Generic 50s Sci-Fi

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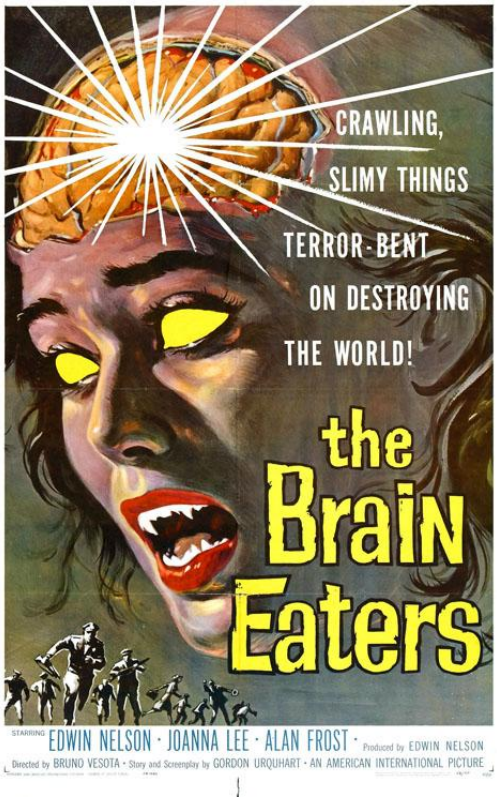

The year is 1950. The atomic age has just begun, and humanity looks towards science as a source of wonder and adventure. The potential is limitless, or at least no one can find these limits yet. Rocket ships to other worlds could be just around the corner, near limitless energy from splitting the atom, advancements in science and civilization. But there are dangers too. The bomb is a weapon that's too powerful for mankind and could destroy it if man does not learn to be better than himself and leave savagery and barbarity behind them.

Beyond that these nuclear tests may have spawned strange mutations in animals and plants. Who knows what this power could do to a creature, or how it could change them. And if science can create wonders, in the wrong hands it can create horrors. Science has begun to delve into the strange and the wondrous, the science of the mind beginning to show hints of the potential of psychic powers which could unleash beasts from the very id of mankind.

And even outside of mankind's potential for self-destruction, the universe is infinite. If humanity has evolved to this stage of technological sophistication, somewhere there has to be something that has advanced further than mankind. And while mankind before could be ignored as a harmless child, surely they will take notice of the propagation of nuclear tests and weapons. But will they be conquering invaders, or will they come in peace? Who can say?

You arrive in this world of scientific optimism and fear. Where the sword of Damocles hangs over humanity in a way it never has before, and which its awareness of will never be so great again. It is a world of science and adventure, but also monstrous horror. Expect to meet something weird, likely alien, and certainly not of this Earth. And to help you with that, take these:

+1,000 CP

Location:

If you took the Film of Choice toggle you begin at the locations of the movie in question, otherwise roll 1d8 or pay 50 CP to choose:

1. San Francisco, California. Rumors say something has been coming out of the bay at night. Something unnatural.
2. Washington, the District of Columbia. The capital of the greatest superpower of the age. A prime target for alien arrivals.
3. New York City, New York. A major trade and cultural hub. It'd be a shame if something went on a rampage here, but what are the odds?
4. A small town in the American west. A nice peaceful place. There's a military research base not too far from town, and plenty of its engineers and researchers live here. Some kid is talking about having seen strange lights in the sky last night, and people behaving oddly but it's probably nothing.
5. A rural English village. A nice peaceful place. Someone moved into the old house outside of town recently, there's been strange noises in the woods at night, and three hunters have disappeared in the last week. Odd how that goes.
6. A South American tribal village. An untouched tribe never before contacted by the outside world, except some of their other tribal neighbors. Rumors tell that they have a powerful tribal juju… and a vengeful tribal god.
7. A rocket ship. You are currently on a rocket ship hurtling away from the Earth towards another celestial body at extraordinary speed. Hopefully you're supposed to be here and not an unwanted stowaway. Hopefully there's some survivable location when you get there, there's some reason the designer, and head of the expedition, wants to go to this specific point. Right?
8. Free choice. You may begin anywhere on Earth that you

Age and Gender:

Select an appropriate age and gender. You may change your gender if you desire.

Background:

Select one.

Drop-In (Free): You aren't from around here are you? You bring something that's not quite of this world. Whatever your nature you have no memories or connections in this world, and must make your way alone. You appear at your starting location with whatever you had on you in the last jump.

Civilian (Free): You are an ordinary individual of this world. If anything makes you really stand out from others, it's how average and normal you are. Or maybe your surprisingly pretty face. You might be a child, a journalist, a housewife, or any number of non-military and non-scientific roles. Don't think that being merely an ordinary person means you can't have an important role to play in this world.

Crackpot (Free): Yours is a superior mind for a superior man. You have what these others lack, a will to power and the ability to rise above the restrictions of common human morality. You are not the scientific hero of the Scientist, or even really his equal, but you may have a mastery of the more parapsychological sciences, or an idea where and how to find a monster that could terrify the world.

Scientist (Free): This was an age where media saw science as the great answer to all threats, and it shows. You are a scientist. Not a mad scientist, but a proper scientist. Willing to put your life on the line again and again to save others, and with a mind that's trained to learn, understand, and figure out how things work. You have at least a PhD and you may find that your scientific skills are truly heroic.

Soldier (Free): You are an agent of the - most likely US, maybe British, and possibly even Japanese or somewhere else - government and more specifically their military. Whether a private, a non-commissioned officer, or someone higher in the military hierarchy, you are a representative of the military force with which your government protects its people from threats both of this world and from beyond it.

Them (Free/200 CP): You are not human, at least most likely, and certainly have no role in human society. Whether a creation of mad science, a lost horror from a forgotten age, or an alien monster from another world, you have come from outside human society. You must take the **Inhuman** drawback for no points or else pay 200 CP to take this background. In exchange you can take Monstrous Features without requiring the **Radioactive Mutant** or **Advanced Being** perks, and you can choose your discounts from among Monstrous Features. Unlike other backgrounds you do not have to take the **Feature Presentation** drawback, but you still can take it if you want points (or want the 0 CP version to guarantee an adventure).

Perks

General Perks

Life Skill (50): Select one civilian job available in 1950s America outside of scientific and academic fields which does not require a college education. You possess training and 5 years of experience in that field. You may take this perk multiple times selecting a new job each time.

Psychic Perceptions (200): You have ESP. Oh this isn't anything like full-fledged telepathy, and definitely doesn't include telekinesis or psychic teleportation, but you have a sixth, psychic sense. As far as mind reading goes, if someone concentrated on an image hard you might be able to pick it up, but there are better ways to become a mind-reader. What this does is make you sensitive to psychic/spiritual phenomenon, able to perceive it; you could see ghosts that are only visible to certain people, for example. Beyond this classic second sight, you are able to get occasional flashes about the future; not detailed visions, but oddly prescient dreams or feelings and premonitions. For those you care strongly about, you might get a sudden feeling of them being in danger when it approaches, or have a vague general sense of their well-being. With aid - like a hypnotic trance or technological assistance - you might even be able to form a mental link with your own past lives, manifest poltergeist activity, or clairvoyantly picture a distant location.

This perk can have special combinations with others; check the notes.

Radioactive Mutant (300): Radiation has changed you and made you better. You are immune to any deleterious effects from radiation and what's more you find yourself improved physically. You are significantly stronger and more durable than you ought to be able to tear through steel doors or concrete walls and shrug off handgun fire like one might a cap gun. You heal better as well, healing wounds which would take weeks to heal in days and even possibly regrowing lost limbs and organs. Finally as a mutant horror, you may take Monstrous Features without being one of Them.

If you have the Them background you may use one of your discounts to discount this perk and may make it part of the race designed with your **Inhuman Form** feature.

Unexpected Survival (300): Sometimes an alien biology, and impossible durability is just not enough. For when that's the case you have this. Once per jump when you would normally die, circumstances will conspire to prevent your death from being able to be confirmed and instead of dying you will escape to a safe spot in which to recover from your wounds. This works even when your death should have been absolute and certain (like if you would have been erased from reality), but only once per jump.

Them may use one of their discounts on this perk as if it was a Monstrous Feature, but it is not applied to their Inhuman Form.

Drop-In Perks

Discounted for Drop-Ins with the 100 CP perk being free instead.

Actor (100, Free Drop-In): Who'd have thought you'd know how to act? Well if you didn't before you do now. You have all the skills needed to be a professional movie actor and are able to put on a first rate performance, and can control your voice at least well enough to fake an accent. . You are especially good at faking (or hiding) emotions and reactions, able to do so well enough that it would take a mind-reader (or other means beyond those available to normal humans) to see through your reactions of shock or surprise. This does nothing to improve your looks or give you charisma. Still assuming you get the chance you could do well as a movie star.

Strange Happenings (200, Discount Drop-In): You have a tendency to stumble into odd things, or maybe the weirdness is drawn to you instead. Whatever the truth, strange happenings are the norm for you now. Meteor with an alien life form crashes onto the world? It crashes a few miles from you more likely than not. Mad scientist's giant shrews escape captivity? You happened to decide that was the perfect island to vacation on. In short you're a weirdness magnet, and whatever weirdness might happen in a jump seems to happen far more often around you. Jump-chan isn't completely cruel, though, so you can toggle this off whenever you wish so that your life doesn't get too exciting.

B Movies (300, Discount Drop-In): Your life seems to be one. You can exert an influence on the world to make it more like a B movie causing people's behaviors, and even the laws of physics, to work more in keeping with their tone. This does not directly affect you - your own thought processes are clean and clear - and assuming you're genre savvy you can even take advantage of it after all people are more likely to commit cliches. This effect takes time and proximity to you, its effect slowly growing the longer you keep it active. You can toggle this ability on or off whenever you desire and its effects fade significantly quicker than they are applied.

Radiation Wizardry (400, Discount Drop-In): Radiation doesn't really make creatures turn into fire breathing giant versions of themselves, we know this, and yet there's something quite appealing about the idea. Well now when in your hands radiation does do that. You can cause radiation to work on the sort of logic that it does in old monster movies, and beyond that you can control its effects far better than you should be able to. It'll still take research and effort but not only can you make it so that radiation does make ants grow to giant sizes you can figure out what dosage you need to get them to the size you want and control to at least some extent what changes and mutations it causes. Make your own radioactive abominations.

Advanced Being (600, Discount Drop-In): Did we say you were human? Well it seems we were mistaken because you are something far more advanced. You are some advanced alien species that merely looks human but has lived far longer and grown far wiser. Though merely average for your species (without outside perks) your intelligence is easily as great as any human who has ever lived, probably significantly greater, you are able to perform calculations like a supercomputer, and possess wisdom on par with that of Solomon. This advanced mind improves any psychic powers you may possess from this jump or any other, though this does not give you psychic abilities on its own; check the Perk and Item combinations in the notes for examples with ones from this jump. Your life span is substantially enhanced and you are much more resistant to disease and illness. Finally as an alien, you may take Monstrous Features without being one of Them.

Civilian Perks

Discounted for the Civilian with the 100 CP perk being free.

Bombshell Beauty (100, Free Civilian): You're a real looker, a top class beauty who could easily compete in and win a beauty contest of a national or even international scale. Whatever sort of beauty you want, dashingly handsome, girl-next-door style looks, dark and debonaire, classic femme fatale, athletic and sporty, tall dark and handsome, you name it you can choose it from this perk.

Bonds Forged in Radioactive Fire (200, Discount Civilian): There's something likable about you. Oh this is only a mild boost to your charisma, likability, and romantic appeal in most situations, as where you really shine is when you are going through danger with someone else. You find that in dangerous situations you possess those qualities needed to act as the glue that holds a group of strangers together, and that those you live through such situations with will quickly come to regard you as a valued friend. In addition, those who you directly save and protect, or who save and protect you, are much more likely to develop a romantic interest in you.

Damsel (300, Discount Civilian): The plot seems to have decided that you are an important character but not the hero. You'll not be collateral damage of an event as long as there's any chance that it could miss you, stray shots avoiding you, and if you're actually targeted by something which is only targeting you by convenience or random chance you will find that even a usually unerring marksman will miss you giving you at least a chance to avoid it. Even when you are specifically targeted, enemies which possess an advantage over you tend to take more time than they normally would to deal with you, and someone is much more likely to arrive to rescue you.

Light in the Dark (400, Discount Civilian): Traumatic experiences and horrible dangers can happen all around you turning your life completely upside down and you just seem to roll with it. You do not seem to suffer permanent effects of psychological trauma, and even physical effects heal more effectively than normal, never being scarred and making a full recovery if it is at all possible. Even in the short term while you still feel stress, fear, and despair, you will find it never seems to paralyze you, and you can always find the strength to act to bring a better tomorrow. Beyond your own resistance to trauma you seem to provide others with resistance when they are around you as your presence seems to heal mental wounds and scars, helping to make them fade and those who have been hurt move on, and those in the grip of despair to find the strength to continue on.

Human Heart (600, Discount Civilian): You have a truly human heart. This gives you a deep well of powerful emotions should you choose to indulge them, increasing the effects of any emotions you feel, and how well they can be used to power anything. It also provides extremely keen and effective empathy. You have a natural feel for the wants and needs of others, able to easily pick up on how they are feeling or if there is something wrong with them. This is strong enough to even bridge the gap of species giving you an idea of an animal's - or even something far stranger still - wants and desires with just a bit of interaction. You could possibly serve as the bridge between humanity and an alien species from a wildly different world and mindset, as just as you can understand the inhuman, you can - with time - teach humanity to those that lack it. This comes with strong resistance to going mad from being put into contact with truly alien minds.

This also ensures you will never lose that aspect that makes you human. No matter how advanced your mind or existence becomes you will remain able to empathize with humans, and see things from their point of view. No matter how long you live you will still be able to feel with the freshness of a person in the full bloom of young adulthood. No matter how you change you will never lose the ability to feel as a human does, or to put yourself in another's place and understand why they might act as they do. At least not when you want to.

Crackpot Perks

Discounted for Crackpots with the 100 CP perk being Free instead.

No Scruples (100, Free Crackpot): You have no need for scruples or a conscience, and as such you can turn off your conscience whenever you desire like flipping off a light. When you turn this mental switch you find that you can perform any deed without feelings of guilt or remorse, playing the role of a villain to perfection. You can flip this switch back on, allowing you to be constrained by moral scruples once more, as easily as turning it off, and will even do so automatically before doing something you'd truly regret long term.

World Traveler (200, Discount Crackpot): You are well-versed in information about other cultures and places. You know the customs and obscure rituals of far flung places, from obscure Nepal villages to the darkest depths of the African jungle, to rituals of Native American tribes. Your knowledge of primitive cultures especially would put an anthropologist to shame in its sheer breadth and obscurity. This of course focuses on their more quaintly interesting occult customs and their superstitions. And in future jumps you will have the same knowledge of the customs and superstitions of cultures in the new world.

Victim Hunter (300, Discount Crackpot): Sometimes you just need a human subject for something they would never agree to. You have the knowledge and skills of a serial killer or professional kidnapper. You know how to find an isolated target, convince them to trust themselves alone with you, and to knock out - or kill - an unsuspecting victim with relative ease. You are also fairly capable of sizing up who has local connections and will be missed, as well as the basics of covering up the scene afterwards. This isn't a guarantee you'll never be caught - serial killers do get caught from time to time after all - but you know how to minimize the chances.

Hypnotist (400, Discount Crackpot): You are a fully trained and professional hypnotist. Not just in real world hypnotism, but in Hollywood hypnotism. You can cause people to remember their past lives, regress people into childhood, plant post-hypnotic suggestions, put people into trances where they are more psychically attuned, modify memories, and generally perform the tricks shown by Hollywood hypnotists.

Monster Magnet (600, Discount Crackpot): Radiation isn't the only way they make monsters in this age; chemistry, biology, past-life regression and more. No matter the world you find yourself in you are able to make or find monsters. This doesn't help you keep them contained, or make them obedient, but if you go looking for monsters you will find yourself stumbling on chemical formula to make animals grow into deadly monsters, discovering a rare plant in the rainforest that transplanted from its natural habitat becomes a destructive carnivorous plant, or maybe an alien frozen long ago in the ice. These monsters will usually be related to whatever fields of research you are in, even if they are fields like anthropology (beasts worshiped by lost tribes as gods), psychology (beasts drawn from the subconscious minds), history (lost Greek gorgons), volcanologist (a volcanic eruption releases an ancient pterodactyl like monster), or something odder like architecture (somehow designing a house that summons an extra dimensional entity or something). You will find, however, that the monsters made or discovered from this perk are always very hard to replicate - perhaps the chemical formula was modified by some random factor outside of your experiment - so while you can amass an army of monsters this way, you will not - without other perks and abilities - be able to mass produce a specific monster.

While the monsters found will adapt somewhat to match the setting (in Naruto they'll likely have some relationship to chakra, in Harry Potter they're more likely to be magic in nature, in a superhero setting they're more likely to have power levels to make them relevant threats in a superhero setting), they will always be something new and outside of the normal for the setting where that's even possible.

Scientist Perks

Discounted for Scientists with the 100 CP perk being Free instead.

Doctorate (100, 1 free Scientist): You possess a doctorate either in a scientific field of your choice or a medical doctorate with the specialty of your choice. This includes all the training which comes with it, as well as years of experience in the field chosen. You may purchase this perk multiple times selecting a new field each time.

Wonders of Science (200, Discount Scientist): You have an absolute and unyielding faith. Not in some higher being, but in science and mankind. Your optimism is nearly boundless and despair and ennui can never find root in your heart for you will always be able to find hope that mankind and science can find some answer to whatever problem would despair you. This doesn't blind you to danger or cause you to sit idle, but instead spurs you forward: Science will find a way - and mankind will learn to be better than its warlike ways - but it needs people to act for that and you will be one of them.

Renaissance Man (300, Discount Scientist): Science is made up of many fields and for a single man to truly push its frontiers he must often work in multiple of these fields at once. You now possess the knowledge and ability to do just that. Just by taking this perk you have the equivalent knowledge of a contemporary (1950s) bachelor's degree in every field of scientific study, and a master in at least a few disparate fields, but this is just a foundation. You gain an extraordinary talent in learning anything related to science, doing so many times faster than a normal person, as well as an aptitude for developing experiments, deciphering results, and coming up with ways to apply your findings.

Man of Science - Man of Action (400, Discount Scientist): The 50s was a time when the scientist was seen as one of humanity's greatest heroes and seemed to take on all the traits one would normally expect to see from a hero. Now you too are one of these men of steel finding your nerves steady and calm even in the greatest crisis, easily holding back fear to think calmly and clearly so that you can perform as needed. Perform as needed you will as you seem to grow smarter in moments of clear and immediate danger, your mind speeding up to figure out how you need to act to see you and those you care about through the moment of danger. This also grants you general competence with weapons and unarmed fisticuffs, you might not be a military sharpshooter or a master martial artist but you can hit what you shoot at better than most soldiers and throw a punch so that your opponent feels it.

Come Up With a Plan (600, Discount Scientist): Not all disasters are singular moments of crisis, and you are at your best when you have time to analyze a problem. You are highly skilled at discovering how anything that threatens you - or what you care about - functions, quickly understanding how it works, its strengths, and its weaknesses patching them together even from mere chance observations and indirect clues. Once you have found a weakness you are also skilled at coming up with a plan to exploit that weakness, and any scientific and engineering capabilities you possess are heightened many times over when it comes to inventing something to put an end to a threat to the world or even just your country. When humanity is faced with superior technology or strange alien powers it will be glad it has you.

Soldier Perks

Discounted for Soldiers with the 100 CP perk being Free instead.

Pilot (100, Free Soldier): You have the physical fitness and skills needed to drive or pilot any civilian or military aircraft of this period, including space rockets experimental or otherwise. This comes with the reflexes and skills necessary to become an ace pilot in combat situations.

World War II Veteran (200, Discount Soldier): You have actual experience with mankind's most horrible war. Besides the military training of a WWII soldier, you have the experience and skills acquired by living through some of its worst battlefields - perhaps you were in the D-Day Landing, or a Marine on the Pacific Front - and the instincts honed by surviving them on the front lines. All without any chance of PTSD. In future jumps this will update with the training - and experiences if you desire - that would fit a soldier in the most significant war in the last generation.

Evacuation Procedures (300, Discount Soldier): When you are part of an evacuation process you will find that it moves much more smoothly than it otherwise would and people get out of the area much more quickly than might be realistic. The more deeply you're involved and the higher up your authority the more effect this has. If you drive a single truckload of refugees out of there and then leave this will be rather minimal, if you're in charge of planning the entire evacuation and overseeing it as it is carried out you might evacuate a city in a tenth, or less, the time it would normally take.

Four Stars (400, Discount Soldier): This perk doesn't necessarily make you a general, but you might be able to succeed as one thanks to it. You are skilled in the logistics of **quickly** setting up a military operation in an emergency situation, and of getting men and resources into place to protect an area. Of course getting men into position doesn't matter much if you can't do anything with them, so you are also skilled in using military forces to distract, harry, and position a singular superior enemy. You know how to set up an operation designed to drive an enemy into a position you want, even if the weapons you possess deal only negligible damage, and to hold them in that position at least for a time; so that you can hit with the weapon that will actually work.

Good Help is Easy to Find (600, Discount Soldier): The military in this era of films is heroic, but rarely can they provide a functional answer to the threat faced to mankind alone. No, it is up to science to help destroy the monsters that science has created. But the military isn't useless even then. When you cannot provide a solution for a problem yourself you are skilled in finding and gathering those who can, figuring out what incentives you need to convince them to help, and handling the logistics of gathering them and providing them with the resources they need to find a solution. In addition to this mundane mass of skills, you possess luck that helps you find those who can provide the skills you need.

Monstrous Features

*Only those with the Them background, **Radioactive Mutant** perk, or **Advanced Being** perk can take Monstrous Features.*

*Them may discount 1 100 CP or less Monstrous Feature, 1 200 CP or less Monstrous Feature, 1 300 CP or less Monstrous Feature, 1 400 CP or less Monstrous Feature, and 1 600 CP or less Monstrous Feature. They may discount **Radioactive Mutant** or **Unexpected Survival** as if it was a Monstrous Feature.*

Inhuman Body (Free, Mandatory for Them): You are not human and it shows. You may have the body of any terrestrial animal between the size of a cat and a lion, or a smaller animal increased to that size (this mostly follows the square cube law so your strength will be roughly that of a natural animal of that size), or you may be a humanoid creature. On its own this will not put you significantly above the physical capabilities of a human or a natural earthly animal. If you select an animal you gain its natural senses, but do not gain any venom it possesses (for that takes **Venomous Bite**). This body is that of your species and any Monstrous Features you purchase (as well as **Advanced Being**, **Psychic Perceptions**, and **Radioactive Mutant** if you purchase them) are considered to be part of this species. Post jump this becomes an alternate form - though you may choose whether other Monstrous Features perks you have purchased are linked to this alt form or active in your base form.

Animal Hybrid (100): Want to have the advantages of being an animal but still have hands and a humanoid form? Choose an animal, you are now a hybrid between it and a human(oid). You will have strength and physical abilities somewhat greater than a human's, as well as any senses that the animal chosen might possess. If the animal is venomous you even get venom, but no matter how deadly the real world animal may be this venom will not be at the level of the **Venomous Bite** perk. If the animal can fly, you will be capable of awkward and slow flight.

Environmental Adaptation (100): Choose 1 extreme environment such as the Earth's mantle, single digit Kelvin temperatures, outer space, acidic atmospheres, or the bottom of the sea. You are adapted to it and are able to survive - even thrive - in these conditions. While this will give you what you need to survive in the environment it will not give you super strength or great conventional durability even if it logically should - you could survive and act normally in Jovian gravity but would not be immensely stronger than a human on Earth. This applies to environmental hazards not weaponized effects, so as illogical as it is you might be able to survive on the surface of the sun but not survive a flamethrower.

For an additional 200 CP (undiscounted) you no longer have to choose 1 environment, instead you can simply survive in almost any naturally occurring environment on Earth or space outside of black holes, or similar phenomenon.

Monster from the Dawn of Time (100): You have existed since long before mankind and if they do not stop you then you will exist long after them as well. You no longer age past your prime and can enter a state of hibernation until disturbed in which you have no need to eat or drink as your entire metabolic apparatus is put on indefinite hold, continuing as if you were in total stasis.

Venomous Bite (100): You possess a deadly venom which you can inject with a bite. A single bite can inject enough venom to kill a dozen men, though it does have a metabolic cost to you to produce it. The more venom you use the quicker your victim will die from it. Should you grow substantially larger than a lion you will find the amount of venom you can inject growing as well. If you would prefer a stinger of some sort as opposed to venomous fangs, you may instead have an insect-like stinger that can be used to deliver this venom.

Deadly Touch (200): Something about your touch is deadly to other organisms - at least when you want it to be - capable of killing a person simply by grabbing onto them and holding them for a few moments. This can be some form of bio-electricity, poison, or even direct life draining as you choose. No matter how strong you become you will find that this deadly touch adds a noticeable addition to your blows if you wish it to.

Terrible Visage (200): Whatever monstrous shape you possess it is particularly hideous and terrifying. Looking at you may cause the faint of heart to collapse into a faint, and even give pause to brave and heroic men. This effect will fade with repeat exposure, but should be useful for a first encounter.

Tentacles (200): You now possess four long, highly flexible tentacles, which you can retract into your body or stretch out to approximately 25-ft if your body is roughly human in scale. These tentacles are each approximately as strong as your legs, but are prehensile.

For every additional 50 CP (undiscounted) you pay you may have 2 more tentacles.

Winged Horror (200): Your form now possesses wings which, assuming a human size, allows it to fly at speeds comparable with cars. This flight is surprisingly easy, seemingly no more tiring than running at a long-distance pace, and you can carry aloft almost as much as you could carry on the ground. If you are larger than a human you will find that your speed increases proportionate to your increase in scale, so that if you doubled in scale (octupled in volume) compared to a human you would fly at twice the speed. If you were a 50-ft tall giant you might be flying at roughly the speed of sound.

For an additional 100 CP you do not need wings to carry you aloft but fly through some manipulation of magnetism or telekinetic force.

Decentralized Anatomy (300): You now lack vital organs. While you still have sensory organs (eyes) you no longer have a brain, heart, stomach, or any organ that the loss of which would kill you, allowing you to theoretically survive as long as a head-sized part of you remains intact. This also provides you the plant-like ability to photosynthesize (and you may be a plant if you desire) in place of eating, though this requires sunlight, water, and rooting yourself in the soil for at least a time, as well as the ability to acquire sustenance via draining blood. This does not however grant you any substantially improved regenerative ability or ability for disembodied limbs to function without the muscular system of the rest of the body, so you might be able to survive and think as an arm, but barring other powers (such as extraordinary strength in your fingers) it is not going to be getting up and moving about on its own or regrowing your entire body.

It Spreads (300): Many of the monsters from the films of the 50s had the disturbing ability to multiply and threatened to overrun the world with their numbers if not stopped before reaching critical numbers. Now you too can spread your race in such vast numbers. You have some way of multiplying at a rate much greater than that of most macrofauna producing dozens of spawn in days, hundreds in months. These spawn possess whatever species you created for your Inhuman Body and nothing more; if you do not have Inhuman Body they are instead average humans albeit ones with greatly increased maturation rate and the ability to learn at a similarly accelerated rate until they reach physical maturity.

Your species reaches full maturity in weeks at the most and mentally matures at a similar rate. They are capable of learning at a rate appropriate for their maturation at least until they have matured.

For an additional 200 CP (undiscounted) you have some form of control over your spawn, your descendants and theirs naturally obeying your will and instructions.

Will Projection (300): You are able to project your thoughts, and will, into the minds of others. While recognizably foreign to your target you can use this power to compel actions - or inaction - from others. You will need to have a significantly stronger force of will and personality for this to succeed, and will have difficulty affecting more than one being at a time. You must be able to see the target with your unassisted eye to establish this link, but once established you may maintain it from any distance.

If you have the **Psychic Perceptions** perk you may take this Monstrous Feature without being one of Them.

Alien Mind (400): Your mind is truly inhuman and you can use this to your advantage. It is extremely difficult for anyone to read or otherwise pry into your mind, and similarly difficult to control as many means which would control a human mind will not work on yours. Attempting to contact your mind may even cause damage or madness in the minds of humans who do so, and if you had a means to project your thoughts you could even weaponize the alien logic of your thoughts. Beyond resisting mind-control, as your mind is accustomed to alien logic, effects which would make humans go mad with the alien nature of reality or similar such revelations will likewise be severely reduced in their effectiveness on you, if not outright negated.

Body Snatcher (400): By killing a victim and consuming the majority of their body in some manner you are able to take on their form and appearance gaining the ability to assume their shape as an alt-form. If you consume their brain you also obtain their

memories, but not the emotional connections which give them weight or make them an unconscious part of their actions and behavior.

Immune (400): Select one of fire, radiation, electricity, poison, or a form of damage with a similar scope outside of direct impact force based damage (no kinetic force, explosives, bludgeoning etc). You are now immune to harm from that source. If you selected fire no flames no matter how hot could hurt you, thermite flames, the surface of the sun, the heat of an atomic bomb (the radiation and shockwave would still likely kill you if you were close enough though).

Military Grade Durability (400): You are much more durable than you should be, and this durability only increases with the scale of your size. At human size your durability compares somewhat favorably with a tank's. This durability scales favorably with increases in size. Were you the size to tower over tanks you'd be able to survive direct hits from artillery, and if you were able to grow to something like 50 meters there might not be any conventional weapon in this era that could stop you.

Phantom from the Chain (400): You are completely invisible. This doesn't extend to clothing you wear or objects you carry, but visible light passes through your body without being diffracted. Be careful as you will find yourself visible under ultraviolet light. You may choose to turn this power off if you wish to be seen by others for some reason.

Attack of the 50-ft Whatever (600): When you take this perk you gain the ability to grow to 10 times (in each dimension) your normal size. This growth takes time, you may somewhat regulate the speed of this growth - from not happening at all to taking a minimum of about 48 hours to go from normal size to max size - and each alt-form you possess grows separately. This growth is immune to the disadvantageous nature of the square-cube law, and you will retain the proportionate strength of your original size (that is if you could lift 5 times your weight at your normal size you can lift 5 times your weight at this increased size). Since you're paying so much for this you can reverse this growth, though it will take twice as long to shrink as it did to grow (minimum of 96 hours from full size to normal size).

If you want to be able to grow even larger you may add 5 times your normal size to the maximum growth for each additional (undiscounted) 100 CP you pay to a maximum of 25 times normal size (roughly the height of daikaiju of this era for a normal human; this would cost 300 extra CP).

Cloud of Icy Death (600): You naturally produce a thick cloud of mist or fog around you. This cloud brings with it deathly - to humans - cold. By remaining in an area for several minutes you will find the temperature reducing to well below -30 degrees Fahrenheit, remain substantially longer and the temperature will continue to drop until it is in the single digits Kelvin. Powerful heat sources can negate this ability. By taking this power you become immune to the ill-effects of cold in the range that this cloud can induce. You also find that your ability to see through clouds and fog is increased to the point that the dense mist you produce merely obscures your vision as a light fog might a human. You may turn off this power at will, though the cloud will take time to dissipate and heat must return naturally to the area.

Slime Monster (600): You are a blob of homogenous slime. While in this form you lose your human shape, becoming a blob of slime. As this slime you are highly resistant to harm from impact, stabbing, or other such methods. Extreme temperatures may still hurt you, maybe specialized chemicals and high explosives, but no matter how many bullets they put in you you simply won't fill it. In addition your body is highly corrosive, able to melt through materials, especially organic ones - such as human bodies. You are also able to grow by consuming materials, though with just this perk you won't get too far beyond the size of a large animal, maybe reaching the size of a small house at most.

X the Anon (600): You are a creature capable of absorbing and consuming energy - electrical, extreme heat, and/or radiation - pulling it into yourself and using it as fuel for your own body. You may absorb radiation fairly freely, as well as electricity, but you may only absorb heat if it is significantly above that of boiling water. Besides making you nearly immune to these effects, this absorbed energy can be used to substitute for food, or to recharge other reserves of energy you possess.

Items:

All items allow like/similar items to be imported into them unless otherwise noted (melee weapons into melee weapons, mounts into mounts, pets into pets, buildings into buildings, etc).

All items may be purchased multiple times, though only the first copy is ever Free.

Some items may be merged. If you do so you lose both unmerged items, but gain a merged item as described in the notes. If you want an unmerged copy as well you can buy the items multiple times.

General Items:

A Handy Handgun (50): This simple handgun will never jam and will automatically reload itself if you cease firing it for 30 seconds. Not much to it, but it may prove useful.

Mini-Monster (50): Select any monster from a film released between January 1st 1950 and December 31st 1959. You now possess a miniature (cat size at largest) version of that monster. Any of its powers will have been reduced to be non-dangerous (or at least no more dangerous than a small dog), and non-offensive powers are likewise reduced until of minimal functionality. Its intelligence will also be reduced to that of a (clever) animal. It seems to like you, though, treating you as an affectionate dog might its owner.

MST3K Collection (50): A fair number of these films made an appearance on Mystery Science Theater 3000. You now have a complete collection of every MST3K episode that was based on a sci-fi or monster film from the 1950s, as well as an episode of MST3K based on each previous jumps you have gone to. At the end of each jump (including this one) you will get an MST3K episode based on the jump.

Prop Controls (50): This set of two levers can be placed in a vehicle to replace all controls necessary to serve as the main controls of that vehicle. While it won't replace all crew positions in a battleship or the like, it could replace all controls that would go in the cockpit, or main helm. To use these levers you simply have to move one of the levers while thinking about the desired result and control.

You may choose which vehicle these levers are installed in at the start of each jump.

Rainy Day Fund (50): Here, have $2,000 in 1950s money; a little less than half the median annual income of a family in 1955 or 1956. It ought to be enough to keep you in style for a while. You get the equivalent in local currency (adjusted for inflation) at the start of each jump.

Teleporter Pods (200/300): These 2 porta-potty like pods are linked so that when activated the contents of one pod will be instantly teleported into the other pods from any distance. Unfortunately if two creatures are in the pods this will result in their DNA mixing (thankfully it seems bacteria, viruses, and gut flora are exempt from this) and turning both into deformed hybridized monsters. Thankfully your version of these pods has a safety mechanism to make them not function if this would be the case, though you can turn it off if you want to.

For an additional 100 CP (300 total) you also get fiat-backed blueprints ensuring you can create more of these pods with technology, tools, and parts available to civilians of 1950s America, and they will not only function in future jumps but can have the same fiat guaranteed safety mechanisms.

Antibiotic Serum (400): This serum will immunize the recipient to all diseases, even the common cold and magical diseases. It also protects the recipient from instant death rays, and other causes of instant death based on Clarketech or supernatural principles. It won't protect you against anything that affects objects, but if it just causes death through sudden shut down of life with no structural damage you're safe. You get 8 doses a jump, but may reverse engineer the serum with sufficient knowledge and skill.

Atomic Blaster (400): This is a handheld weapon which fires some atomic powered beam of heat and energy. This beam is powerful enough to melt through any material which can be produced on Earth in the real world with a sustained beam, and can maintain a beam at full power for over a minute straight. It will fully recharge itself over the course of 1 hour without use (or a little under 2% each minute it's not in use), just in case you manage to empty it of its power supply. Comes in handgun and rifle sizes; their maximum destructive power at any one point is roughly the same, but the rifle will have longer range and be able to affect a larger area at one time.

Electronic Brain (400): This is the most powerful computer humanity can make. Larger than most rooms, it is a highly powerful supercomputer. While a 1950s supercomputer is not that impressive to us today, while this computer will never shrink in size (though it may grow larger), it will automatically update to always be a more powerful computational device than the best computer you - or a companion - have personally constructed, or the finest computer modern human technology can produce in any jump you visit.

Martian Mind Control Implants (600): These implants can be surgically implanted into the base of the human brain through the back of the neck. The process leaves an X shaped mark on the neck where the implant is placed. These implants, made from a certain crystal and platinum, allow you to program the behavior of those affected in certain ways, though their behavior will always be somewhat stiff, robotic, and abnormal for the individual, with a tendency towards evil smiles. You can send messages to these devices through radio transmissions, or telepathic powers should you possess them, and each device also has its own specific self-destruct signal which will cause it to explode and induce a cerebral hemorrhage in the brain. You get enough of these implants to take over a small town, and instructions on how to make more.

Radiation Cylinders (1200): This small, translucent container cannot be opened by any known force other than your touch and will. Inside of it are three cylinders containing radioactive elements of an unknown kind. By holding one of these cylinders and thinking about spatial coordinates in 3 dimensions, you can release the radiation held inside. Their maximum range is enough that if all three cylinders were used at once this radiation could cover the surface of the Earth to such an extent to effectively wipe out all human life (perhaps some isolated island or Antarctica would be missed), though you may use them with substantially reduced ranges. This radiation can also be set to only affect certain creatures. By default they affect only human life, but it can be changed with sufficient scientific knowledge to affect other species instead. Greater scientific knowledge will allow you to perform more precise changes such as modifying the radiation so that it only affects humans who are ~~your ideological focs~~ enemies of human freedom and progress. This radiation is guaranteed to be powerful enough to kill any real world animal or life form that it is keyed to within its range; beings sufficiently hardier may be able to survive.

You gain replacements for any used cylinders at the start of each jump.

Solaronite (1200): This material causes a transformation in sunlight when it is exposed to sunlight (or perhaps it'd be better to say when sunlight is exposed to it). This transformation turns the solar light into an explosive energy, which will transform other light into more of this explosive force even as it explodes. Supposedly this will result in a chain reaction that will destroy the universe so handle it with care.

Drop-In Items

All discounted for Drop-Ins, the 1st copy of the 100 CP item being free.

Geiger Counter (1 Free Drop-In, 100): This geiger counter is highly accurate, but that's not its true value. By pressing a button on its side it stops detecting nuclear radiation and instead is able to detect residual traces of alien and monstrous creatures. The more recently they were in the area the more powerful the readings will be. This will also detect such creatures when you cannot see them because they are invisible, hiding, or disguised as a human.

Map to the Unknown (Discount Drop-In, 300): This map leads to adventure in some forgotten or under explored part of the world. Maybe it will lead you to tunnels into a subterranean world, a lost Amazonian tribe with a resurrection ritual, or an strangely recent alien crash site. In this world you can be guaranteed that wherever it leads you will lead you to be involved with some sort of monster, but in future worlds the map will simply lead you to a setting-appropriate adventure after your own interests. The map only updates to a new adventure once per jump, but to make up for that it does come with a guarantee that if you survive it the adventure will leave you better off in some way than before; maybe you'll find wealth, love, or personal growth.

Servitor (Discount Drop-In, 600): This entity, which counts as a follower unless you import it as a companion, is only capable of rudimentary independent thought but will still be very useful in this world. When you buy this item select if it is a highly advanced robot or a psychic projection.

- If you select a robot this servitor is a machine somewhat larger than a man but basically of humanoid design, completely loyal to your commands obeying them above any other individual's. While relatively incapable of self-direction, it is highly capable of following commands whatever they may be. This robot possesses powerful atomic rays able to destroy tanks or jets with a single attack, force screens able to survive an indirect hit from an atomic bomb and completely ignoring any conventional weapons available to humanity in this period, in addition to a body of advance space alloy which renders it relatively invulnerable even without its force screens, and the ability to release an electromagnetic pulse that can shut down unshielded electronics within a space of several city blocks. This robot's only true flaw is that it is relatively slow moving, able to move only at the speed of a fast walk. If this robot is destroyed or damaged it will be good as new within 1 week.

- If you select a psychic projection this servitor is instead a monstrous creature constructed of purely psychic energy. It is almost as tough as the robot above, able to survive any conventional weapons of this period, and while it lacks any projectile weapons it is strong enough to rip apart the armor plating of tanks and even battleships with ease; there is not a material which man has designed in this era which can do more than slow it down slightly. This projection is created by your unconscious mind, able to receive and act upon your unconscious desires from any distance, disappearing when you have no desires for it to serve, and reappearing within a range of several miles (potentially more if you have some other source of psychic power or a superhuman mind) when you need it again. This requires a well controlled mind, otherwise it might act on some murderous desire, but allows for much more autonomous action on its part than the robotic servitor above. An additional bonus is that this projection may be visible or invisible as you desire. This projection is also substantially faster than the robot above, able to run faster than a man, despite weighing far more than a beast of its size should be capable of being and still walk. If this projection is somehow destroyed it will be impossible to project it again for 1 week, though if it is damaged it will recover after a mere hour of not being projected.

Civilian Items

All discounted for Civilians, the 1st copy of the 100 CP item being free.

Journalistic Credentials (1 Free Civilian, 100): You have up to date journalistic credentials indicating you're affiliated with a legitimate press outlet in the local region. These are good for giving you an excuse to put your nose in places where it doesn't belong. If you'd like you can actually be employed in a journalistic role at the start of any jump (or find such employment quickly as a drop-in) with these, but it's really not necessary to use them.

Evil Detecting Dog (Discount Civilian, 300): This pet dog is an extremely good judge of character. Evil businessmen, mad scientists, disguised aliens, or monsters passing by the house; if this dog starts barking angrily it's a sure bet that there's something nearby with evil intent and if it starts acting hostile to someone you can be certain they're not your friend.

A Wealthy Family (Discount Civilian, 600): You come from a very wealthy family. If your parents are alive this provides you with a trust fund that provides you an allowance capable of keeping you in relative ease and comfort even if you never lift a finger to work, and a father who has various business connections which keep the whole family in style and provide various social connections. If your parents are dead - or you're a Drop-In - you simply get all the wealth you would have in your trust fund up front at the start of each jump. Enough money to live a decade in relative comfort and luxury, if you don't burn through it quickly on frivolous things.

Crackpot Items

All discounted for Crackpots, the 1st copy of the 100 CP option being Free.

A Loyal Manservant (1 Free Crackpot, 100): This loyal servant, usually foreign, is your accomplice in any act you choose to perform. They seem to lack any scruples or qualms about these deeds, but are at the same time highly loyal and devoted to you. While far from an expert scientist by any means you will find that they possess the necessary skills and abilities to be a useful assistant to you in any field of research you enter into. They won't be moving it forward on their own, but they will be helpful in the lab even for the more esoteric experiments. Counts as a follower not a companion unless you import them as a companion.

An Isolated Home (Discount Crackpot, 300): This manor house is positioned somewhere relatively isolated and out of the way, somewhere that you will not have many people passing by and any screams or strange sounds which come from it will be lost in the surrounding woods. In addition to being a rather well appointed and hospitable manor, fit for someone who has the wealth and position to keep a live-in housekeeper, this house comes with a lab somewhere within or beneath it. This lab is easily hidden from non-dedicated searches, and will not show up to external detection or on blueprints of the house, and comes equipped, in the manner of the day for your current setting, for esoteric research of your choosing. It has only basic supplies, but does come with a list of black market contacts to discreetly obtain illicit supplies or resources.

A Murderous Tree (Discount Crackpot, 600): By default a carnivorous tree, but that's actually optional, it could be a strange apparatus, voodoo altar, or something else. The central function of this object is that if you feed living people to it, it can produce minute amounts of a serum which in sufficient quantities will revive the dead as long as their body is mostly intact and has not proceeded too far into decay. Even sacrificing its preferred victims (beautiful, young women seem to produce more of the serum) you won't come anywhere near enough serum to revive a person with a single sacrifice, maybe a small animal. The serum might also be able to be used to heal injuries and other damage to the body in lesser portions but that will likely require some research on how to stabilize it so that it's safe for the still living.

Scientist Items

All discounted for Scientists, the 1st copy of the 100 CP option being Free.

Academic Credentials (1 Free Scientist, 100): You possess the various licenses, diplomas, and certificates which provide a paper trail for any scientific or academic skills or knowledge you possess. These credentials update for your experiences and knowledge in other jumps and will continue to come with you when you go to other jumps so that even as a drop-in or a child you can prove you're a doctor of volcanology, nuclear physics, and Mexican folk dance.

Protective Suit (Scientist, 300 CP): This protective environmental suit will keep you safe from many hazards. While it's worn and sealed you will be protected against any pathogens, poisonous substances, radiation, and heat and cold within the range commonly found in environments of the Earth. It can even double as a diving suit or a spacesuit in a pinch. This suit holds enough oxygen for 1 hour of continuous, airtight wear, and will continue to mostly protect against radiation, heat, and cold when you wear it with the faceplate open. When not worn it recovers oxygen at a rate of 1 minute of oxygen for each minute it's not worn.

A Government Lab (Scientist, 600 CP): You are now funded. This lab, designed to aid you in whatever research you happen to do, is well-stocked and well-supplied. It always seems to be well-stocked and well-supplied by the standards of the local setting. But that's not its real purpose. First is that when there's some major threat requiring emergency science the local government is very likely to come to this lab to hire them for the task; this won't work if you've not got any reputation for science or have repeatedly tried to hold the world for ransom but it will help put you on their shortlist. Second is that when there's a major looming threat to civilization and you are performing research on how to deal with it you will find that the tests, experiments, and research all go faster than they should, the shorter the deadline before the threat must be dealt with. Something that looms 50 years in the future will see little to no effect from this, something that's only 5 days away and you'll find yourself doing a year of research in days.

Soldier Items

All discounted for Soldiers, the 1st copy of the 100 CP option being Free.

Flare Gun (1 Free Soldier, 100): While you could use this flare gun to alert others to your location, that's not the true purpose of it. You will find that if you shoot a creature with one of the flares it will catch on fire far more readily than it normally would, the fires will burn hotter than normal, and burn away at the creature far faster than normal. For when you just need to kill it with fire. While this flare gun will not reload itself, you will find you always have a flare available to reload it when you need to.

Experimental Rocketship (Discount Soldier, 300): This is the cutting edge of human space technology. This rocketship is significantly more advanced than those which the real world would see for centuries following, capable of traveling between Earth and Mars in a matter of weeks, and taking off again for the return voyage.

The National Guard (Discount Soldier, 600): This may not be the solution to whatever problem is plaguing the Earth, but it certainly is a tool to help buy time till the solution is found. This is about 3000 members of the US National Guard personnel and the required (1950s American) military vehicles, armaments, and gear needed for their mobilization. While these are followers, by default they are reserve members who have a full time job and if you want to keep them constantly mobilized you'll need to provide them food, shelter, and salaries which do not come bundled in this item; as long as you're only calling them for short periods however they will find their own day jobs and ways to live in the world they find themselves in.

Them Items

All discounted for the Monster, the 1st copy of the 100 CP item is free for Them.

Transportation Meteor (1 Free Them 100 CP): This large meteor may, once per jump, rise up into the sky and launch itself with you inside of it to travel to another location of your choosing. This transportation is fast, moving at hypersonic speeds through the atmosphere, accelerating to relativistic speeds within minutes in space, and becoming FTL within hours, continuing to accelerate until it can reach anywhere in the local multiverse within 2 weeks at the most. This meteor unfortunately only has room to fit you when traveling in this manner, and only functions in this way once per jump.

Monstrous Dominion (Discount Them, 300 CP): This is an area of uncultivated land with an environment which fits your survival and needs but is inhospitable to ordinary humans. Perhaps it is high, Himalayan mountain peaks, a swamp full of deadly hazards, a tropical rainforest, or a barren desert which has been left badly irradiated by nuclear bomb tests. Whatever its nature it will be a place where you can survive but an unprepared human cannot, and will cover several square miles, possibly even dozens. While within this area you find signs of your existence easier to conceal - or even simply be overlooked through no effort of your own - and those victims who you take are more likely to be blamed on other more natural dangers.

Invasion Craft (Discount Them, 600 CP): Given the number of aliens involved in the monsters of this period you had to know this was coming. Your very own flying saucer (and yes it is a saucer shape). This ship possesses resistance - though not immunity - to radar tracking, impossible maneuverability in an atmosphere quickly changing its own acceleration at levels which should be deadly to a human pilot, artificial gravity, faster than light travel while in space, sensors capable of detecting the electromagnetic radiation given off by advanced civilizations from lightyears away, defensive shields sufficient to withstand the weapons of 1950s aircraft without being scratched, as well as an energy weapon capable of killing a man or destroying any human made vehicle of the day though it may take more than one shot even for a tank. It’s large enough to carry let’s say a crew of 9 people.

Companions:

Companion Import (50+ CP): For 50 CP you can import 1 companion with 600 CP; they gain a background as normal. For 100 CP you can import 3 companions with 600 CP. For 200 CP you can import up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed. Companions with the Them origin may take the **Inhuman** drawback though they cannot take drawbacks for CP.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Allied Conspirator (200 CP, Discount Them): This man (or woman if you prefer) has vision which marks him above the common person; or at least he believes it does. They possess all perks from the **Crackpot** tree, as well as a keen mind. This mind might be perhaps a touch more cunning than it is intelligent, as while suited fine for scientific pursuits, where it excels is in the pursuit of power, finding opportunities for personal advancement, and manipulating political systems to get ahead either through choosing the right allies or by twisting public opinion. They are highly skilled with propaganda and other such tools of manipulation. They are also completely willing to watch the world burn for the chance to join you as your loyal servant on your chain; after all just think of the luxuries and benefits that could provide.

Friendly Alien (200 CP, Discount Drop-In): This alien - who looks remarkably identical to a human - has the benefits of the **Renaissance Man, Radiation Wizard,** and **Advanced Being** perks. They also have either the **Psychic Perceptions** perk, and a knowledge of the science of psychic phenomena beyond any human of these times, or a single item from the following list and knowledge of the science of their field enough to produce more - albeit lesser - versions of that item (among other things these versions will not automatically repair themselves): **Atomic Blaster**, **Electronic Brain**, **Servitor** (robot version only), or **Invasion Craft**. A highly advanced species they are mostly benevolent, but upon detecting your entrance into this jump have taken an interest in your journey across reality and wish to join you upon it. Alternatively they may be from a villainous advanced civilization which has begun to die out due to loss of one gender and have decided that following you on your chain is the best way to ensure their civilization's continuation.

Military Hero (200 CP, Discount Civilian): Perhaps an uncle, father, or brother, or maybe just who Uncle Sam sent in response to your call for aid (they may be a woman if you prefer). This is a high ranking military official who comes with all perks from the Military tree. In addition to that they have all the skills and experience expected of a high ranking general in the US armed forces, and the charisma and political skills that would be necessary to form, hold together, and lead a military coalition of various forces such as the Allies' forces in WWII. They may not want war, but when it comes they're damn good at it.

Pet Monster (200 CP, Discount Crackpot): This inhuman creature is surprisingly loyal and obedient to you, seemingly unable to resist your will or commands. It has an **Inhuman Body**, as well as 1900 CP to spend on Monstrous Features, Psychic Perception, or Radioactive Mutant, but no discounts. Perhaps it will be the weapon with which you bring down the nations of man and make yourself supreme.

Romantic Co-Star (200 CP, Discount Scientist): This lovely lady, or charming man, has a personality and appearance fitting your ideal romantic partner, and is interested in you as well. They have all Civilian perks, and seem to be something of your personal good luck charm as when they are around you are just a bit luckier and better in all things. This is a small effect - you might not even notice it without rigorous statistical study - but it'll be there. If you'd prefer a friend instead of a romantic partner, you will find that they have the personality of your ideal buddy and pal.

Scientific Savior (200 CP, Discount Military): This is the man (or woman if you prefer) you call when you have encountered strange phenomena beyond your understanding. A brilliant scientific mind they have all perks from the Scientist tree. In addition they are wondrously skilled in the art of reverse engineering, able to quickly grasp the underlying processes and principles of even technology far more advanced than humanity's. They might not be able to replicate the device, but they could figure out how to stop it from functioning, or even how to alter its function in a way beneficial to you.

Jumper Cuckoos (300 CP): This group of six infants are now in your hands. They all possess strikingly pale hair, and strange, silver colored eyes, and none of them have an identifiable father. As they grow they will develop the benefits of the **Psychic Perceptions**, **Will Projection**, and **Advanced Being** perks, their mental (and to a lesser extend physical) development noticeably outstripping the speed of normal human children, and even from young childhood they show signs of a telepathic link between them that allows any of the children to instantly access the information of any other one of the children.

These children are relatively blank slates, they are just infants at the moment, and while they may each have their own individual nature which will influence their personality, it will be heavily influenced by how you nurture and raise them. Be sure to shape them well; after all when fully matured their minds will be substantially beyond that of a human.

In future jumps these 6 children share a companion slot, sharing perks between them however you decide they should be split, and will not begin the jump as infant but will remain matured. If you want more psychic children to raise you may add 3 additional children to this group for every additional 100 CP you pay.

Drawbacks:

In case you need more CP for some reason you may take up to +400 CP in Drawback. If you take the 100 CP version of Feature Presentation this increases to +800 CP, and if you take the 200 CP version of Feature Presentation this increases to +1200 CP. Human backgrounds must take at least the +0 CP version of Feature Presentation; and Them must take Inhuman unless they pay 200 CP for the Them background.

All drawback effects end at the end of the jump.

Film of Choice (Toggle): Instead of being a generic world of 50s sci-fi horror you may select a single monster movie made during the 1950s or of a similar style in the 60s and enter into its plot. Ignore the location roll in this situation, as you will instead appear in the main location of the film. You can also use this toggle to combine multiple films.

Remake (Toggle): Or maybe you'd rather go to a modern remake of one of these movies. If you want to you can choose to do so.

Feature Presentation (Mandatory to non-Them Origins; +0/+100/+200): You are destined to be involved in adventurous happenings. For +0 CP, at least once during this jump you will be swept up into a plot involving alien invasions, a monster, or the other sci-fi tropes of this time. You do not have to solve it alone, but you will find yourself inexorably involved similarly to a major character in a film. If you chose a specific film this ensures you will have to be involved in its plot.

For +100 CP you will be involved in at least 5 such events, and probably more. They will tend to run the gamut of encounters you might expect in these films. You still do not necessarily have to solve them yourself, but you will be involved.

For +200 CP you will be involved in at least 20 such events, and probably more. The variety of events will be truly broad, possibly even drawing on the gothic horrors of this period. It might be a hectic decade.

Inhuman (Mandatory Them Unless they pay 100 CP; +0 CP): You are not human, and you are unable to pass as one. Any powers or abilities from out of jump that would allow you to assume a human form no longer function, at least to assume a form that passes as human, though you may still disguise yourself as one with clothes, illusions, or a human flesh suit (even if out of jump). However such disguises will run into other difficulties as you now find it very difficult to act like a human. Your behavior will always come off as odd, and alien to the natives of this world, strange enough to elicit notice and suspicion.

Achilles Heel (+100 CP): Many of the creatures in these films have some significant weakness where they are otherwise immune. Now you too share this trait. Select either a visibly distinct region of your torso, fire, cold, electricity, radiation, or poison. Now you will find that no matter how invulnerable you usually are, an attack with that method, or to that point, can kill you.

All Just a Dream (+100 CP): Assuming you survive this jump you will discover that it was all just a dream. While you will still keep your CP backed purchases, you will discover any skills you learned during your time here will not be remembered, any training will have had no effect, anything you created during this period will not exist, and any objects brought into your warehouse from this jump will not exist either. In fact outside of your CP backed purchases from this document, nothing in this jump will have any lasting effect or existence save for dream-like memories of the time here. Even your companions will not remember these events (though they too retain purchases from this document). However if you chainfail this drawback won't save you.

Attack of the Giant Animal (+100 CP): You find that giant animals are far, far, **far** more common than one would ever expect. Unlike with Feature Presentations you are not necessarily drawn into these events, but giant, killer animals will have a tendency to appear near where you are. These won't be enough to threaten a collapse of human civilization, and the danger will be fairly predictable compared to Feature Presentations.

If you are one of Them, you will find that these animals seem to instinctively respond to you as a threat to their territory, seeking you out in preference to humanity.

B Movie (+100 CP): The budget for this world seems to have been slashed. The writing is a little worse, events a little more nonsensical, the people a little less attractive, and the special effects somewhat cheap and shoddy. Nothing that will ensure you hate your time here, but things will feel a little less realistic, and especially look a little off.

+Z Movie (+100 CP): Did I say events were a little more nonsensical? Well it seems that the script is significantly worse, and so is the acting. People will have strangely stilted 'performances' in everyday life, occasionally events will replay or scenes that seem like they would better fit in an entirely different film potentially where you can't meaningfully interact with them because they're using recycled film of a dead actor, events will occasionally happen for absolutely no reason, and the alien spaceship will be rather obviously tinfoil or a cardboard cut-out. This doesn't ensure you'll hate it, but this world won't make the most sense.

Lockout (+100/300/600 CP): For 100 CP select one of your out of jump: perks, powers, and abilities; items, your warehouse, and possessions; or companions, followers, pets, and AIs. You and your companions no longer have access to them for this jump.

For 300 CP select two of the above options.

For 600 CP all of them are locked out.

It's Just Your Imagination (+100/+200 CP): Are you a child? People certainly seem to treat you like you are an overly imaginative child. Whenever you make claims about happenings outside of the norm you will not be believed without irrefutable proof of your claims. Even if aliens have invaded you small town 3 times in the last year they will dismiss your claim of a 4th invasion as merely your imagination.

For an additional +100 CP, in addition to the above effect you are in fact a child. All of your abilities, physical, mental, supernatural, or skills, are reduced in scale similar to a child's compared to an adult's. Your superstrength will be reduced to a fraction, your superhuman scientific brilliance will be reduced to the equivalent of a diligent grade schooler compared to a college graduate, your magic will be similarly reduced to a fraction of what it had been.

Mad Scientist in Exile (+100 CP): You have been deemed mad and dangerous by your country of origin in this world, and this knowledge has been broadcast to the world. You will find that any legal identification you have (from this jump or otherwise) is no longer valid as you must hide your identity. And there will be agents of your home nation looking for you. They may not want you dead, they may have decided that your powers and science could be useful to them, but they will want to make sure you do not work for their enemies.

If you are one of Them this means you're an exile from your species (as designed through Inhuman Appearance and any Monstrous Features you bought), and that there will be agents of your species looking for you.

Scientific Illiterate (+100 CP): You are not a scientist, Jumper, and not a brilliant mind either. You will find that your intelligence is limited to slightly above average for a person, and that your scientific knowledge is limited to that of a highschool graduate of this time. You will find any powers or abilities you have related to scientific skill and or intelligence are locked for the period of this jump.

Uncertain Intentions (+100 CP): You find the natives of this world are not well suited to figuring out how to deal with the sort of situations you're going to find yourself in. Whether the creature comes in peace or comes in violence you will find that humanity will be unable to decide on the response, and will make the wrong decision at critical moments shooting a peaceful alien who might bring a new age, or hesitating to bring down the alien that actually threatens all humanity. You will find this tendency to mistake intentions showing up in other aspects of your life, people generally misjudging ill-intent when it would hinder you.

If you're Them this will work primarily against you, preventing them from accepting any time you try and come in peace, and generally ensuring you'll make no friends here.

Daikaiju (+200 CP): This jump is primarily based on American and British films of the period, not because Japanese films do not fit, but because Gojira already has a jump (and a good one at that). Still the daikaiju genre was born in this period, and it does fit with the science horror of the age. The biggest difference between Gojira (or Rodan) and many of the giant animal films in this period is that Godzilla is **bigger**. Now you will find yourself at least once a year in a city being attacked by a monster that's not 50-ft tall but 50 meters tall, powerful enough to completely ignore tanks and conventional weapons, and capable of great destruction. The creatures will not necessarily come after you, but they will be a source of great destruction whenever one of them strikes.

Double Feature (+200 CP): Whenever you find yourself encountering a serious problem you will find yourself encountering another unrelated problem. A giant sea-monster is rampaging through your home city? Well a dirty politician is trying to force your family out of your home at the same time. Your brother's wife murdered him to be with her lover? Well a gang of thugs have moved into your neighborhood vandalizing the area. The problems spawned by this drawback will not necessarily ally themselves with the initial problem, but they will never prove useful in solving it (though it may prove useful in solving the ones produced by this drawback).

Evolved Beyond the Flesh (+200 CP): You may or may not have evolved to the pinnacle of the human mind, but your body has certainly been sacrificed. You are locked into a physical form that is only a head, and a small amount of flesh outside of it. Your body is unable to move save for those small motions necessary to speak, breathe, and eat, requiring a more physically adept servant to feed you and tend to your physical needs. Your mental capabilities, whatever they are, are unaffected, and the same is true of your supernatural powers though your muscles will remain unable to meaningfully move (supernatural flight or telekinesis are unaffected).

Inhuman Desires (+200 CP): Whether you're human or one of Them you will find yourself suffering from desires which are certainly not acceptable within humanity. Whatever your nature there is something that will drive you to kill, and murder. It may not be your main goal, but you will find that your scientific ambition pushes you into some research that requires human lives to be sacrificed, or that you must feed upon human flesh, or something else that will push you to kill humans again and again over the course of this decade. Of course this drawback won't force a conscience on you.

Judgment of Heaven (+200 CP/+400 CP): For +200 CP a race of sufficiently advanced aliens from another universe has taken notice of you, and have decided to judge you for your morality and ethics. They will delete your existence if you do not live up to their (somewhat hypocritical) standards regarding the sanctity of all sapient life, free will, and not using your superior power to influence lesser civilizations. You must not kill any sapient being if it is possible to avoid it without allowing them to kill others, must not interfere with free will except in the extreme and immediate case of protecting a life, and must not use your power to intimidate or force lesser races (like humanity) to comply with your will. It's not advised to take this with Inhuman Desires.

For +400 CP you are not on trial directly. Instead all humanity is and you must make sure they pass. You have 1 year to get humanity as a species to forswear war and mass violence; there can still be individual killers and the like, but no substantial group that advocates war. You must do so without removing their free will, or allowing humanity's population to drop substantially. Humanity then must remain a peaceful species until the end of your jump. It's not advised to take this with Hot War. The 400 CP version of this drawback does **not** count against the Drawback Limit (meaning you could get up to +1600 CP in drawbacks if you took it).

Radioactive Anthills (+200 CP): Apparently sometime before your arrival in this world an ant-hive was bombarded with radiation which caused them to mutate growing to human-like size. While they're not strong enough to lift 50 times their own weight at this size, they're much stronger than an animal should be, and they have already begun to spread, establishing multiple hives on every continent. They will continue their spread across the Earth during your time here, beyond the capabilities of humanity to completely exterminate, only seeming to become a more grave threat to human civilization with each passing month.

Even if you're a giant ant of some sort yourself you will find these ants as hostile to you as to humanity. You must be from another hive.

Alien Atmosphere (+300 CP): You now find exposure to Earth's atmosphere, or really not being in a very unusual and specialized atmosphere, deadly. You can survive for brief periods outside of it, but only for minutes at a time, and even that will leave you badly ill for some time afterwards. To help you, you are provided with a bulky suit, like one might wear for extra-vehicular activity in outer space, but it must be kept air-tight at almost all times or else exposure to the outside atmosphere - and loss of your specialized atmosphere - will kill you.

Hot War (+300 CP): Fear of nuclear war could be seen as the origin of many of these movies. Now that fear has been realized. World War III was declared a few hours before your arrival in the jump, the first nuclear bomb of the war being set off. You will find that the West and the East both will refuse peace or compromise, and that even if one of them nukes the other into oblivion the victorious alliance will soon fracture and turn against itself. This constant desire for war will continue until the end of the jump, or until there are no longer enough humans left for them to form tribes to war against each.

Radiation Poisoning (+300 CP): For all the radiation that makes monsters in these films, actual radiation poisoning is surprisingly rare. Now, though, you have a particularly nasty case. One would expect it to kill you, but you will find that you will never *die* from this radiation poisoning, merely suffer all the symptoms and pain which it can inflict.

War of the Worlds (+300 CP): The Earth will be invaded by aliens in a full-scale invasion. Their military technology will exceed the Earth's to such an extent that humanity will have no chance of victory without some outside assistance, and they won't be dying to the common cold or any naturally occuring disease. You'll have to deal with them, or they will work to wipe out every human on the planet. And in case you thought you'd slip by them because you're not a human, you'll find that the aliens want to destroy your species as much as they want to remove humanity from the Earth.

Outro:

Well you survived this world of science, aliens, and monsters. Whatever your impact was, your time in this world has come to an end. All drawbacks are ended, their influence on you no longer continuing past this world. And now it is time to make your choice:

Turn Off the Set: Tired of adventure? Maybe you just miss home. Either way you may go home to the world you came from, ending your chain permanently but retaining the benefits you have gained upon it.

Movie Marathon: Or maybe you've found this world to your liking and would like to stay here permanently. If so, the option is here. You have become an inhabitant of this world and you will remain as such. Your chain ends here.

Change the Channel: Or maybe you will choose the obvious choice. Your chain continues, and you go to another world to explore what it has to offer to you and your adventures. Enjoy.

Notes:

Jump by Fafnir's Foe.

The jump started as 1950s Monster Movies, but I ended up including more and more from ones that were more sci-fi adventure. Either way the intent is to be used for the sort of subgenre of science fiction almost unique to the 1950s. Hopefully I did a good job of grasping it and people will enjoy.

I tried to avoid drawing heavily on films that had their own jumps; Slime Monster slipping through because I was working off of 2 year old notes that had it (and predated the Blob jump). So I tried to avoid *The Creature from the Black Lagoon*, *Godzilla*, and to a lesser extent Hammer Horror films (though *The Quatermass Xperiment* still made it in), and Universal Studios' Monster Movies (though those were mainly Abott and Costello by this period); though to a greater extent Hammer and Universal Studios was ignored for being gothic horror and a different genre.

Some perk/items comparisons/sources (though most will not be sourced)

Alien Mind and Human Heart both help insulate you from trying to truly understand a Lovecraftian abomination. Both would probably work for one of the servitor races; either would probably let you go space riding with the Mi-Go without going mad, or visit Azathoth's court without damage to your psyche. On their own neither would be likely to let you Vulcan mind meld with Azathoth and come out safe.

Radiation Wizardry and Monster Magnet both allow you to make monsters. Radiation Wizardry only allows one method (radiation), and is much more controllable able to be replicated fairly easily, but Monster Magnet can produce stronger monsters. Monster Magnet will generally require out of jump resources to replicate results reliably; some good reverse engineering perk at least, probably intelligence boosters and science perks. Advanced Being + Renaissance Man would be a pretty good start but not enough.

At human scale Military Grade Durability makes you much more durable than Radioactive Mutant. Radioactive Mutant also scales with height normally, where doubling your size with Military Grade Durability will create a greater than expected increase in durability.

Atomic Blaster is weaker than the robotic Servitor's atomic weaponry (though probably ultimately the same tech). It is stronger than the weapon on the Invasion Craft though still probably the same tech.

Radiation Cylinders are based on the 27th Day.

Solaranite is based off of Plan 9 From Outer Space.

Servitor compared to Invasion Craft the robotic Servitor is stronger in a fight but much much slower. They would likely not be able to kill each other with the Servitor able to ignore the Invasion Craft's attacks but the Invasion Craft able to avoid the Servitor with its vastly superior speed. This is more true for the psychic projection Servitor which could tank both the Atomic Blaster and the robotic Servitor's main weapons (and completely ignore the Invasion Craft's).

The Wealthy Family gives you only the trust fund's 10 year value (enough to tour the world for 10 years in relative luxury though not the top tier superhotels) if you take it as a drop-in or orphan. If you take it with a family you get the trust fund more slowly but benefit from having a father/mother in the wealthy elite with all the connections that come with it and they probably have more money than your trust fund if you can get it out of them. As for how much money they have… In America they'd be in a fraction of the top 1%, but they're not in the top 100 wealthiest people in the nation.

The National Guard item will not be able to beat a Servitor or Invasion Craft in a fight. But you get 3000 people who can do a lot of non-destructive things if you know how to use them. If nothing else they cover a whole lot more ground.

Perk and Item Combinations:

Psychic Perceptions + Inhuman Form: You may make these psychic perceptions part of your species.

Psychic Perceptions + It Spreads + **Inhuman Form**: If you made the psychic perceptions a part of your species you may have your race form a telepathic hive mind. While you will each be capable of independent thought, you will be able to continuously mentally communicate across a planetary range.

Psychic Perceptions + Advanced Being: This power becomes substantially improved. You will be capable of reading minds with relative ease, low level telekinesis, forming telepathic links that allow you to send your thoughts over great even interplanetary distances (and with technological aids potentially far further), clairvoyantly perceiving locations with greater ease, reliability, and detail, and your premonitions also become

more reliable and detailed. This is an example of how Advanced Being might improve psychic powers.

Radioactive Mutant + Radiation Wizardry: You can figure out how to give the the full Radioactive Mutant perk to others given time and study; not that you couldn't give its general effects to others anyway. If you also have a race from **Inhuman Form** you can figure out how to give all traits of that species through radiation.

Radioactive Mutant + Light in the Dark: Your healing speed is extremely rapid, you could receive a swipe from a jaguar and the wounds would heal at a visible rate before you. You can also make minor physical adjustments to your form by willing them, things on the level of changing your hair color, or slightly shifting your proportions. Not to the scale of full on shapeshifting even into other specific human forms, but enough to disguise yourself if you needed to.

Radioactive Mutant + Military Grade Durability: You become significantly tougher. Even at human size you could take blows that would demolish a tank without significant injury. If you were daikaiju size (such as with fully upgraded Attack of the 50-ft Whatever) the explosive force of a nuclear bomb would be problematic to you but you could probably survive several of them at once.

Radiation Wizardry + Monster Magnet: While this won't allow you full replicability in the monsters you make/find, it will make it much easier to do so through other means even if they are not radiation based.

Advanced Being + Human Heart: Your empathy is expanded to a more societal scale helping you to analyze social structures and the nature of entire people, and figure out their flaws, strengths, and how to help them reach a more enlightened stage of emotional sophistication on a societal level.

Advanced Being + Monster Magnet: The boost to intelligence will help significantly in replicating monsters. It will not be enough on its own, or even with Radiation Wizardry, but it's a step towards it.

Advanced Being + Renaissance Man: Your scientific knowledge will be noticeably above 1950s Earth in all fields. Not true Clarketech, you won't be making the CP backed items easily with just this, but you'd probably be able to advance modern science a far bit with just what you start out from.

Advanced Being + Will Projection: You will need a noticeably less dominant will and personality than you would have otherwise, and you will be much more capable of influencing multiple beings simultaneously. The range you can initiate this mental contact

will also be improved, merely requiring you to be able to perceive the target directly. This is an example of how Advanced Being improves psychic powers.

Advanced Being + Alien Mind: Trying to read your mind would be like trying to read a Great Old One's, and trying to control it or understand it is much the same. Even minds substantially greater than a human's could go mad from contact with yours. This also puts you at a level where you might well be able to mind meld with Azathoth and keep your 'sanity'... though by human standards you might not be sane already.

Human Heart + Alien Mind: You are able to run both human and alien thought patterns simultaneously. In addition your ability to understand the truly alien and bridge the gap between the alien and man has improved, helping you to teach humanity to incomprehensible beings with absolutely different laws of reality, or to teach humans (and other human-like species) to be and think more like the truly alien.

Hypnotist + Will Projection: You are capable of subtler control and influence, slowly reshaping their thoughts potentially without them noticing.

Deadly Touch + Body Snatcher: If you kill someone with your deadly touch you may choose to maintain the touch a little longer to destroy their body and consume it for the purposes of Body Snatcher.

Deadly Touch + Immune: You can use whatever you're immune to as your deadly touch even if it is not on the normal list.

Deadly Touch + Attack of the 50-ft Whatever: Your deadly touch scales directly with your physical strength, so at 10 scale it'd be 1000 times as powerful.

Deadly Touch + Cloud of Icy Death: You may have your deadly touch's effect spread through this cloud either in addition to or instead of the cold (in the case of heat, radiation, or electricity all of which would counterproductively negate the cold).

Deadly Touch + X the Anon: You may choose to have your deadly touch be redirecting the energy you absorb in the form of heat and radiation, if you do so you may now project that energy outwards as an aura of extreme heat and deadly levels of radiation but that can exhaust your energy reserves.

Winged Horror + Attack of the 50 ft Whatever: At full size you will find that your wings create substantial winds enough to blow away people and damage structures. If you were to fully upgrade Attack of the 50 ft Whatever you might create winds at levels

similar to hurricanes, or blow down buildings entirely like Rodan. Yes this is explicitly a combination to be Rodan.

Winged Horror + Slime Monster: You are able to spread your body thin to create a glider like structure and somehow flap your slime.

Will Projection + Alien Mind: You are able to use this power to project your alien thoughts as a simple, mind-shattering weapon. This doesn't give you the control of their actions that you might be able to obtain with this power, but it is generally easier and requires less concentration and will.

Cloud of Icy Death + Slime Monster: You can be a cloud instead of slime. Your resistance to most physical attacks increases, but be careful for strong enough winds or explosive force that might disperse you.

Cloud of Icy Death + X the Anon: You can now absorb heat above that of your cloud's cold. In fact you may have the cold of your cloud a direct effect of this heat absorption and a form of feeding. You may also absorb electrical energy and radiation through your cloud.

Cloud of Icy Death + Slime Monster + X the Anon: You are effectively immune to anything other than specialized chemicals (which can remain liquid at temperatures on par with liquid nitrogen) and powerful explosives. You may choose to exist in the form of a cloud of energy.

Mini-Monster + Evil Detecting Dog: The mini-monster is now as large and dangerous as a dog, and gains all the evil detecting dog's qualities.

Atomic Blaster + Servitor: You may choose to have the atomic blaster built into your servitor. If you took a psychic projection this merely gives it some ability to fire energy blasts equal to the Atomic Blaster's own. If you took the robot this improves its weaponry's range and power. It can destroy jets in full flight, and with a sustained beam could probably cut through a battleship on the horizon. It has become a god of war.

Atomic Blaster + The National Guard: You may instead of having a full strength atomic blaster equip your national guard with weaker rayguns, and their tanks and other armed combat vehicles with stronger weapons closer to (though still a little weaker than) the atomic blaster. While no single weapon is at its power, this is a whole lot more firepower.

Antibiotic Serum + A Murderous Tree: The tree now produces the antibiotic serum in addition to its resurrection fluid. Still requires feeding the tree living people.

Electronic Brain + A Government Lab : The electronic brain is in your government lab and benefits from its circumstantial research speed enhancements.

Martian Mind Control Implants + A Murderous Tree : The tree now produces a mind control drug in addition to its resurrection fluid. Still requires feeding the tree living people.

Servitor + The National Guard: You may choose to merge these items. If you selected a robot servitor your national guard is replaced with an army of much weaker robots, including robotic tanks and weapons. While significantly weaker than the Servitor would have been otherwise, they are still faster than the original servitor, and have force screens, high end weapons (somewhat weaker than the Atomic Blaster), and are more than a match one on one for anything Earth could produce at this time though it's feasible jets, bombs, and tanks of this time could bring them down with sufficient numbers. If you selected a psychic projection they will instead become an army of nightmare creatures drawn from your subconscious. Their vehicles will be replaced with fantastic animals. While they will lose the servitor's invisibility, they will retain much of its durability, being highly resistant to physical harm. They will not inherently possess ranged weaponry but they will possess hands and strength easily on the scale of a Radioactive Mutant. Given they're controlled by your unconscious mind and liable to act out your stray thoughts be sure you've got good self-control.

Servitor + Invasion Craft: You may choose to merge these items. If you chose a robot servitor, the Invasion Craft gains an AI on the level of the Servitor's and its shields and weaponry increase to match the Servitor's. If you chose a Psychic Projection, the Invasion Craft becomes a projection of your will. While retaining its previous technological features, it can now turn invisible, and becomes much more durable should its shields be breached, as well as being an aspect of your unconscious mind with the same mental control as the Servitor and ability to be dismissed and recreated.

Servitor + The National Guard + Invasion Craft: This would provide you with a full fleet of Invasion Crafts (same size as with National Guard + Invasion Craft) each possessing an AI on the level of the Servitor. They would not have the shields or weaponry of the merged Servitor + Invasion Craft, but they would no longer be weaker versions of the Invasion Craft.

A Wealthy Family + A Loyal Manservant : You have a full staff of enough loyal servants to man a stately house. This does not actually merge the items, just upgrades A Loyal Manservant into a group of followers.

A Wealthy Family + An Isolated Home: The house becomes substantially larger and more lavish. This does not actually merge the items, just upgrades An Isolated House.

An Isolated Home + A Government Lab: The lab in the isolated house gains all the benefits of the government lab, expanding it substantially, giving it automatic supplies, and the circumstantial bonus to research speed. The Electronic Brain can also be combined here.

An Isolated Home + Monstrous Domain: You may have you An Isolated Home placed within this domain. It will be well hidden, made to blend into the natural surroundings and only accessible via secret doors. You may still use the An Isolated Home in other mergers.

A Murderous Tree + The National Guard: Instead of 3000 men of the National Guard you have 3000 murderous plant men which can drain the life from humans to produce a resurrection serum. They have animalistic intelligence, and no ranged weapons, but have no particular anatomical weakspots, and can live off of photosynthesis and are very loyal to you.

An Experimental Rocket + Transportation Meteorite: The Transportation Meteorite can now be used any number of times, but its speed is reduced to 1/4th what it would otherwise have been.

The National Guard + Invasion Craft: Instead of a single alien craft you have a full fleet of 60 of them. Each of these crafts has a two man crew (or your race as designed by Inhuman Form if you took it), and possesses abilities which while notably inferior to the Invasion Craft still leaves them more maneuverable, better armed, and better protected than even modern aircraft.

Changelog:

Version 1.0: Posted.

Version 1.0.1: Noted that Life Skills can be taken multiple times.

Version 1.0.2: Increased payout from the Lockout Drawback if taken at its higher levels (+300 if you lock out 2 of perks and powers/items/companions and followers, 600 if you lock everything). Added a combination for Human Heart and Alien Mind, mostly noting that you are better at bridging the gap because you are able to think both like a normal human and an alien that is formed from a galaxy of exotic matter or where our laws of

physics don’t apply or a Lovecraftian entity at the same time, and can now help humans think like incomprehensible aliens if you’d prefer that to teaching aliens humanity. Added a bit making Alien Mind give explicit protection from going mad from the revelation or trying to comprehend alien things… because I shouldn’t just assume it’s implied.