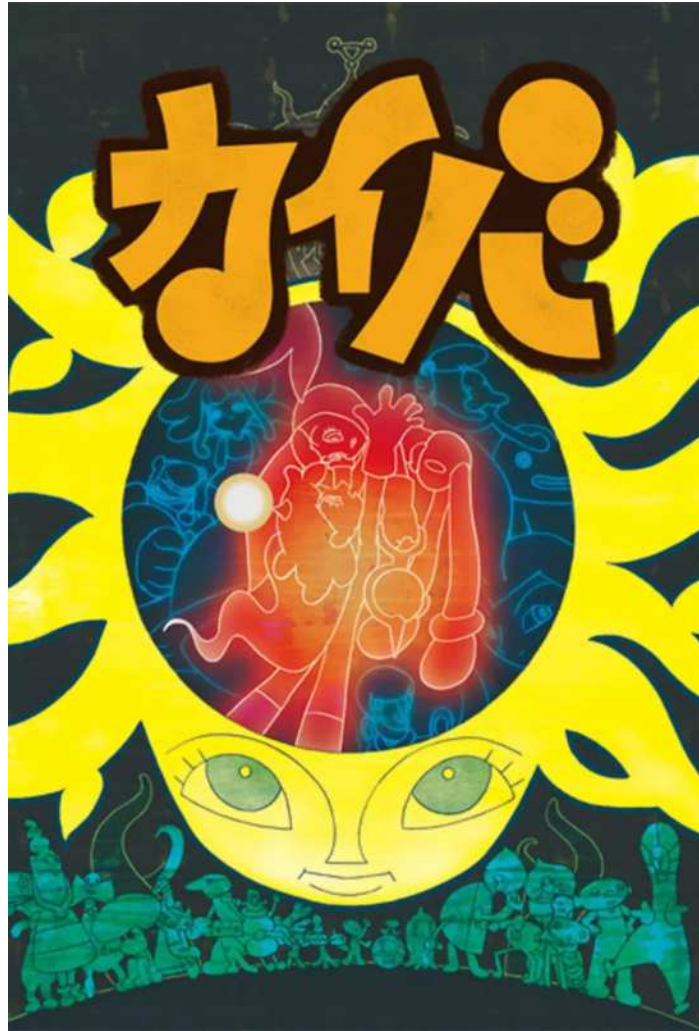




KAIBA

v1.1

INTRODUCTION

Kaiba is a soft sci-fi series set in a galaxy where memory modification has become so commonplace, it's possible to easily switch your memories between bodies. However, only those with privilege have free use of this technology. Many people sell their memories, or even bodies, out of necessity.

You arrive on the same day Warp awakes in the underbelly of the planet Lala.

+1000 CP

LOCATION



Roll 1d5, if you take the Clone origin then start in the Palace.

1. **Abipa** – Known as the “Utopian Planet”. Abipa has a fast paced fashion scene, with trends quickly rising and falling. Here, people frequently exchange and buy new bodies to keep up with what’s in vogue. All food sold on the planet is free - but that’s because it’s made of discarded bodies.
2. **Lolo** – Once known as the “Graveyard of Memories”. The Memory Tower is located here, which contains the universe’s largest memory database. It’s also an amusement park and entertainment attraction. Visitors can access memories by either reading them or talking with the person in question. Before closing time, voices can be heard echoing down the halls, expressing anger and disgust at their confinement. Announcements over the speaker system will urge visitors to leave.
3. **Lala (lower layer)** – This planet is divided between the rich and the poor by a purple electrolytic cloud, which causes people to lose their memories if they pass through it. Some of the residents have tried to build contraptions that can fly them above the clouds, but they end up losing their memories in the process. Issoudan is based here, in the lower layer.
4. **Memory King’s Palace** – The King of Memories named Warp lives here. Thousands of his clones are stored in the palace, and it’s heavily defended against intruders. The Palace is located on the upper layer of the planet Lala.
5. **Libera** – A moon that orbits the planet Nene. Half of it is bare and dry, and the other half is underwater. The underwater city is completely abandoned. However, the memories of past residents won’t like it if you ruin their fun. Rings of water circle Nene, which can be used to travel to and from the planet and moon.

Pay 100 CP to start anywhere you like.

ORIGIN

Gender can be changed freely, and age can be changed for 50CP.

Clone (drop-in) (200)

- The Memory King, Warp, has a huge storage of inactive clones that lack memories. Only a very limited number of his clones inherit a measure of his power, and it seems that you've been lucky. Or maybe not.
- Start in the Palace.

Biotech Designer (100) – Roll 1d20+30 for age.

- You've become an expert at designing and manufacturing new, exciting bodies for the rich. Comes with an intimate knowledge of anatomy and physiology.
- Can start on Abipa for free.

Issoudan Operative (0) – Roll 1d8+15 for age.

- Issoudan is a terrorist organization behind a movement that intends to end all forms of memory preservation and alteration, such as use of memory chips and body transference. Despite this, its own leaders use this technology for their own ends to exact revenge against the government. All three of them are elderly, powerless clones of the Memory King, Warp. None of them were allowed to ascend to the throne, but feel that they deserve to.
- Many members of Issoudan consist of indoctrinated orphan children who have been strictly trained and are highly loyal to each other and the organization's cause.
- Can start on Lala for free.

Sheriff (0) – Roll 1d20+20 for age.

- You're the head sheriff of a ship that transports freight and passengers. Or perhaps you just help uphold the law on a planet.
- Pick anywhere to start for free.



PERKS

100 point perks are free for the associated origin. Perks are discounted 50% for the associated origin.

General

Stylistic Integrity (0) – Allows you to change what the world looks like to fit its source material, with adjustable degrees of realism.

Instinctual (0) – You're able to perfectly control, and process the sensory information, of any new body you transfer your mind or shapeshift into. Moving in a new body can be done as easily as if you had it since you were born. Additionally, you retain any muscle memory or reflexes gained from your previous bodies.

Clone

Geometric Memory (100) – Perfect memory with instant recall, indexing, and unlimited storage space. Also comes with artistic skill, allowing to draw something you've seen from any angle or viewpoint.

Shard (200) – You've inherited a small portion of the Memory King's power. Your mind is strong enough to have developed some telekinetic abilities. You can create a circular barrier around yourself or others, and stop or destroy small objects a few feet in size.

Individuality (400) – Despite holding memories of thousands of different people and lives, they'll never negatively influence or change who you are. Unless you want that, of course. If you're subjected to amnesia, memory manipulation, or any other effects that are intended to modify the mind, your sense of self, personality, and morals will always stay intact.

Memory Prince (800) – Much of Warp's power has been passed on to your body. You have the ability to easily modify, rewrite, and save memories. Additionally, you can free the stored memories of other people to use as devastatingly powerful attacks. Your mind can easily handle the strain of having millions of years' worth of different people's memories in your head. Another benefit is that your body has become highly durable - but only its exterior. A symbol made up of three connected circles in a triangle shape is on your stomach, marking you as a bearer of Warp's power.

Biotech Designer

Just a Guideline (100) – You're able to bend the rules of how biology should work, allowing you to create truly outlandish and exotic bodies that are still able to function. In the search for even more radical designs, you've also gained some skill in integrating cybernetics into organic bodies.

Custom Geneticist (200) – Gain extreme skill at manipulating genetics to achieve an intended result. Custom body commissions? Designer babies? Easily done. With enough practice, you may eventually be able to replicate abilities or powers that are genetic in nature.

Memory Technician (400) – The world of Kaiba revolves around memory manipulation technology, and you've got no shortage of job offers. You're able to operate, make, modify, and repair any technology that is based around (transferring, erasing, modifying, etc.) memories.

Synthetic Aesthetics (600) – Instead of simply making bodies for people to inhabit, you've branched out into other applications of synthetic biology, fully understanding what it means to design nature itself. Designing and modifying plants, bacteria, and animals is simple - you can do even more. Creating biological computers, manufacturing different materials and structures using bacteria, and more, is within your grasp.

Not only are your technical skills sound, your sense of design is too. You're highly creative, able to create aesthetics that can appeal to anyone. You'll never have to sacrifice substance for style, or the reverse.

Additionally, you have an excellent intuition of how form follows function, creating designs that are the most optimal for their intended purpose.

Issoudan Operative

Selfish Mind (100) – Issoudan's leaders have a tendency to be rather... controlling. Despite their beliefs, they aren't above editing memories of members to maintain loyalty. Thankfully, you have complete immunity to memory tampering or observation against your free will, whether it's through magic, technology, psionics, or other methods. This also gives you a resistance to other types of mental control, such as compulsions and illusions.

Roe (200) – You don't have a memory chip, so small pieces of roe will be released from your body upon death. However, by gathering all of the pieces back together, the roe can be used to regrow a new body for you. This can prevent chain failure from death. It's still released even if your body has disintegrated or otherwise been completely destroyed. See notes for more details.

Role Model (400) – You’ve truly dedicated yourself to the cause. So long as you wish to improve any group that you’re a member of, you’ll quickly rise through the ranks and gain power. Your charisma and public speaking skills can, in turn, convince and motivate any follower to abide by your instructions and beliefs. This also confers a decent increase to your learning and teaching capabilities.

Speak the Truth (600) – People’s memories and experiences push them towards many ends. Truly horrific experiences can drive them into despair, making them vow revenge or give up entirely. You can’t erase what people have gone through, but you can change their perception and view towards life, giving them hope when they have none, and helping them work towards a better future for themselves and others. Even someone who has lacked self confidence for all their life can see the truth in your words. This ability scales in relation to consequence. If the result of not helping them would mean the world being destroyed, you can heal years of trauma with just a few words.

Sheriff

Law-Abiding (100) – At least, being a cop, that’s what it seems like. However, you have a talent for getting away with, perhaps literally, murder. If you’re doing some far less than legal side work, or simply just bringing a stowaway on board, you’ll know just how to get away with it. This also significantly improves your ability to lie and make up consistent stories on the spot without even breaking a sweat.

Quality Goods (200) – You know what you want, and you’re going to get it. Your dedication and willpower towards achieving your desires is incredible. Aside from personal desires, you can easily identify what others want. Specifically, what they want from you. If you’re selling, you’ll eventually give it to them - but only for the highest cost, and then some.

Memory Backup (400) Due to your job’s status, you’ve received many of the technological benefits that come with it, such as a superhumanly strong body and a memory chip. Another advantage is the ability to remotely back up your memories, which works similarly to an external hard drive and a computer. Thus, if your body is destroyed, your consciousness will be transferred to your memory backup, and then into a new body. Of course, this prevents chain failure from death. It’ll work as many times as you need in jump, but will only function once every 10 years after the jump ends. Keep in mind that memories are automatically backed up once a month.

Heroic Sacrifice (600) – Well, in your case, it likely won't be one. You've acquired a ridiculous degree of luck when it comes to saving other people from death. Jump in front of a person who's about to be shot point blank? Odds are, the gun will misfire, or the bullet will ricochet off one of your ribs and may even hit the shooter. Your ship's about to be destroyed and you need a person's memory transfer to get through in time? It'll happen without fail. This luck isn't quite infallible, although you can depend on it helping. It'll work to varying degrees of effectiveness, but won't ever fizzle out at the worst possible time. The amount of luck extends in equal degrees both to you and the other person.

The real caveat is that it won't work when trying to prevent the deaths of a group of people, like the destruction of a city or planet.

COMPANIONS

Import (50/100/200) – 50 CP for one, 100 CP for four, and 200 CP for eight. They get 400 CP each OR 400 Design Points each to spend on a custom body. They cannot take drawbacks.

Mass Import (0) – Alternatively, if you take the drawback "Useless Copy", you can import as many as you like. They get the Clone origin and freebies associated with it, but can't build a new body. The items they get are also kept in the warehouse until the end of the jump.

Canon Character (100) – You have to convince them to come with you of their own free will, though.



BODIES

- **Hippo (100, free Clone)** – A white, bipedal, hippo-like body. It lacks the ability to speak or produce any sound. Additionally, it can be compressed into a small cube, both when in and not in use. It's rather fat and unwieldy to move in.
- **Yellow Officer (200, discount Sheriff)** – A strange-looking body that's commonly used in law enforcement. It's a lemon yellow color, and lacks a head. Its mouth and eyes are located on its torso. Officers are several times more durable and are far stronger than the average human.
- **Skonk (200, discount Issoudan)** – Not a body per se, but a biologically engineered animal that can collect bodies and separate them from their chips. It can fly, and is extremely fast. Captured bodies are stored in sacs along its side. This Skonk's intelligence isn't human level, but it'll obey simple commands from you.
- **Collector's Item (200, discount Biotech Designer)** – For the rich who like to collect bodies, this one would be considered a jewel. It's undeniably beautiful and unique - and more importantly, has a quality that can't be replicated by body manufacturing technologies. What could it be? If you wanted to, you could sell this for a very high price indeed.

Custom Body Design

+400 DP (Design Points)

You may convert CP to DP at a 2:1 ratio, with a maximum conversion of 1000 CP to 500 DP. Any 25 DP abilities that are discounted for the respective body type or build cost 15 DP each. Any 15 DP discounted abilities cost 10 DP each.

Otherwise, discounts are 50% off.

Symmetry

- **Asymmetrical (50)**
 - Ex. sponges and coral.
 - Discount on Exotic body type.
- **Radial (50)**
 - Ex. jellyfish or sea anemones.
 - Discount on Exotic body type.
- **Bilateral**
 - Everything else. Humans, lobsters, moths, etc.

Build (100, choose one)

- **Slim and Agile**
 - Discount on Dexterity and Senses
 - First purchase of speed, dexterity, and senses are free.
 - Can also take a single purchase of Stealth-related abilities for free.
- **Slim and Fast**
 - Discount on Speed and Dexterity
 - Three purchases of speed and one of senses are free.
- **Strong and Fast**
 - Discount on Strength and Speed
 - First purchase of strength, speed, and resistance are free.
- **Resilient and Tough**
 - Discount on Resistance and Durability
 - First purchase of strength, durability, and natural defenses are free.

Body Type*

Terrestrial or Aquatic

- **Mammal (0)**
- **Reptile (0)**
- **Invertebrate (0)**
 - Arthropod
 - Mollusc (squid, octopus, bivalve, snail)
 - Annelid (segmented worm)
- **Fish (0)**
 - Cartilaginous (shark, stingray)
 - Ray Finned (bass, tuna)
 - Lobe Finned (coelacanth, lungfish)
- **Exotic (200)**
 - tree, giant amoeba, sponge, construct made of glass, etc.

Body Shape

- **Legless (0)**
- **Bipedal (0)**
- **Quadrupedal (0)**
- **Hexapodal (25)**
 - Additional pairs of limbs can be bought for 15 DP each.

Body Size (bipedal)

- **4 to 11 inches** in height (0)
- **1 to 5 feet** in height (0)
- **6 to 10 feet** in height (0)
- **11 to 15 feet** in height (50)
- Each 50 DP purchase adds an additional 20 feet in height.

Body Size (quadrupedal and up)

- **4 to 11 inches** in length (0)
- **1 to 5 feet** in length (0)
- **6 to 10 feet** in length (0)
- 11 to 20 feet in length (50)
- Each 50 DP purchase adds an additional 20 feet in length.

Body Capabilities

Strength (50)

- Can be used to increase overall strength of the body, or a specific part, such as the jaws. Durability of bones, ligaments, and tendons increases in proportion to strength.
- For example, first purchase of the latter example (jaws) would grant you a bite force of 3,000 psi. Further purchases double it.
- If you spent DP on Body Size, the first two purchases are free.

Speed (50)

- Base speed depends on the form and size of your body, but each purchase will increase speed by 50 MPH.

Senses (25)

- Can increase senses of smell, hearing, touch, taste, and sight. If you buy superhumanly/supernaturally fine senses, you'll never be overwhelmed by them or suffer sensory overload.
- **First Purchase (25)**
- **Further Purchases (50)**
- No purchase gives you human equivalent.
- First purchase gives the equivalent of any Earth animal of your choice.
- Further purchases double each sense's capabilities.
- **Additional Sensory Organs (15 each)**
- Two purchases free for Cartilaginous Fish and Arthropods
- **Extrasensory Capabilities (25 each)**
- Infrared, ultraviolet, echolocation, electroreceptors, etc.
- Discount for Cartilaginous Fish and Arthropods

Stamina

- **Endurance (50)**
 - Can keep moving for extremely long periods without rest at top speed, to the equivalent of peak human endurance.
- **Efficiency (25)**
 - First purchase allows you to go for 6 months without food, three without water, and one without sleep.
 - Second purchase doubles the time spans.
 - First purchase free for Reptile.
- **Lung Capacity (25)**
 - Lets you hold your breath for two hours.
 - Second purchase lets you hold your breath for up to 24 hours.
 - Third purchase negates your need for oxygen entirely.
 - First purchase free for Aquatic Mammal.
- **Durability (50)**
 - First purchase allows you to keep moving with and recover from injuries that would normally be debilitating. Also increases pain tolerance.
 - Second grants a noticeable healing factor. Any injuries will heal within a day, but you can't regenerate limbs. You can survive with your head separated from your body for up to 24 hours.
 - Third lets you regenerate any part of your body. Injuries will heal within a minute, but it'll take more time to regrow lost limbs.
- **Resistance (25)**
 - First purchase grants immunity to any disease, poison, toxin, or infection that isn't fatal.
 - Second purchase grants immunity to any disease, poison, infection, etc. Even magical ones.
 - Third grants immunity to any toxin, fungus, parasite, disease, cancer, (etc.) that would otherwise impede or prevent the proper functioning of your body.

Dexterity (50)

- Body is flexible enough to dodge any attack as long as you can sense it coming. Can make extremely precise movements, allowing you to balance on and climb nearly anything that can support your weight. Reaction time is superhuman, around 70 milliseconds.
- **Reaction Time Upgrade (25)**
 - To 15 milliseconds for all senses.

Flight (50)

- Can have as many wings as you want, as long as you've bought enough pairs of limbs.
- Base flight speed is 50 MPH, and increases for each purchase of Speed. If you purchased Environmental Resistance for Space, you can still fly while in a vacuum.

Opposable Digits (15)

- First purchase free for Bipedal
- Second purchase gives all other limbs on the body (including legs) an opposable thumb.

Diet

- Carnivore (0)
- Omnivore (15)
- Herbivore (0)
- Other (100)
 - Allows you to live off anything of your choice, such as light, metal, or wood.
 - Free for Exotic

Natural Defenses

- **Scales (50)**
 - First purchase free for Reptile
- **Bone Plates (50)**
- **Shell (50)**
 - Discount Aquatic Non-Mammal
- **Thick Skin (25)**
 - Reduces the damage melee or natural weapons can do to your body. Can still be injured by a sharp sword, but it won't cut as deep.
 - Discount Mammal
- First 50 DP purchase for others can stop most conventional melee weapons.
- Second can stop most firearms.

Natural Weapons

- **Horns, Claws, Talons, Teeth, Spikes (0)**
- **Venom (50)** (Initial Purchase discount Reptile and Arthropod)
- Choose any variety you like, eg. neurotoxic, hemotoxic, or cytotoxic. First purchase is equivalent to any animal existing on Earth of your choice. For 25 DP, you can double the strength of its effect. Or, for another 25 DP (100 total), you may pick any animal that you've encountered on your travels.

- Can be applied by any part of the body. Venom is injected, so it should be something sharp.
- **Venom Application by Touch (15)**
- Free for Exotic body types. Works via cnidocyte-like cells.
- **Venom Potency Adjustment (10)**
- You can adjust it at will.
- **Poison (25)**
- First purchase is not deadly, but makes the target extremely sick.
- Second purchase is equivalent to any animal existing on Earth of your choice.
- Can choose to have any type or part of your body be poisonous, such as the blood.
- **Ranged (10)**
 - Can shoot it out of an orifice of your choice. Eyes, nose, mouth, ears, pores, etc.
- Purchasing **Poison** gets you two of any type of **Cosmetics** for free.

Extra/Other Bits

- **Tentacles (5 each)**
- First four purchases free for Aquatic Non-Mammals.
- **Gills (25)**
- Free for Fish and Aquatic Arthropods.
- **Lungs (10)**
- Can be bought alongside Gills to survive both on land and in water.
- **True Chimera (75)**
- Allows you to incorporate any alt-form locked ability or body part into your new body. You may continue to update it with new abilities after this jump ends.

Environmental Resistance (25)

- First purchase of 25 DP allows you to survive any terrestrial climate on Earth.
- **Heat (50)**
- A purchase of Heat, in addition to Environmental Resistance, allows you to swim in lava unharmed. That's around 2000°F/1093°C.
- **Cold (50)**
- A purchase of Cold, in addition to Environmental Resistance, allows you to survive temperatures of -200°F/-129°C unharmed.
- Free for Aquatic Animals
- **Pressure (50)**

- Can survive at the ocean floor's deepest point, and come back up without exploding or getting the bends.
- Discount for Aquatic Animals
- **Space (100)**
- Also negates need for oxygen.
- Discount for Exotic

Stealth

- **Camouflage (25)**
- Can automatically change skin or scale color to blend into any environment.
- Free for Aquatic Invertebrates
- **Silence (25)**
- Can move or fly at any speed without making noise.
- **Scent Masking (25)**
- It's impossible for your scent to be detected.

Cosmetics

- **Color (0)** – Can customize colors of any part of the body.
- **Fur (10)** – Any length or texture you wish. Can cover all or just a part of the body.
- **Body Texture (10)** – Slimy, rough, bumpy, craggy, scratchy, etc. Your choice.
- **Patterns (10)** – Add patterns, such as spots, stripes, or other designs. First purchase is free for all.
- **Bioluminescence (15)** – Glow in a color of your choice. Can be turned off and on at will, and be combined with Patterns. Free for Aquatic Animals/
- **Feathers (5)** – For decoration or intimidation. Free if you've purchased Flight.
- **Scales (10)** – Hardness is similar to the average reptile, about 2.5 on the Mohs scale. Can cover all or just part of the body.
- **Hooves (10)** – If the 50 DP version of Scales was purchased, the hooves are just as hard and durable. Free for Mammals.
- **Inorganic Materials, Cybernetics, and Other Oddities (0)** – Things like embedded gemstones, horns made of metal, or clear flesh and organs. Purely cosmetic, does not impede or improve functions.
- **Chimeric (50)** – You may incorporate or mix-and-match different body parts to modify whatever kind of Body Type you chose. Examples include having a snake for a tail, or a lion head on a shark body. If you choose any type of natural defenses, they'll have similar durability to Earth animal counterparts and not the higher protective effect of the armor bought with DP. Unless you did spent the DP for it, that is.
- Other fiddly bits such as having a tail (or not), tongue shape, eye shape, body proportions, etc. are up to you.

ITEMS

Undiscounted

Memory Chip (free for others, 100 CP Clone) – A tiny, cone-shaped object implanted in the top of the skull, which stores a person's memories. Any body you insert yours into will retain all of your powers, perks, and abilities. Many of the weapons in this world don't destroy memory chips, so there's a tendency to shoot first and ask questions later. This can't be purchased if you bought the perk **Roe**.

Money (50) – Equivalent purchasing power of 50,000 USD.

Scooter (50) – A spherical, one-wheeled scooter. It has handlebars that can be used to keep your balance while standing on top. If you really push it, the scooter can reach speeds of up to 40mph/64kph. That might make you fall off, though. It's indestructible and never runs out of fuel.

Full Meal (50) – A small table that can instantly cover itself with heaps of strange-looking bioengineered food and drink. Something different will appear each time. Its taste is alien, but there's always something you'll be able to enjoy.

Piano (50) – A curious piano shaped like a half circle. It's designed to be played by three people at once. Gives you and two others the ability to play it competently.

Boots (50) – These boots are extremely fashionable, and will look good with anything you wear. Indestructible. They're a bright shade of reddish-pink.

The following 100 point items are free for the associated origin. Other items are discounted 50% for the associated origin.

Clone

Hooded Cloak (100) – When worn, it can easily conceal your identity, no matter how unique or recognizable your features are.

Vial of Poisoned Wine (200) – Refills after use. It's also acidic, and can eat through most materials on contact. When consumed, it's particularly effective at killing individuals that have otherwise durable and resistant bodies.

Stasis Capsules (400) – 100 oval-shaped, purple pods that can each hold a single person or animal in temporal stasis for an indefinite period. Light and portable, plus they never run out of power. You could use them to store food or other perishable substances, too.

Memory Database (600) – A small device that holds a copy of all the memories of the living and dead which are stored in the Memory Tank on Lolo. Updates each new jump to hold memory copies of 200,000 random inhabitants from the new world you're in. It'll never contain any canon characters, though. If you upload a person's memories from this database into a chip, you may make them a companion.

Biotech Designer

Helpful Pet (100) – A patchwork animal of your choice, scaled down or up to the size of a small dog. It's intelligent and can follow orders, but is not quite sapient. For an extra 100, it has human intelligence, is knowledgeable enough to serve as a lab assistant, and can be imported as a companion if you wish.

Biomass Converter (200) – Organic matter put inside of this tank (about 10,000 gal capacity) is instantly turned into a soup that can later be used to create new bodies, plants, or food.

Memory Chips (400) – Ten blank chips that can be implanted into and record the memories of anything with a human-sized (or larger) brain. They're extremely durable, though not indestructible. These ones are special - they can also house a soul.

Lab (600) – Located in jump, and attaches to warehouse afterwards. Has facilities for all sorts of medical and technological pursuits, including surgery, cloning, fabrication, and mass production of new bodies.

Issoudan Operative

Strider (100) – A piece of technology which is worn like a pair of shorts. It houses two long retractable legs which are extremely quick, agile, and can run on almost any surface.

Controller (200) – When worn on your head, this odd piece of headgear gives you the ability to precisely operate and drive any vehicle or other piece of technology you own, as long as it's in your line of sight.

Cloud Grenades (400) – A set of 50 grenades that release small amounts of electrolytic clouds similar to those found on the planet Lala. They cause near-complete retrograde amnesia. Comes with instructions on how to easily make more of the gas.

A Special Person (600) – Choose anyone you've met in person before. You receive a chip containing all of their memories. Just be careful not to lose it - you won't get it back if you do. You can choose a new person each jump.

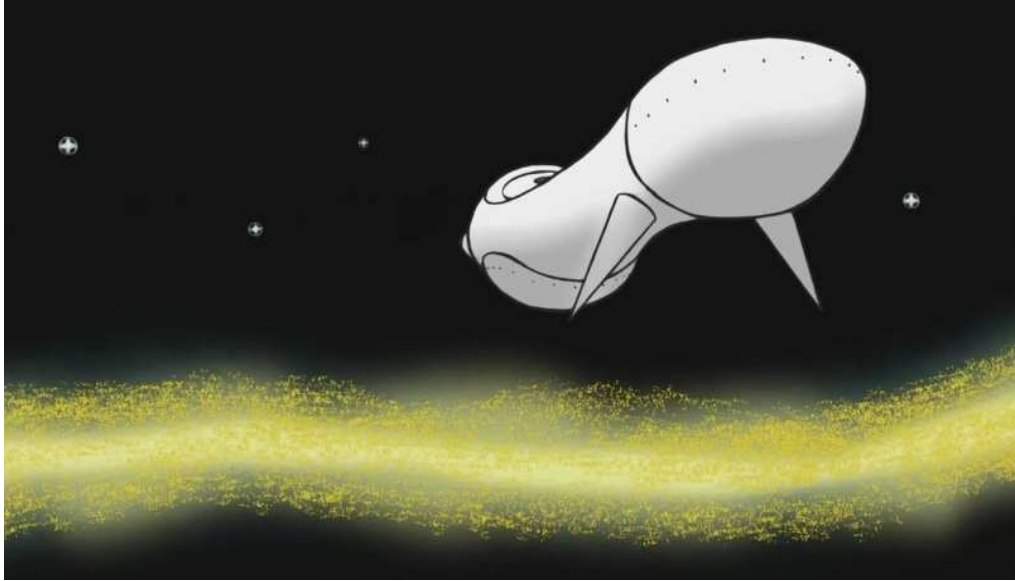
Sheriff

Carbile (100) – A handheld weapon. Despite its small size, it has a high amount of destructive power. It can shoot a yellow globule that instantly reduces a person to a puddle of blood, and can destroy most objects up to the size of a bus. However, it can't damage memory chips or eggs. Has unlimited ammo.

Pleasant Memories (200) – Three droppers full of memories that can cause any type of feeling or sensation you want. You can choose a different one for each. They function by dripping the liquid into a person's exposed memory chip. After the jump, you can inject it into someone's body for the same effect. Unlike the kind found in jump, these aren't addictive. The syringe or dropper automatically refills after it's used.

Inspector Gun (400) – An oddly shaped green object that, when pointed at someone, freezes them and opens up a portal allowing you to step into their mindscape. The initial function works regardless of mental defenses, but if they have high ones - or a large amount of memories - it may be difficult to find what you're looking for. The mindscape will never contain any monsters or other dangers, though. It's also possible to rewrite memories while inside, but the process is rather inefficient and can be reversed.

Neuron (600) – A large, sleek, top of the line spaceship. It comes with a loyal and diligent crew. It's also licensed for transportation of cargo and passengers in any jump you visit. Just be sure to check for stowaways.



DRAWBACKS

Limit is 700 CP, 1000 if Purple Clouds is taken.

Hyo-Hyo (+100) – You’ve been permanently stuck into the body of a small creature that’s about the size of an average human head, and can fly. You’re able to make sound, but can’t speak.

The Perfect Fit! (+100, Can’t be taken with Hyo-Hyo) – All of your bodies don’t feel quite right, no matter how you change them... So you’ve been motivated to find one that fits you perfectly. Perhaps you’ll find it eventually? Or maybe not. You still retain all your powers and abilities, even biological ones, but it’ll take a bit of time to get used to each new body. Overrides the perk Instinctual.

A Lover...? (+100) – You’ve acquired the attraction of a quite lecherous and perverted sheriff. Their behavior is highly annoying and persistent, attempting to follow you anywhere. However, they’re extremely loyal to you.

Button (+100) – A small button is located on your neck that, when pushed, instantly compresses your body into a small (around 2 inch) package. In this state, you’re unconscious and completely helpless. The button will persist even if you switch to a new body or alt-form.

You Cheater! (+100) – It’s hard to be in love with just one person, isn’t it? You’ve developed a strong tendency of falling in love with people - and attempting to keep your relationships with all of them. Careful, if they find out, they might gang up and try to exact revenge.

Jumper-sama. (+200) – It seems you’ve been cloned three times. All of them think they’re the original, and each are plotting together to kill you - then the others. They have none of your memories, perks, powers, or anything else that you’ve bought with CP. However, they know about all your abilities, and have had several decades to come up with a plan.

Reprogrammed (+200, Issoudan only) – You haven’t been so loyal, have you? Your memories were rewritten, making you forget your true friends and loved ones, whose faces have been replaced by others. The job was done sloppily, and you’ve become rather docile and lethargic as a result. This can be undone, but will take some time and effort.

Useless Copy (+300, Clone only) – Warp’s clones usually aren’t successful, and you’re no exception. Besides intelligence, memory, and sanity perks, you can’t access any of your powers or other perks, including the warehouse and anything you’ve bought in this jump*. These rules also apply to your companions, including the ability to keep their previously bought perks relating to intelligence, memory and sanity. Additionally, if you take this drawback you can import as many as you like at no cost. They get the Clone origin and freebies, but can’t build a new body. The items they get are also kept in the warehouse until the end of the jump.

Purple Clouds (+300) – You’ve fallen through the electrolytic clouds on Lala, and have become an amnesiac. You’re also separated from your companions, and they have no idea where you are. All your powers are retained, but you have no knowledge of their existence or how to use them. However, if a situation becomes dangerous, you’ll be able to lash out instinctively with your powers in defense. You may only take a photo of someone, to remind yourself of. (No written information, or a map. All items you buy are in your warehouse.)

KAIBA (+400) – Not the titular protagonist, but the plant. It’s just a seed now, but it’ll soon start growing, and will be searching for you in particular. The more memories you posses, the easier it can track you. The plant has a ravenous appetite, and it’ll soon be able to easily devour planets.



NOTES

Roe (Memory Eggs)

- In the world of Kaiba, these are small floating yellow-orange pellets that are released from a person's body following their death. If they don't have a memory chip, that is. The chip contains their roe, and is the basis for technology allowing people to switch their minds from body to body. Roe only contains a person's memories, and is not technically a soul.
- Roe isn't particularly durable. However, rivers of it are seen floating through space, so presumably it can last a very long time without degrading or decomposing. Usually, people have about 20 pieces of roe.
- About the time limit for the associated Issoudan origin perk also called **Roe**- It doesn't necessarily have one, but if your complete body and memories isn't back together by the end of the jump, it'll count as death. Pieces of roe all look the same, so once it disperses it'll be exceptionally difficult for someone to gather them all back together.
- As for the part about "using it to regrow a person's body", in canon Warp's clones were grown in sacs, and Neiro's memory eggs were inserted into an empty sac. Her new body then grew around the eggs.

Perks

- *The freebie **Stylistic Integrity** will still be able to work regardless of any drawbacks you take in this jump. Otherwise, as always, drawbacks override perks.
- **Geometric Memory** does not work retroactively on your memories.
- Clone is the drop-in option, so **Memory Prince** will not give you the collective memories of Kaiba's civilization, which Warp possesses.
- As for the perk's destructive potential, once he regained his memory Warp could've destroyed the planet Lala. Its size is unknown (but seems to be rather small), so for the purpose of this jump, the memories in the Memory Tower on Lolo, around 200,000 years worth, would be able to destroy a planet comparable in size to Mercury.
- Additionally, you may only free other people's memories that you've collected. Your own memories are not affected.
- **Individuality** will render you immune to having your memories consumed by the Kaiba plant, or other similar effects like being turned into LCL in Evangelion.
- If you also take **Memory Prince**, **Shard** will slowly grow in power indefinitely, though with eventually diminishing returns. Otherwise, it softcaps at the barrier deflecting most gunfire, and the TK stopping or destroying a moving bus.

- **Role Model** confers a 5x increase of learning speed both for yourself and people you're teaching.

Items

Memory Chip Functions

- You'll need assistance to change your chip into a new body, due to not having any awareness while in chip form. Once the chip is in, the body immediately awakens.

Neuron

- Crew members on the ship don't count as companions.
- It's hard to tell what the ship's size is. I'd estimate around 300m in length.

Cloud Grenades

- You and your companions are immune to the effects of the grenade and any of the gas specifically produced by use of the recipe. This does not also make you immune to the clouds on the planet Lala.

Memory Database

- If you have the **Memory Prince** perk, once you copy them into your head, you'll only be able to use them once until new ones appear in the Database for the next jump.
- Doesn't update once every 10 years, but specifically once every new jump you take.

A Special Person

- Like the **Memory Database**, it updates every jump, not every 10 years.
- You may put them in a body and make them a companion, or simply just ask questions and rifle through their memories.

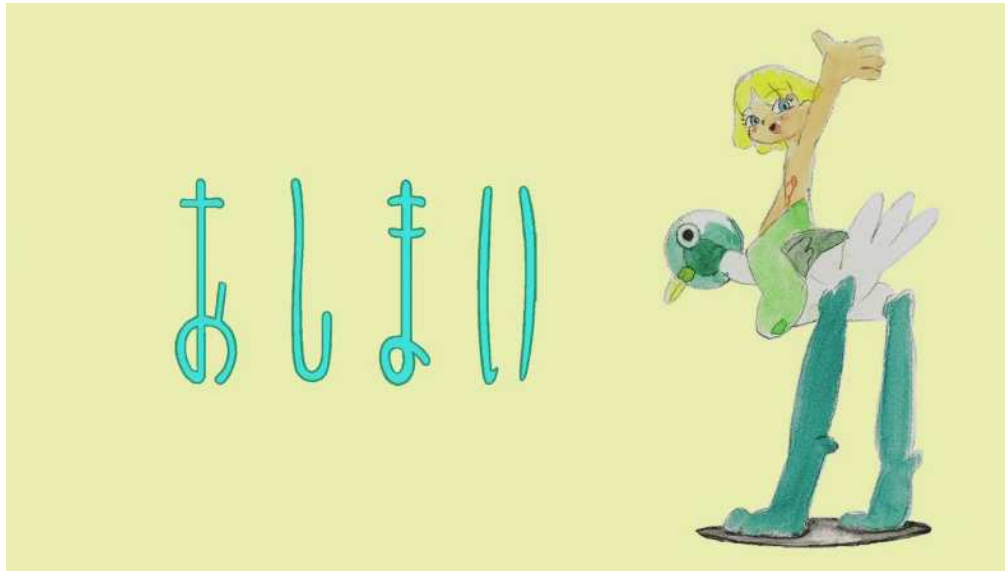
Memory Chips (400 CP Biotech Designer Item)

- These are able to contain a person's soul, along with their memories, maintaining their consciousness and identity.
- For this jump, it would contain the jumper or a companion's soul, but this function will still work in other worlds where people actually have souls.

Body Design Notes

- *To make a Body Type, select either Terrestrial or Aquatic, and then pick one of the choices below. For example, you could be an Aquatic Arthropod, which could be crab-like or squid-like. You can even be a Terrestrial Cartilaginous Fish - basically a land shark.
- The body will become an alt-form after the jump, if you want. If you bought **True Chimera**, after the end of the jump you may incorporate any elements from it into your default form.

- You may only design one body for yourself.
- This is noted in the companion section as well, but companions can receive 400 DP instead of 400 CP if they want a new body instead of perks. Since they have to pay for an origin, they'll only be able to take Issoudan or Sheriff.
- If they really don't want any extra memories, they may take Sheriff as a drop-in option instead, simply receiving a knowledge of the law, and how to use the basic weapons and technology of this world.



Changelog

- **v1.1**
- Changed formatting so it can be read more easily.
- Added a maximum conversion rate of 1000CP to the amount of extra DP you can gain to spend on a custom body design.
- Increased the amount of CP you can gain from Drawbacks from 600/900 to 700/1000.
- Changed the name of the "Scientist" origin to a more appropriate one, and changed the name of its 600pt perk.
- **v1.0** – Created the document.

By Turnip