems lies a dedicated workshop, a hub for all repair and innovation. This facility is a marvel of advanced technology, equipped with every tool imaginable to not only maintain the vessel but also to enhance its capabilities. Here, you can perform extensive upgrades on the ship's systems and weapons, fine-tuning them for peak performance. The workshop's versatility extends beyond the ship itself; it can be used to repair and maintain a wide array of other items, from power armor to personal robots. Its operations are greatly streamlined by a team of highly competent support robots, who act as tireless assistants. The workshop is also designed with a dedicated bay for the maintenance and repair of these very robots, ensuring that your mechanical helpers remain in perfect working order and are always ready to assist.

Armory (100 SP)
The ship's armory is a fortress of firepower and protection, a secure vault meticulously stocked with the tools of galactic warfare. Racks line the walls, holding a diverse arsenal of weapons from rapid-fire laser pistols to high-powered assault rifles, each with a dedicated supply of ammunition. At the heart of the collection are the advanced powered suits, including standard models that provide a significant boost to a wearer's strength and speed, as well as heavier "tank suits" designed to make the user as formidable as a Space Marine in Terminator armor. The storage lockers are filled with a variety of tactical grenades, including plasma and flashbangs, along with an assortment of specialized weapons to handle any threat. This armory ensures that you and your entire crew are always well-equipped and ready to face any challenge the cosmos throws at you.

Recreation (100 SP)
Beyond the bridge and armory, the starship offers an extensive suite of recreation and wellness facilities designed to maintain the crew's mental and physical well-being. The training rooms are equipped with state-of-the-art holographic and physical equipment, allowing crew members to hone their combat skills and stay in peak physical condition. For leisure, the entertainment rooms are fully stocked with the latest video games, a variety of classic board games, and powerful audiovisual systems for unwinding. All crew members have access to modern, well-equipped shared bathrooms. A truly exceptional feature for a vessel of this class is the large, self-contained pool, providing a tranquil space for relaxation and exercise that helps alleviate the stress of long journeys through the void.

Territory

Congratulations jumper, you are the master of your own territory. But instead of giving you one and that's it, why don't you customize it to your liking. Take +1200 TP (Territory Points) for you to use at your discretion. You may gain further TP by exchanging your CP for TP at a 1:2 ratio.

General

Size (Free/100/200/300 TP)
Free, your world will be the size of Mars, a small place with a diameter of 6,779 km. For 100 TP, it will be as big as the earth. For 200 TP, this will be the size of Uranus, with a diameter of 50,724 km. For 300 TP, your world size is 139,820 km.

Mana (Free)
Your territory is rich in mana, making it suitable for people to use magic or Psionic abilities without problems.

Planetary Habitability (Free)
Your world has all the necessary conditions for it to be inhabited by humans and other species, without the need for them to adapt and suffer modifications to be able to live in it. The size of the world does not matter, as does the distance from the sun.

Type

Colony (Free)
These colossal structures are self-sufficient habitats, engineered to house populations ranging from millions to billions of beings. Each megastructure is a marvel of engineering, equipped with an advanced, closed-loop life support system that provides a perpetual supply of breathable air, purified water, and a stable climate, ensuring the comfort and survival of its inhabitants. The colonies are entirely self-sustaining, powered by their own internal, perpetual energy sources, which operate all systems from life support to manufacturing. This autonomy and vast scale allow them to serve as thriving bastions of civilization in the void of space.

World (200 TP)
This represents the rarest of cosmic treasures: a world of unparalleled beauty and abundance. A truly pristine jewel in the void, this planet is perfectly suited for human life and other comparable biologies, boasting a hospitable atmosphere and ideal climate. It is a world

brimming with life, from its flourishing, diverse ecosystems and rich flora to a menagerie of unique fauna, offering a bounty of resources for both sustenance and science. The planet's mineral wealth is immeasurable, with vast, untapped veins of rare materials and precious gems, making it a foundation for endless prosperity and a prize beyond measure for any who claim it.

Number of worlds/colonies

A territory can encompass a single world or several, it can even reach an entire universe. It would be great to be the owner of several worlds.
For Free, your empire spans a solar system (or sector), at most ten worlds and colonies. You can designate some residential world and use the rest as you want.
For 200 TP, you have dozens of solar systems under your leadership, with hundreds of worlds and colonies under your command.
For 400 TP, you have hundreds of solar systems under. You have a million worlds and colonies under your command.
For 600 WTP, you control your own galaxy. You have twelve billion worlds and colonies under your command. You are the emperor of a powerful empire. I don't think anyone has the courage to confront you. In order not to affect the story, your empire will be in another universe, not a parallel universe, just in another universe. Another option is for it to be in a pocket dimension that you can access through your warehouse, or that you can access by teleporting.
Regardless of the options you have chosen in this part, all the options you purchased from Territory Customization such as Resources, empire, etc. They will apply to all the planets and colonies you have obtained in this option. You can also choose what degree of specialization each world/colonies in your empire has, such as choosing one world to be dedicated to manufacturing robots and another to be a tourist location.

Resources

Natural Resources (Free/100/200 TP)
This will affect your world resources (whether mineral, agricultural, etc). Free, your resources are limited but not to an alarming degree, your territory being self-sufficient with respect to those resources. For 100 TP, your resources are plentiful, but only to the point that you have the freedom to export to other territories without concern. For 200 TP, your resources are unlimited, you can squander as much as you want and you will never lack for anything.

Natural Resource Rarity (Free/100/200 TP)
Free, your world has a unique resource that attracts foreign buyers, but it is not very valuable (consider it something unique to your territory). For 100 TP, your territory has a very rare and valuable resource, which can rank it in the top 10 in the universe. For 200 TP, your territory has a monopoly on an extremely valuable resource, which would cause various territories to accept abusive trading terms in order to gain access to it. Your territory is the number one power with just having this resource. On each world or universe you are on, native resources from those worlds will appear in your territory.

Variety of Resources (Free/100/200 TP)
When we talk about variety, we refer to the different options that your world can offer, be it mineral or agricultural resources, etc. Free, your territory has a moderate variety of resources, being able to offer different options for each type of resource. For 100 TP, the variety of different types of resources is wide, the variety of resources in your territory is as wide as the variety of products offered by a renowned supermarket. For 200 TP, your territory has all the different types of existing resources (except the very rare ones). On each world or universe you are on, native resources from those will appear in your territory.

Population

Population Size (Free/100/200 TP)
Free, the size of your population will be medium, to the point that several places in your territory will not be populated. For 100 TP, the population is large, not to the point of populating every corner of your territory but it is considerably decent. For about 200 TP, the size of your population is very large, occupying every corner of your territory.

Beauty (Free/100/200 TP)
This option influences the average beauty of the people in your territory. Free, the people in your territory have an average appearance. For 100 TP, they have an increase in their appearance, being considered attractive. For 200 TP, the population of your territory is very attractive, being considered the territory with the most beautiful people in the universe.

Health (Free/100/200 TP)
This option is limited to the standard of resistance to diseases that your population has as well as hygiene in their daily life. Free, your population has an average level of both health and hygiene, it is not given priority but it is not something that is ignored. For 100 TP, your population has a high resistance to many types of diseases (as long as they are not rare or deadly), the hygiene level is considerably very good. For 200 TP, the population of your territory is resistant to any type of disease (as long as they are not rare or deadly). The level of hygiene is perfect, being your territory the most neat in the universe.

Loyalty (Free/100/200 TP)
Free, the people of your territory will be loyal to you but they will not blindly believe you and will seek their own benefit, so your work as ruler will have to be more meticulous. For 100 TP, these will be patriots who will be loyal to you and will always seek the benefit of the territory rather than their own benefit, but they will not blindly follow you, anything you do that does not benefit the territory or only benefits you will be heavily criticized. For 200 TP, they are loyal to your territory and to you, they will blindly follow you and accept any kind of abusive law, as long as it benefits the territory or you.

Education (Free/100/200 TP)
Free, the average level of knowledge of the population of your territory will be equivalent to that of high school graduates. For 100 TP, the knowledge level of your territory's population will be equivalent to that of University graduates. For 200 TP, the average IQ of your

territory's population is at least 130 and they will have the knowledge level of Master's graduates.

Happiness (Free/100/200 TP)
Free, the happiness of the people of your empire depends on the living conditions that your territory offers them, bad conditions will make their happiness very low. For 100 TP, for these to be unhappy they must live in very precarious conditions, so they will not be very demanding and easy to please. For 200 TP, in gamer terms, your population's happiness bar will always be at maximum and will never decrease. You can get confused and call them masochists if you oppress them and instead of complaining they show a happy face.

Good People (Free/100/200 TP)
Free, the people in your territory will be neither good nor bad, they will only be people who live their lives and care about their loved ones. Corruption is not something normal but it exists. For 100 TP, people will be friendly, not to the point of sacrificing for others but willing to help others. These will follow a code of values to live their day to day. Corruption is almost non-existent, and even if it exists, it will not be tolerated. For 200 TP, your people are like vainilla anime, good-hearted beings who will watch out for their fellow men and always try to do the right thing. His goodness is such that each inhabitant of your territory will be considered family among themselves, but one of those who have a very good relationship. Corruption is non-existent. Thinking about harming or harming innocent people is something considered unthinkable.
Do not confuse kindness with naivety, when they are faced with corrupt or evil guys, they will fight fiercely and they will not be so naive to use those codes or values that they would use with others. If it is necessary for them to kill a guy who has done horrible things to innocent people, they will do it without thinking about it.

Adaptability (Free/100/200 TP)
Free, the no machine or android people of your territory have moderate resistance and adaptability to different types of climates or ecosystems. For 100 TP, your people have immediate adaptability to any kind of environment as long as it's not deadly. For 200 TP, your people adapt to any environment, even the vacuum of space. Don't worry about the possibility that they have physical changes, be it by magic or for another reason, they will continue to retain their physical appearance and their DNA will not be mutated, if that is what you want.

Magic or Psionic (Free/100/200 TP)
Free, your population and any living things that inhabit it will not go beyond the mundane. No Psionic. For 100 TP these people will be able to awaken the Psionic abilities. Post-Jump, the people and creatures in your territory will be compatible with an energy type or similar (be it magic, ki, mutant gene, etc.). These can learn different skills related to these branches of energy or powers. For 200 TP these people will be able to awaken the Psionic and use it very well. Post-Jump, the inhabitants of your territory are adept at various types of energies or other powers. Your territory will have several magicians, martial artists, etc.

Awakened (only if you bought some of the 100 or 200 TP options of Magic or Psionic)
Free, only 30% of your population (including animals, machines and creatures) will be able to awaken Magic or Psionic abilities. For 100 TP, 70% of your population will awaken this

kind of powers, 10% will be considered geniuses who will be considered the Heroes of your territory. For 200 TP, all your inhabitants will awaken their Magic or Psionic abilities, many of them adept at various types of energies or powers. 40% of your inhabitants will be considered geniuses who will stand out from the rest, true heroes.

Integrate (100 TP)
Any intelligent race or species from any time jump or universe (such as the Viltrumites or Saiyans) will integrate into your territory's population. Initially, they will be a minority, but their numbers can increase over the generations. This only applies to mortal or highly powerful races; beings like Marvel's Celestials are not allowed.

Varius

Technological Level (Free/100/200 TP)
Free, the technological level of your territory will be equal to that of the other worlds in the universe where you are (if you are in the Kimetsu no Yaiba jump, the technological level of your empire will be equal to the technology of 1926 of our world). By 100 TP, the technology of your territory is a few decades ahead of the other worlds in the universe where you are. By 200 TP, your technology is a few centuries ahead of other worlds.
The technology of your territory will be updated depending on the world where you are, without the risk that it will have a regression by reaching a world that has a technology lower than the current technology of your territory (for example, if you chose the free option and go to the world from Kimetsu no Yaiba your empire will have the technological level of the year 1926, but then you go to the world of Star Wars the technology of your territory will be updated to that of that universe, without affecting the management of this by your population. If you then go to a world mundane with a 21st century level of technology, you will continue to maintain the technology of the Star Wars in your territory).

Industry (Free/100/200 TP)
Free, the different types of industry that your territory offers are wide but very common (informatics, production, machines, etc). For 100 TP, the different types of industries that you have, there is one that is rare in its offer worldwide and you are one of the few worlds that offers it. For 200 TP, you have a wide variety of industries and several have monopoly control of several of the products or services you offer (it can be a very versatile type of mobile device or a virtual platform that is very popular).
If you bought the option of 100 or 200 TP at the technological level, that product or service is essential for people or countries foreign to your territory, so you will have a highly demanded monopoly which generates many profits.
Keep in mind that this option gives you the know-how, machinery and building infrastructure to carry out this production, but it does not offer you the natural resources, so if you do not have the natural resources or human capital to produce it, it will not help you much with this option.

Cultural Level (Free/100/200 TP)
Free, the population of your territory produces a type of entertainment that is very popular in the universe, it can be a sport, holomovies, series, holomusic, comics, etc. But it is only

limited to one, like Japan which is an exporter of Anime and Manga. For 100 TP, your territory offers different types of entertainment, like the United States, being a world exporter of various audiovisual media, music, etc. For 200 TP, you are a power in these industries being able to produce various types of existing entertainment (be it holomovies, holovideo games, holomusic, etc.), whatever your territory produces is popular among the people, reaching the point that you can influence the culture of other worlds. Your people are extremely talented in these areas, being well-known figures within and outside of your territory.

Organizations (Free/100/200 TP)
Free, your territory has organizations like military, hospitals, educational, bureaucratic, secret services, etc. As well as infrastructure such as roads, routes, etc. The level of these does not exceed the average of any nobles's territory, having a mediocre organization and infrastructure. 100 TP, these have several branches (as many as there are in the universe where you are). The organization, equipment and infrastructure (does not include military) is first class. For 200 TP, your territory has the infrastructure that any nobles's territory would want. It has several organizations that are divided into several branches to focus on first level professionalization. For example, your territory will have schools and universities that will have first class equipment.

Crime Rate (Free/100/200 TP)
Free, the crime rate of your territory will be variable. Police forces have an average level of preparation and equipment, so security will depend on various social, economic, etc. factors. For 100 TP, the level of preparation and equipment of your police force is very good, having each police officer equipped with high-performance and resistant power suits, as well as high-quality weapons. They will be well organized and will be able to combat crime effectively, keeping the crime rate below double digits. For 200 TP, the police force of your territory is well trained and has first class equipment to face any situation, these have power suits with the same level as the Hiro power suit, as well as a large number of combat robots (one for every five police officers). The term insecurity does not exist since the crime rate is zero. Your territory is so secure that you can leave a golden cup in the main square for six months and no one will try to steal it. The laws will be respected without thinking twice.

Bestiary (Free/100/200 TP)
Free, the diversity of animals existing in your empire is abundant. There are several species that have adapted to the ecosystem of your territory. Imagine that any species from our world inhabits your territory. For 100 TP, your territory has creatures that could be considered extinct or mythological, these beings are not extremely powerful or rare. For 200 TP, beings inhabit your territory that are rare to find in fantastic stories and are very powerful, we are talking about dragons (no machines, real dragons), phoenixes, etc.
As a bonus, animals and other beings will not be hostile to your inhabitants, unless they attack them. They can also be tamed if you have the necessary skills.
For each universe you visit, the animals and beings that inhabit it will appear in your territory and establish their habitat there without affecting the ecosystem.

Military Power (Free/100/200 TP)
Free, the military power of your territory is at best decent, the average level of your soldiers will be at best good. For 100 TP, the average level of your soldiers will be that of a veteran

with many years in the occupation. These well trained soldiers can be considered a force to be reckoned with, your territory will think twice before attacking you. For 200 TP, the average level of your soldiers is equal to that of the elite of any renowned territory or organization. Each soldier of your territory can face several soldiers of the same rank from any territory or organization. The best thing is that the elite of your own army has the training and skills that could individually be considered a one-man army. With that army you can easily conquer the Grakkan Empire.
This option also affects those who are in logistics areas, support, etc. This option influences their abilities to support your army.

Military Equipment (Free/100/200 TP)
Free, your territory has average equipment, it has equipment for your soldiers, weapons, vehicles, infrastructure, etc. Accounts with equipment for each existing military branch in the universe where you are. For 100 TP, the average equipment level is on par with any army from a powerful nation such as the Grakkan Empire. You have dozens of Battleships, the most powerful. These include several fleets of spaceships, as well as hundreds of Giant Robots. Even the common equipment of your soldiers is similar to the most powerful weapons of the Grakkan Empire. Your technology and ballistic weaponry is a factor that can ensure the victory of your territory in a war. For 200 TP, the equipment, weapons and military infrastructure of your empire is unmatched, it is the pinnacle that everyone aspires and wishes to have. A single squad with mediocre abilities with this equipment and weapons can be considered a threat to any empire or organization.

Foreign Affairs (Free/100/200 TP)
Free, the relations that your territory has with other worlds or organizations is neutral, being considered the new kids on the block. For 100 TP, your territory has significant influence but not to the point of having to freely impose rules on others. You will have to belong to a group with members of equal power to have this kind of freedom. By 200 TP, the political power of your territory is very strong, being considered politically as a power without equal. Any policy you impose will be adhered to without resistance. But it would be useful if you buy the other options, because without any type of power this option only works in the short term.

Others

Hyperlane (Free)
The Hyperlane Network is a cosmic superhighway system, a pre-determined web of pathways through space that allows starships to travel between solar systems at speeds far exceeding what they could achieve on their own. In essence, it serves as the essential infrastructure for interstellar travel, trade, and military logistics, transforming what would be impractical, decades-long journeys into voyages of a few days or weeks. This network is the lifeblood of the universe, ensuring that commerce and communication can flow efficiently between disparate worlds, and it is the key that unlocks the ability to build and maintain a galactic civilization.

Conquest (Free)
Each territory (world or colony) you conquer or obtain will be added to your territory. These will receive the same benefits as purchases in this section.

Import (Free)
Each world, solar system, galaxy, etc. that you acquired in previous and post jumps will be added to your territory. These will receive the same benefits as purchases in this section.

Wormhole (200 TP)
The Wormhole Gateway is an extraordinary device that enables near-instantaneous travel across vast cosmic distances. Functioning through a pair of synchronized gateways, it creates a stable, traversable wormhole—a shortcut through spacetime. This powerful technology allows you to jump from point A to point B, bypassing the conventional limitations of travel and making a journey of thousands or even tens of thousands of light-years in a mere moment. It is the ultimate tool for rapid deployment, tactical retreats, or simply exploring the farthest reaches of the universe with unparalleled speed.

Planetary Defenses (200 TP)
The Planetary Defense System is a comprehensive, AI-managed security network designed to protect an entire world from any threat. An array of defensive orbital platforms continuously monitors the planet from space, serving as the first line of detection against incoming fleets or objects. This vigilance is supported by a sophisticated planetary management AI that perfectly coordinates all defensive assets. On the ground, an impenetrable defensive wall encircles key areas, fortified by a legion of automated guard robots and strategically placed laser emplacements. For overwhelming force, the AI can deploy massive, heavily-armed titan battle bots to repel any invasion, ensuring a layered and unbreachable defense against all aggressors, from ground-based forces to orbital assaults.

Sacred Tree (200 TP)
A monumental arboreal entity, the Sacred Tree acts as the very heart and lifeblood of a world. Its roots delve deep into the planetary core, drawing forth and circulating life-giving energies that vitalize the entire ecosystem, purifying the air and water and eliminating all forms of environmental pollution. For all who reside on the planet, its presence elevates their magical prowess and enhances their physical vitality, fostering a state of peak health and spiritual clarity. This regenerative power extends to agriculture as well, imbuing any crop with an unprecedented abundance of nutrients, making every harvest a source of superior sustenance for the planet's inhabitants.

Companions

Import (Free/100 CP per)
You can import up to 8 people for free, but by paying 100 CP for each, they will receive 300 CP to spend on this document.

Canon Companions (Free/100 CP per)
If you manage to convince them, you can recruit any character from the series as a partner. If you pay about 100 CP, you will have a favorable first meeting, which in a short time will turn into friendship.

DRAWBACKS

You may take any amount of drawbacks you like.

Crossover (+0 CP)
Are there any manga, anime, game or novel that you are interested in and want to add to this jump?
You can add other series to this universe. You can add as many series as you want. In case they have different power systems, they will adapt to the universe of this series.
If you are only interested in some characters and not the plot, you can bring only those characters. As for powerful items that exist in those plots, such as magic or very broken powers, these cannot be incorporated.

Supplement (+0 CP)
If you are not in the mood to spend 10 years on this jump for a Perk or Item, you can use this jump as a supplement and buy whatever you want. But you will not have the benefits of discounts. If you wish, you can combine this jump with another one you are doing, being able to take Drawbacks from this jump, but without discounts.

It was better not to know how food is created (+50 CP)
If during your stay there's food or drink you like, you'll be lucky enough to be able to see or learn how it's produced or manufactured. This is usually a good thing, but unfortunately, it will be an unpleasant experience. You'll see the more uncomfortable side of how that product is made, as if you were watching the entire process of how meat gets to the supermarket, including where the cows go to the slaughterhouse.
It will take a while before you want to consume that food or drink you like.

Final sentence (+50 CP)
During your stay in this jump, you will end your sentences with a word or gesture. You may end your sentences with a Nya or by saying "certainly."

Appearance does not match age (+50 CP)
Your appearance will differ from your age. If you're forty, you'll look fourteen, or if you're eighteen, you'll look thirty.

No alcohol (+50 CP)
No alcoholic beverages are allowed during your stay. No matter your age, you won't even be allowed near one.

Life goal (+50 CP)
During your stay in this world, you'll have a goal, a simple one, but one you'll want to accomplish. These goals are simple, like trying to eat different types of meats or collecting some kind of card. Simple things that are more like hobbies, but mandatory.

Crew members with peculiar characteristics (+50 CP)
Your allies, companions, followers, and anyone you interact with on a regular basis will have some cliché traits. These traits will be very superficial and won't affect their abilities or will be disadvantages in critical moments, but in relaxed moments when they're free, they'll be very noticeable.
The classic example is that some people drink too much alcohol, or eat "exotic" food, are otaku, etc. Behaviors that won't harm anyone but are curious.

Momentary stop (+50 CP)
You're someone who doesn't settle in one place for more than a month. Each colony or planet you visit will only last a month before traveling to another and continuing the cycle. You're a nomad who can't stay in one place for long.

Only Algae (+50 CP)
Algae is a very common food among the middle and lower classes. It contains the necessary nutrients for a good meal, but it lacks flavor; its sole purpose is to nourish. During your stay in this jump, you will only be able to eat this food, so forget about enjoying a good meal for a while.

Extended Time (+100 CP)
If you want you can spend an additional 10 years in this jump. It can be taken multiple times, up to ten times.

Overprotective relatives (+100 CP)
If you thought having a harem would be easy, I'm afraid it won't be. Any relatives of your harem members will be overprotective. Whether it's their siblings, father, etc., they'll oppose your relationship, and you'll have to prove yourself worthy to be accepted.

Not enough Money (+100 CP)
Any item that gives you money will be strictly prohibited during this jump. If you want something, you'll have to earn it the old-fashioned way: by working.

Too Normal (+100 CP)
Your appearance is very ordinary, so ordinary that no matter how good you are at something, no one will take you seriously unless you demonstrate your abilities. In most cases, people will ask you to perform some test or feat to make your status or abilities more believable.

Ugly (+100 CP)
You're ugly, so ugly that your appearance won't be considered a positive factor. But it's not all bad. If someone falls in love with you, it's probably because of your personality.

Racist (+100 CP)
You're one of those people who views other species as inferior. Whatever your race, you consider others inferior and unworthy of respect. At best, you'll treat them with condescension; at worst, you'll want to kill or destroy them, considering their existence filthy.

Time is money (+100 CP)
Forget about using this jump as a vacation. Your stay will be very busy, with only one day off per week possible. Regardless of your origin, you'll be busy with something work-related, such as pirate hunting or escorting if you're a mercenary, or political or work-related matters if you're a noble. So, no slacking off.

I only trust robots (+100 CP)
You don't trust people, thinking they're opportunists or just want your things. But machines, robots, and AI are different; to you, they're loyal and faithful.
Any contact with intelligent beings other than robots or AI will involve only the minimum and necessary interaction. If you think about opening a business or starting a life as a mercenary, all your employees or group will be made up of robots or systems that replace manual labor.

A Persistent Stalker (+200 CP)
You have a very persistent stalker. This person will have the physical appearance you like, and their personality will be to your liking. But the problem is that they will want to tie you down, which means marrying this person.
At first, this seems like a good thing; the problem is that they are a nobleman who belongs to the imperial army from an influential family, and by joining them, they will deprive you of the freedom to pursue your adventures. So, if you are someone who prefers to move freely and without being accountable to anyone, marriage is not an option.
If you reject them, this person will follow you everywhere you go, trying to convince you to marry, but without using dirty tricks or force. The problem is that from time to time, they will get you into trouble, related to their job or their status, so each encounter (once every month or two) will be accompanied by some problem that you have to get involved in and resolve.

Do Not Kill (+200 CP)
During your stay in this jump, you will not kill anyone. No matter how much scum you face, or how necessary their death is for your benefit or the greater good, you will not kill them. That doesn't stop you from capturing and imprisoning them, or using them as guinea pigs if they are scum, or from finding another (albeit more difficult) method to solve a problem whose (easier and quicker) alternative is killing someone.

My Sense of Money is Distorted (+200 CP)
No matter how humble your origins, your sense of spending will be greatly distorted. Like nobles or famous mercenaries, 1,000 enel (enough to sustain an individual for a month) is a small change for you. Spending 10,000 enel in a day won't be unusual; it might even seem small.
Be careful not to let your spending exceed your income; people in debt don't have a good ending in this universe.

You stand out too much (+200 CP)
If you were planning to keep a low profile during your stay, I'm afraid it will be impossible. Every event you participate in, directly or indirectly, in which you accomplish a feat or your participation has contributed to a victory, will be known by many people. No matter how much you minimize your involvement or try to hide your identity, powerful or influential people will know about it.
This can be both a blessing and a curse, as the chances of them rewarding your efforts are high. But this will lead to many people seeing your talent (or whatever they believe you have) and trying to recruit you, making you desirable among nobles, businessmen, the Imperial Navy, and even pirates.
The consequences of your rejection or acceptance of their offers will depend on you and how you handle the negotiations, but trying to remain unnoticed will no longer be possible.

Third Class Citizen (+200 CP)
This class is given to low-income people, those being the poor class. Regardless of how much money you have or earn, you'll only be able to inhabit the poorest and most unsafe areas of the jump you're currently in. The worst part is that if you have any property items or items that grant you a noble title, they won't work or will be disabled until you complete the jump.

The Curse of a Harem Protagonist (+200 CP)
If your goal is to have a harem of attractive people with powerful abilities (as with any generic harem), you won't be as lucky as you think.
All the suitors interested in being with you will be people you don't like (whether their appearance, personality, situation, or all of the above).
Basically, the harem of your dreams will remain only in your dreams. In the case of companions or followers from this jump or previous ones, they will be affected by the effect of this option if they are, or if you see them as, a possible love interest or member of your harem. Therefore, you'll have to leave romance and affairs aside.

Arrogant (+200 CP)
You're an overly self-confident person. To you, everyone is inferior, and their sole purpose is to serve you. You tend to view people as pawns for your uses or whims, regardless of whether you're facing an ordinary person or the emperor of an empire.
You're not stupid enough to make a scene in front of the emperor or someone much higher than you, but you'll only think of ideas on how to manipulate them for your benefit.
The dangerous thing about this is that you tend to underestimate your opponents, so it's not unusual for you to not fully utilize your abilities, even if your opponent is a Lovecraftian god, until they put you on the ropes.

Astrophobia (+200 CP)
You have a particular phobia, a fear of the emptiness of space and the cosmos. This means you won't want to leave your planet or colony because of your fear.
So forget about traveling in spaceships or exploring space as an adventurer. Unless you have galactic or larger scale teleportation abilities or another method of travel that doesn't involve space travel, you'll most likely stay in the same place for your entire stay.

Class-B Criminal (+400 CP)
During your stay on this jump, you will be classified as a wanted criminal, rejected on every planet. Your only option for survival is to go underground.
Normally, when a criminal is caught, they are taken to a planet to perform forced labor, but as a Class-A criminal, your fate is much worse. Criminals in that class are considered scum without rights, and therefore, they are used as test subjects for amoral and painful experiments. Compared to these experiments, forced labor is a very light punishment.

Pirates, Pirates Everywhere (+400 CP)
Prepare for the possibility of dealing with pirate or criminal attacks once a week. Normally, this would be an opportunity for people like mercenaries or the Imperial Army, but one false step and you could be stripped of your possessions, killed, or worse. So try to take them out or flee if the odds aren't in your favor.

The worst of the Scum (+400 CP)
In the universe, there are all kinds of people, good and bad, but even within those categories, there are levels that distinguish them. For example, within the bad, there are people who only steal and others who are capable of trafficking people to sell them as laboratory subjects.
Unfortunately, when you encounter bad people, they won't be the typical survivors who use force to survive or people with shady morals. These types will be the most repulsive scum in existence: pirates who don't limit themselves to stealing, rotten nobles involved in very shady dealings, or imperial soldiers with nonexistent morals.
Don't be mistaken, the universe won't be full of scum, but you will encounter that kind of scum, and you will be almost a magnet for them. But don't be discouraged; that won't stop you from meeting good people.

I need a Hero (+400 CP)
You're the kind of person who can't stand to see injustice. If you see a girl being harassed by thugs, you're sure to step in to defend her, regardless of the consequences.
You're the classic good-natured protagonist who will help anyone in danger, as long as they're within your line of sight. So, removing all the corrupt politicians from the world isn't something you'd do since you're the straightforward type, but that doesn't mean you won't make a lot of enemies.
You're the kind of person who interferes in isolated problems and doesn't get involved with the underlying issues.

Solitary Entrance (+400 CP)
All companions and followers from previous jumps will be trapped in your warehouse in a state of stasis, unable to accompany you in this jump.

You'll need to assemble your new group with the people from this jump.

“Insert Title” Supremacist (+400 CP)
Like those sword-obsessed nobles, your fighting style will be limited to just one method. If you're a mage, you'll only use magic when fighting. If laser guns are your thing, you'll only use a weapon of that nature.
This doesn't limit you from using defensive items or using other combat methods if the situation warrants it (such as using your spaceship in a battle in the void of space). But remember that weapons or attacks must be related to your combat style. If you're a mage, your ship must have weapons that use magic. If you're a swordsman or melee fighter, projectiles will be replaced with the use of close-range weapons.

My purchase didn't arrive (+400 CP)
All your purchases from this jump won't be available until after your stay. Therefore, you'll receive all those spaceships and Perks from this jump on your next jump.

Possessive Harem (+400 CP)
If you have a harem, I suggest you be careful. Any member of your harem will become a possessive yandere, only accepting new members after they give you permission to join and everyone agrees. And any kind of coercion, manipulation, or ability to influence their opinion will not affect them when they give their answer, which is what these people want.
If you plan on having secret or one-day romances, the consequences will be serious. A single kiss with a person not acknowledged by your harem will cause them to go into psycho mode and come after your life and the person you cheated with.
Not everything is bad; reasoning is possible and you can avoid execution, but beatings and punishments for your misdeeds will not be forgiven. And they will be punishments you don't like, I leave that to your imagination.

Going Mundane (+600 CP)
If you were hoping for epic adventures and a power fantasy straight out of your wildest dreams, I'm afraid this will be impossible.
During your stay in this jump, you'll be stuck in a world resembling Earth in the year 2000. No advanced futuristic technology, magic, etc. Just a routine life where you'll have to endure the monotony of everyday life.
You can use your Perks and Items from previous jumps, but only to a minimum to protect your safety and only for the use necessary for a normal person. For example, if you have magic or fire powers from previous jumps, you'll only be able to use them to do mundane and simple things like starting a fire or lighting a cigarette. Skills and Perks that give you advantages like super intelligence, quick learning, etc., will be limited so that you have the abilities of a normal person.
As for your items, if you have powerful weapons, you won't be able to use them, but you'll only receive the minimum amount of properties and other benefits that will ensure your economic or political power. Basically, you'll live a normal, simple life, starting with the minimum wage. You'll only be able to use your entire arsenal in moments where your life is in danger.

Technology is not my thing (+600 CP)

It's curious that, despite being in a futuristic universe, you don't know how to turn on a simple machine to open the door. Like certain traditionalist elves, you're a person who isn't good with advanced technology and prefers to live an amish lifestyle.
You won't understand how any technological device you want to use works or how to use it, rendering it almost useless in your hands because you don't know how to take advantage of its usefulness. You'll even feel more comfortable using everything the old-fashioned way, such as cooking your food, washing your clothes by hand, etc.
Although that doesn't limit you from using futuristic transports like spaceships to travel to other planets, or other means of transportation to travel within the same planet. But you'll feel like a fish out of water in places with advanced technology.

Solitary journey (+600 CP)
Your time during this jump will be very lonely. Regardless of whether you have high Charisma or a Harem Protagonist Perk, all your interactions with other people will be minimal.
Obviously, all your companions and followers won't be with you during this jump, so you'll be alone most of the time.
Basically, you'll be alone almost all the time and will rely solely on yourself, maintaining minimal contact with other people only for formalities and other unavoidable bureaucracy. No friends, lovers, or allies.

Hiro? (+600 CP)
The protagonist of this story is a mercenary who travels the universe, experiencing epic adventures and having a crew made up of his harem. This didn't come without a price, either, so he had to go through a lot: conspiracies, battles, etc.
Like Hiro, you'll have to live through all the things that happened in his story, replacing him in this universe.
But you'll only take his place; you won't have his abilities or other things like his ship (unless you buy those things in this jump). Another thing to keep in mind is that taking drawbacks from this section will increase the difficulty of that drawback, so don't think that taking this option will negate other drawbacks that have a similar effect.

Conspiracies and more conspiracies (+600 CP)
You're a magnet for trouble, and I'm not talking about isolated or minor issues like fighting bandits, but rather getting into much bigger trouble, like feuds between nobles or even larger conspiracies.
No matter what you do, you'll find yourself directly or indirectly involved in large-scale conflicts, such as internal power struggles within noble houses, wars between nations, or even corruption within major organizations like the Imperial Army.
These conflicts, unlike more common ones, won't be resolved by defeating a single person in a fight. You'll need to take on several people or groups and do political work, as well as make settlements after the battle. The kind of conflicts that can't be resolved in a single day.

Machine Wars (+600 CP)
The reputation of intelligent machines is generally not good. This is due to the fact that there was a war between machines with artificial intelligence and intelligent species such as humans and other races.
The war began because many people depended on machines, which generated higher unemployment and precarious conditions for those who lacked the resources or who did not adapt to change.
Although the war ended because the machines wanted to avoid excessive bloodshed and found war pointless, nothing could have stopped them from exterminating the rest of the races. Even during the war, the machines and robots only fought to defend themselves and did not attack with all their might. Their only desire was to be recognized as beings with rights and not mere tools.
This is different now; the machines, tired of inefficient ways of life, seek to take complete control. What awaits you during this jump is a war scenario where each side seeks to eliminate the other. And as another threat, you'll be attacked by any intelligent machine you come across.
The worst part is that despite this being a futuristic leap, you'll have to be very selective when using the technologies the future offers. Who can guarantee that the computer you're using isn't plotting to destroy you?

Crystal Life-Forms (+600 CP)
Known as "Space Monsters," they are creatures of unknown origin but very dangerous. These crystal lifeforms typically attack in groups of hundreds or thousands, requiring several military vessels to destroy them. Even their destructive power is fearsome, as they are capable of launching attacks similar to laser beams. The only drawback is that their defenses are very weak, and they can be destroyed with a simple attack, whether laser beams or other less powerful attacks.
During your stay, once a month, you will experience an attack by these creatures. Whether you are navigating through space or on a planet or colony, hundreds or thousands of these creatures will attack you, their attacks focused on a single target: you.
If you want to know something positive about this, it is that when you destroy these creatures, they will split into fragments, which are necessary to create weapons and other useful objects.

Power Loss (+600 CP)
Lose the Perks, Powers and Items from previous jumps, and can not import any companion or access your Warehouse, at least you still have your Body Mod.

Choices

Go Home
Stay
Continue

Notes

Special thanks to ABI (Olyforgius),Not a Turnip (NipNep) and everyone for fixing my grammar and helping me make this jump.

To be honest, this jump wasn't one of my best. I did it with little enthusiasm and saw it more as a burden. You can clearly see that I used AI for the description of almost everything. I got overconfident and thought this jump wouldn't be complicated (based on my experience with Eden Zero), but it was so difficult that I had to read many Sentry342 jumps to get some ideas.