

Out of Context: Conduit Supplement

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This document can be used as a supplement in any Jump that would not otherwise have Conduits within its continuity.

By taking this Supplement you have chosen to be a Conduit from the Infamous series and you will enter into that continuity as a Drop-In awakening in a crater after falling from a portal in the sky.

As a Conduit you are visibly similar to a Human, unless you choose not to be.

+1000 CP

If this Supplement is instead taken as an Isolated Jump you may select a setting of your choice even if it doesn't have a Jump Document and use this document as a ten year long Jump.

Origin:

Conduits are a subgroup of humans that have awakened superhuman abilities as a result of the Conduit Gene. These Conduits come from many walks of life and as such have their own mindsets and beliefs.

Good

You wish to help people and make the world a better place, for humans and Conduits alike. You seek to protect others and make sure that no evil goes unpunished.

Evil

You care about one thing and one thing only: Yourself. In your eyes everyone else is either a tool to be used or an obstacle to be crushed. You'll make sure that nothing will stand in your way and you'll accomplish your goals by any means necessary.

Neutral

You don't really care about this whole conflict between good and evil. To you any and all actions, regardless of morality, are ok so long as they aid in your goals. One day you might save a man's life just to kill him the next, so long as it benefits you in some way.

Perks:

General Perks:

Conduit - Free/100 CP

You are a Conduit, a group of humans who have awakened superhuman powers as a result of the Conduit Gene. As a result, you gain a wide assortment of new abilities ranging from enhanced

physical abilities, an accelerated healing factor, and a unique power from one of the 4 types of Conduits. At your current level you can barely lift, outrun, and destroy a car with your abilities but training and usage of your power will see your abilities grow. First power is free, for more powers pay **100 CP** for each extra. See **Notes** for more details.

Conduit Colors - Free

One interesting aspect of Conduits is how their powers tend to be colorful in appearance. From vibrant blues, to bright yellows, to violent reds Conduit powers come in a wide variety of colors. If you want you can also make the color of your powers match your alignment. Brighter, more cheerful colors for Good and darker, more dim colors for Evil.

Cause and Effect - Free

You now have the ability to see the pros and cons of any major choice you make, allowing you to make informed decisions and plan for the result of said decisions.

Power Type Origin - Free (Cannot be taken with “Not Drop In”)

This is an **Out of Context Origin Perk**. At the start of a Jump you can use this Narrative Perk to set your entry into the Jump Setting as if you were using this Supplement.

Dynamic Entry - Free (Requires 3 “Out of Context Origin Perks” from other Supplements)

Using this narrative perk you can dynamically craft your method of Dropping into a Jump.

Quick Learner - 100 CP

So you’ve gone from a normal human living a regular life to a superhuman possibly hunted by the government. As such you need to figure out how your new powers work and fast. So this perk doubles your rate of learning when it comes to new abilities, powers, and skills, ensuring that when the time comes to put them to use you won’t be unprepared.

Out of the Box - 200 CP

Sometimes against smarter, deadlier enemies you need to get creative against them in order to survive. As you train and practice your abilities you’ll learn new ways to use them. As an example, for a Lightning Conduit they could use their electrokinetic abilities to sense the electrical impulse in a person's brain in order to subdue them. An Earth Conduit could use the vibrations of the Earth to locate people, objects, and things.

Prime Conduit - 400 CP

Despite the word “Conduit” being a catch-all term for superhuman beings there exists three classifications of Conduits and the most powerful ones are known as Prime Conduits. These Conduits are stronger than any other variant and as such possess abilities that the others neither possess nor are capable of without external means. As you are now you could lift and destroy semi-trucks with little effort and keep up with sports cars with your abilities. Your healing factor would allow you to quickly recover from fatal wounds so long as your brain is intact. Your unique power would allow you to destroy city blocks with ease with room to grow. **Capstone Booster**

Pinnacle - 600 CP

It would appear that you are more than just a simple Conduit. Your powers have been boosted tremendously, to the point that you could cause catastrophic damage to a city with your unique power along with explosive growth with practice and training. Your physical abilities have been greatly bolstered as well, allowing you to unleash and withstand blows capable of destroying skyscrapers while casually dodging bullets. In addition, your healing factor allows you to recover from total body destruction in a few hours.

Prime Conduit Booster: Supreme Conduit (Requires Patron Saint, Beast, and Leech)

Not even the word "Pinnacle" can't truly describe what you are now, a being beyond measure or understanding. You are a Conduit above Conduits, possessing abilities from all 4 Conduit types, capable of unmatched levels of devastation. So great are your physical abilities that you could cause ground-breaking earthquakes with your blows, withstand mountain leveling attacks, and react fast enough to dodge point-blank lighting. Your healing factor has been bolstered to the point that your wounds heal faster than they're made. In addition to all this your abilities passively grow in power by half each year. This growth becomes exponential with training and practice.

Good Perk Tree

Non-Lethal - 100 CP (Free for Good)

With these new powers it can become quite a struggle to not kill anyone, especially in extreme situations. Now with this perk you no longer have to worry as any power you possess can now be set to a non-lethal state, meaning that no matter how powerful and deadly the ability you'll never kill someone unless you want to.

Heal Over Harm - 200 CP (Discounted for Good)

While having awesome powers to protect yourself with is good and all one downside that exists is that rarely are these powers used for anything other than inflicting harm. Now that all changes as with this perk you can now use any and all powers and abilities you have in a beneficial/healing way. To give an example, a martial arts technique that can make hearts explode can now be used to restart them.

Face The Dark - 400 CP (Discounted for Good)

While many with superpowers choose to use them for good there are countless others who use them for evil and as such must be routed out and crushed. Against those that are of an evil nature you gain a massive boost to all of your attributes and abilities, roughly ten times your normal level.

Prime Conduit Booster: Judgement

Sometimes there can be no mercy, no redemption, no second chances, only judgement. As you fight against the forces of evil should you go for a killing blow you'll find that they're far more effective. Defenses, immunities, regeneration, resurrection, any tricks that the target tries to use to either weaken or nullify your killing blow will fail. When you kill someone they die and stay dead.

Patron Saint - 600 CP (Discounted for Good)

You are the protector of the weak, defender of the downtrodden, and the symbol of hope to the people. When you help people you'll find that your actions improve their lives for the better. Encouraging a depressed person will cause them to regain hope and become helpful to others. Helping a drug addict kick their habit will inspire them to use their life story to caution others away from drugs. As you help others they in turn will help you when needed.

Prime Conduit Booster: Guardian

As you go about your day protecting the innocent you'll soon find out that a good deed is in fact its own reward, quite literally in this case. For every person you help/protect you'll find your power growing, albeit at a slow rate. One or two people will barely cause any noticeable growth but a hundred? Thousands? You'll see your power growing substantially.

Heal Over Harm Booster: Lifemaker

Why just heal when you can improve? Remember those same abilities that you can use to heal instead of harm? Now they can be used to enhance and improve someone, making them healthier, stronger, faster, smarter, and much more. As an example, the same exploding heart move that can be used to restart hearts can now improve them, making them stronger and more efficient.

Evil Perk Tree:

Dark Mind - 100 CP (Free for Evil)

If you're gonna be evil you should have the mindset for it. Now whenever you feel like it you can turn off your empathy and sense of morality when committing evil acts. What's more is that your mind is more tolerant toward such acts.

Vampiric Essence - 200 CP (Discounted for Evil)

Oftentimes in dangerous situations a quick boost to heal or power up can be the difference between life and death, even if said boost comes from a rather dark method. You now have the power to drain the very life force from people, storing it away for later usage. After taking said life force you can use it to either temporarily enhance your abilities or quickly recover from injury. Depending on how much you take people will either become very exhausted, comatose, or dead.

Bury The Light - 400 CP (Discounted for Evil)

Those annoying goody two-shoes, always preaching about hope, kindness, and the benefits of caring about others. Wouldn't you like to shut them up, preferably forever? Well, this perk makes it so that against those who side with good your abilities and attributes are enhanced tenfold.

Prime Conduit Booster: Corruption

Why fight them when you can corrupt them to your side? Now with time, patience, and some clever words you can eventually corrupt people, turning into loyal minions to your side. How this corruption manifests in your target is up to you. Do you want them to develop an obsessive love for you, maybe some fanatical devotion, or just simple loyalty? The choice is yours. The stronger the will, the longer it takes to corrupt them.

Beast - 600 CP (Discounted for Evil)

Just like John White you have the ability to become a colossal giant of world-threatening power, its appearance affected by your ability. For example, a lighting conduit's form would look like a sentient mass of storm clouds with lightning arcing everywhere. In this form your physical abilities are boosted tremendously, to the point that skyscrapers crumble to dust from your blows and you can throw building-sized statues across cities. Your conduit abilities are empowered just as much, to such a level you could destroy an entire continent with your abilities.

Prime Conduit Booster: Destroyer

You have become death, the destroyer of worlds. Your capability for destruction is increased to an absurd degree, similar to the butterfly or domino effect. When you commit an act of destruction, regardless of size, its effects will ripple outward affecting everyone and everything. The farther it gets from the origin the worse the effects become. You can control how far this spreads and even turn it off if you so choose.

Vampiric Essence Booster: Bloodthirst

This is what happens when you go around exploring mysterious catacombs, you become a bloodsucking creature of the night. To be more specific a vampire, a very powerful one at that. In addition to a major increase in physical abilities you possess a set of new abilities: able to shift into a swarm of bats to traverse the skies, track targets regardless of distance, manipulate shadows, and turn others into loyal vampires. You possess none of the classic vampire weaknesses and can further empower yourself by consuming blood.

Neutral Perk Tree:

Ray Sphere Technician - 100 CP (Free for Neutral)

You have access to all the knowledge, skill, and experience needed for the creation of Ray Spheres. Ray Spheres are specially designated devices that can awaken dormant powers within living creatures. You can construct these Ray Spheres and even upgrade them for different purposes.

Synergy - 200 CP (Discounted for Neutral)

With so many Conduits with different abilities and powers out in the world it can be hard to form a cohesive team without the risk of someone's power being a hindrance. This makes that problem a non-issue as no matter the power, skill, or ability you'll find ways to use it in a way that compliments and even enhances other abilities.

Conduit Overcharge - 400 CP (Discounted for Neutral)

You can temporarily super charge your conduit ability, allowing for more power at the cost of increased strain and stamina drain. To give an example, a Lighting Conduit who could take out 10 people with a single bolt could now take out 50 in one shot. This power up only lasts for a few minutes and is very exhausting to use in quick succession. Intense training will see these drawbacks lessen and eventually negated.

Prime Conduit Booster: Super Conduit

You can take on a "Super" form where your energy is limitless and you take on properties of your Conduit ability (i.e. becoming lightning for a Lightning Conduit). In this state your physical abilities gain a massive boost while the power of your Conduit ability is boosted exponentially. For a Lightning Conduit they could wipe out a city with a single bolt of lightning. This form only lasts a single minute and will leave you extremely exhausted afterwards. Will require years of intense training to master.

Leech - 600 CP (Discounted for Neutral)

It would appear that you possess a similar ability to one Delsin Rowe, the ability to absorb the powers of other beings you touch. This grants you a high level of versatility as you can swap between abilities at will to suit the situation at hand. However, there are some downsides to this ability. One of which is that you gain these powers at their weakest level, requiring you to train them up to be effective. Another downside is that while you may gain the power you don't gain the skill or experience with it. You also can only steal abilities from living creatures, so no corpses. The most glaring weakness of this ability is that it requires physical contact in order to be activated.

Prime Conduit Booster: Apex Predator

Your leech ability has grown to new levels. Now when you copy someone's power you gain them at the same level the original user is, with all the skill and experience they possessed. In addition, you can take abilities from dead bodies within a month after death. You can also copy abilities in a ten meter radius, negating the need to be in contact with someone.

Synergy Booster: Fusion

Rather than simply synergize you can now combine and fuse Conduit powers together for a more powerful ability with unique properties. As an example, combining Ice and Lighting powers to create frozen lightning or Fire and Water to create boiling hot steam. The potential power combinations are virtually limitless. Please fanwank responsibly.

Companions:**Conduit Pet - Free**

During the initial testing stages for the Conduit gene it was discovered by scientists that the gene existed in animals as well, although any attempts to activate said gene ended in disaster. But it would seem that you are lucky enough to find the first ever animal with an active Conduit gene.

This animal is much more intelligent than normally and is absolutely loyal to you. The Conduit power it possesses is up to you to decide.

Fellow Conduit - 200/400 CP

You now have a loyal Conduit ally ready to aid you in your endeavors. For **200CP** they are a recently awakened conduit, one just learning their powers. For an extra payment of **200CP** for a total price of **400CP** your new conduit friend has had their powers for years, gaining them a large amount of experience and skill. Their power is up for you to decide.

Corrupted - 200/400/600 CP

The many Corrupted that were created by Bertrand are now yours to command. For 200 CP you get either a group of Spikers, Swamp Monsters, or Gas Bags. For 400 CP you can get a few Ravagers, Hive Lords, or Devourers. Lastly, for 600 CP you get a version of Bertrand stuck in his Behemoth form and reduced to a mindless, loyal beast.

Items:

Any lost or stolen items will return to you after a week in the same condition as when you had it. Any damaged items could potentially be repaired and have the broken condition removed if worked on by a capable engineer.

Conduit Clothing - Free

You gain 10 sets of clothing in the style of your choosing. These clothing are very durable to damage and are immune to the effects of your Conduit powers.

Spray Paint - Free

You gain a box of assorted spray paint colors. This spray paint is immune to the effects of weather and is incredibly difficult to remove once applied by anyone except you. Any art you create with this spray paint will be eye-catching and can be used to convey messages.

Personal Vehicle - Free/100 CP

You now own a personal vehicle to ride. This vehicle, whose size can reach up to a fully loaded semi truck, is durable enough to withstand a tank shell, fast enough to reach 200 mph, and possess unlimited fuel. For an extra payment of **100 CP** your new vehicle comes equipped with powerful weapons, ranging from miniguns to rocket launchers to flamethrowers. It's also now made of the same Conduit metal shown below, allowing it greater durability and resistance to enemy abilities.

Conduit Metal - 200 CP

You gain an entire crate of Conduit made metal ingots, ready to be made into anything you desire. What makes these ingots so unique is that they can channel conduit powers with ease allowing you to enhance the power of your abilities. What's more is that this metal is extremely durable and resistant to the abilities of hostiles and enemies.

Power Suppressors - 300 CP

These special collars are designed to suppress the powers of anyone they are placed on. These collars come equipped with tracking, communicator, taser, and self-destruct functions. These collars are immensely durable and can only be removed by either a special passcode or a key.

Ray Sphere - 400 CP

This device is what essentially started the entire Infamous series. This basketball sized device works by draining the neuro-electrical energy from people before exploding with enough force to destroy 5 to 6 city blocks. The energy released from this explosion would awaken the latent Conduit gene of any Conduit Positives in the vicinity. This can be used to either turn new people into Conduits or empower yourself. These decisions however do come at the cost of people's lives. The more Conduits you want to make or the more you want to empower yourself the more lives needed. With time and research the Ray Sphere can be improved upon and even altered.

Drawbacks:

Not Drop In +100 CP

You are no longer a Drop-In or from an alternate Reality.

You are instead Local who somehow become a Conduit

You will need to work out your Background with your Jump Chan, additionally you will lose all Items from this Supplement.

Enemy Conduits +200 CP

Normally you would be the only Conduit within this continuity, however with this drawback three other Conduits will appear, one for each origin, all dedicated to destroying you. These Conduits have access to all the free perks and items.

Bender +300 CP (Exclusive to Good)

You are now a Bender from the Avatar: The Last Airbender series, a person with the ability to manipulate and control a single element. All items and perks purchased here are altered to fit your new role. Because of this you are no longer able to take perks from the **Evil** and **Neutral** Perk trees.

Sith Lord +300 CP (Exclusive to Evil)

You are now a Sith Lord, a user of the Force who draws on their darkest thoughts and emotions for power at any cost. All items and perks purchased here are altered to fit your new role. Because of this you are no longer able to take perks from the **Good** and **Neutral** Perk trees.

Mage +300 CP (Exclusive to Neutral)

You are a mage, a practitioner of magic who has studied to understand and bend it to your will. All items and perks purchased here are altered to fit your new role. Because of this you are no longer able to take perks from the **Good** and **Evil** Perk trees.

Perk Users +200 CP/+400 CP/+600 CP/+1000 CP

Normally there would be no other Conduits within this continuity, however with each purchase of this drawback, a new portal will appear at some point during your Jump, somewhere on your Planet. These Conduits will be hostile towards you.

For **+200 CP** only Bertrand will appear.

For **+400 CP** both Bertrand and Kessler will appear.

For **+600 CP** Bertrand, Kessler and John White will appear.

For **+1000 CP** Bertrand, Kessler, John White, and Cole Macgrath will appear.

1. Bertrand will have access to all the perks on the **Good** Perk Tree.
2. John White will have access to all the perks on the **Evil** Perk Tree.
3. Kessler will have access to all the perks on the **Neutral** Perk Tree.
4. Cole Macgrath will have access to all the perks on this Jump Document.

Generic Drawbacks:

Wanted +100 CP

Somewhere out there you have a criminal record as a surprisingly high bounty but not so much that you will be sorted out, so long as you are not within the area that your wanted poster is placed in no one will probably go after you.

X-rated +100 CP

This jump is a little more explicit than normal sex, drugs, murder and a lot more are out there and it's almost like this world is desperate to show it off.

Double Trouble +100 CP

You will always encounter twice as many enemies in the world. Every foe you face will have an identical copy who only you can see, the worst part is that this seems to be a Schrödinger situation as the real one is the one who you don't go after.

Low Budget +100 CP

Something about this world just seems... cheap, flying wires, plastic shield, old school lights and tatty looking monsters.

Thugs for days +100 CP

At least 10 random thugs will randomly show up every day and target you.

Silent World +100 CP

The world seems emptier than it should be. You don't know what happened but the population seems to be 7 million humans worldwide including every named character.

Stalker +100 CP

A random ordinary human knows everything about you and is obsessed with you, they are also protected from any perks or powers that would help you quickly find them.

Angered Factions +100 CP

With each purchase a random local faction will see you as their enemy once they become aware of you, this can be taken multiple times with each time making a new group your enemy.

Heroic Sayings +100 CP

You have several quotes and sayings that always come around as annoying or cheese which you unintentionally use every time you try to talk with others.

Rough Childhood +100 CP

You were not as lucky as some people and your in-universe childhood will be abusive and painful to such a degree that you will be affected by it even if you didn't really live through it.

The Weirdo +100 CP

Everyone seems to think that you are a strange individual and they will go out of their way to avoid you unless they actually want to speak to you.

Team Up +100 CP

It seems that you can't go anywhere without some random person showing up and joining you. What's worse is they always seem to get the praise for a situation and you the dissatisfaction.

Knowledge Lockout +100 CP

Once you start this jump you will lose all of your knowledge of the setting's universe and all its continuity's.

Stranded +100 CP

Instead of the normal beginning your origin would have, you find yourself in the middle of a desert island somewhere in the ocean.

Plot Anchor +100 CP

Every plot seems to revolve around you and no matter what you do you will always be dragged into the story.

Kick the Cook +100 CP

You are a terrible chef, everything you cook is disgusting, you can't even cook toast without making it monstrously vile.

Scarred +100 CP

You have either horrible burns or horrible wounds that are clearly visible to others making you appear monstrous to others.

Always Left Behind +100 CP

Why do they keep leaving you behind?! You will find companions, allies, and benefactors are always ditching you to deal with whatever's going on.

Honourable +100 CP

You are honorbound and will always do things in an honourable way, you will always inform someone if you intend to arrest or kill them and then give them time to prepare or surrender before you take actions.

Nightmare +100 CP

Each and every night you will fall asleep and suffer terrible dreams that you cannot separate from reality.

Inconvenients +100 CP

Small issues will constantly occur causing minor discomforts for you.

Extended Stay +100 CP

You can Increase the duration of this jump by 10 years.

You can take this a maximum of 10 times increasing it up to 110 years total.

Friends From Beyond Your Dimension +200 CP

A powerful godlike being will interfere in your life making it more interesting or fun for them to observe.

Sore Thumb +200 CP

There is something odd about you that makes you seem noticeable as foreign being to anyone who deals with anything not native to earth or this dimension.

Dead or Alive +200 CP

You have a local criminal record and anyone who recognises you as the target will attempt to turn you in for the bounty.

The Good People +200 CP

It seems that everybody wants something from you, they want you to get their cats out of trees or fetch them milk for their tea, regardless if you refuse to do a task for someone you're the asshole. On the bright side, if someone has already given you a task which you are currently working on, people are less likely to give you new tasks.

The Bad People +200 CP

For some reason everybody is an asshole to you, they will treat you like dirt and if you dare refuse to do anything for anyone don't expect any kind of help from them ever.

Wider World +200 CP

This world is bigger than you would normally think but this makes the world more dangerous. There are more magical schools, more super martial arts, more alien races who will target the

planet, more magical creatures that will show up to cause trouble and more that would normally not be shown and all of them seem to think they should involve themselves in the plot.

Dark Minions +200 CP

Some odd physical embodiments of evil will seem to appear everywhere and they always attack you, no one else ever seems to see them or interact with them but those things seem to be drawn to you like ant to sugar.

Blinded +200 CP

You have lost your eyesight and will not regain it this jump.

Pet Food +200 CP

Creatures of every shape and size will want to eat you from the smallest bug to the largest lion, the only exception to this are sentient creatures such as humans.

Publicity +200 CP

Every mistake you make will become public knowledge, every negative misinterpretation of your actions will be pushed to the front.

It's almost like someone is trying to make you look bad.

Thou shalt not kill +200 CP

You are not capable of killing someone, giving anyone who may be killed by you selective immortality.

Selective Amnesia +200 CP

Until the end of this Jump, you can not remember the events of any setting you have entered.

Total Amnesia +200 CP

You have no memories of your time before entering the Jump and explicitly no memories of Jumpchain.

Amnesia +300 CP

You have forgotten everything about yourself other than what you learn in jump and from your origin and background.

Living in Exciting Times +300 CP

Completely random but exciting things will nearly constantly occur around you and often attack you.

Competent Enemies +300 CP

All of your enemies will get situational intelligence whenever you face them making them twice as competent.

Just A Child +300 CP

Instead of starting this jump as an adult you will start it as a newborn baby, you will not start the jump time until you are socially considered an adult at which point the Jump time will start and all other non-narrative drawbacks will begin to activate.

Local Scale +300 CP/+600 CP

For **+300 CP** your initial level of power will be capped at the general range of the supporting cast at the start of the fictional setting. For **+600 CP** your level of growth will be capped at 90% of the scale of growth of the local protagonist.

The Importance of Education +400 CP

You will be forced to attend 10% of your total time in this jump inside of an education institute. Failure to do so will count as a jump failure.

Find and Seek +400 CP

Every year you will gain a list of 12 macguffins that will be scattered around the world. Failure to find them within a year will count as a jump failure.

Not So Shiny Toys +400 CP

All items gained from other jumpchains will not be able to be imported into this jump.

Friendly problems +400 CP

All companions, followers, and pets are barred from this jump.

Mortal +400 CP

All of your perks are all disabled for the duration of this jump.

Boss Rush +600 CP

Post jump you will have to have a 1v1 fight against every enemy you have faced in the jump one after another, you will not be able to move onto the next jump until you have beaten them all.

Random Setting +1000 CP

By taking this drawback you are no longer allowed to select the setting of your Jump instead you must use the following link and choose one of the six options it provides. If that setting has a Jump Document already you may use that Document for this Jump.

<https://www.bestrandoms.com/random-movie-generator?genre=Fantasy>

Notes

This has been taken from the [Conduit](#) page of the Infamous Wiki.

Conduit Classifications

Prime Conduit: These are people with an active conduit gene which grants them superhuman abilities.

Force Conduits: These are either normal people or people with an inactive conduit gene who have acquired superhuman abilities via outside means.

Conduit Positives: These are people with an inactive conduit gene who haven't activated it yet.

Conduit Types

Elemental Prime Conduit: These conduits have the ability to manipulate, absorb, project, and assume the properties of either natural (fire, water, earth, air, etc) and/or artificial (neon, concrete, steel, video, etc) elements.

Biological Enhanced Prime Conduit: These types of conduits, while lacking the elemental, psychic, or energy manipulations that other prime conduits possess are able to make up for it by possessing physical abilities far beyond that of other conduits. Things like enhanced regenerative abilities, invulnerable skin, and animal-like senses are just a few examples of their abilities.

Energy Manipulation Prime Conduit: These conduits are able to manipulate energy. This energy can take the form of antimatter, gamma, solar, ray field, photon, neutron and more. They can absorb and project this energy.

Psychic Prime Conduit: These conduits are able to utilize psychic abilities to manipulate people and the environment. These abilities range from mind control, psychometry, telekinesis, telepathy, mind reading, and more.