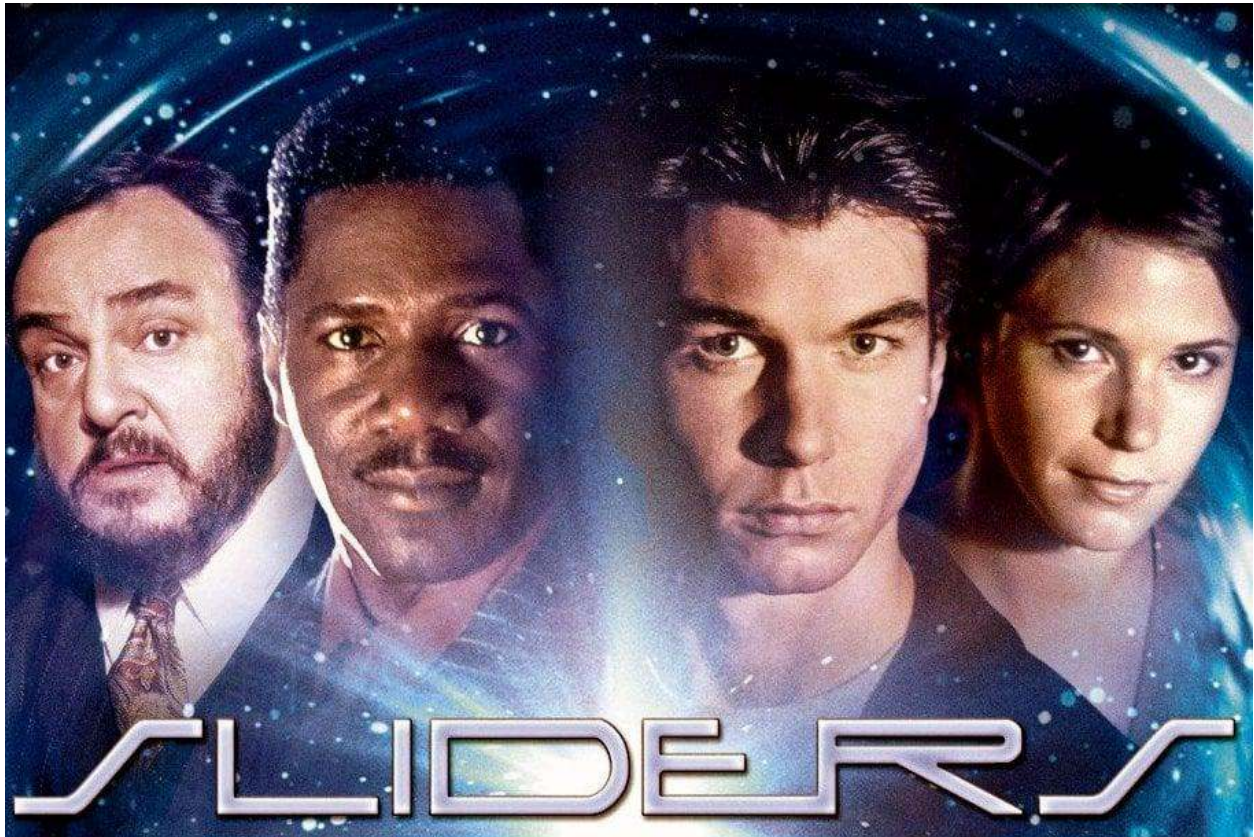


Sliders Jump

Version 1.0.1



What if you found a portal to a parallel universe? What if you could slide into a thousand different worlds where it's the same year, and you're the same person but everything else is different?

Well, given your circumstances that might not sound too different than normal. But this is a world where you may find yourself traveling from world to world while here. Quinn Mallory, boy genius, invented a means of travelling to other, parallel worlds. Along with his physics professor, his friend and co-worker, and a washed up musician, he has just begun his journey across myriad dimensions. Whether you're going to join him and the others, go on your own journey, or find a world you particularly enjoy and make it your own for a decade is your choice.

Watch out for the kromaggs, don't inject yourself with weird bacteria, and whatever you do don't reset the timer. Still to help you out with your time in this multiverse take these:

+1000 CP

Good luck and good sliding.

Location:

If you possess the Reset Timer or Manta Ship, and didn't take **Can't Find Home**, you may choose to start on any world shown in the series, even those only shown in the start of episode teaser or briefly at the end of an episode. If you took **Can't Find Home** and did not take imported companions with you, you may choose to start as one of the sliders, either replacing Rembrandt, or inserting into one of them that matches your build/background for the jump - replacing Quinn would mean having to be able to invent the timer, replacing Arturo just to be able to serve as Quinn's physics professor, Wade just his friend, Maggie just a soldier, Collin just his long lost brother, Diana just Geiger's assistant, and Mallory just a lab test subject - at the point where they joined the Sliders. Otherwise roll (1d8) on the table below, or pay 50 CP to choose freely. If you do not have **Can't Find Home** you may choose to roll on the Danger World table to gain 50 CP, but if you do so you will find out of jump means of traveling between dimensions do not work for leaving that world (they'll work from other worlds) and that if you bought the **Reset Timer** or **Manta Ship** you do not start with it, and will find it at some point in your stay if you hunt enough... and possibly only after you manage to leave the world in question.

1. Earth Prime: The world it all started on. Rembrandt's, Wade's, and Arturo's home world, and the one where our Quinn was raised.
2. Soviet World: One of the first Earths the sliders will visit. In fact when they reset - and break - their timer they'll end up here, so if you stick around you should be able to meet them soon enough. In this world America has become a communist state; maybe they need to be reminded of the words and spirit of the founding fathers.
3. Feminist World: Gender roles seemed to have been mostly swapped in this world. Women hold all the real power, and men labor underneath a glass ceiling. It's still one of the earlier worlds, so you shouldn't have to wait too long to meet the main cast if you desire. Or maybe, like Arturo, you can work to make men a force in politics and the world around you.
4. Einstein World: In this world it is academic success not athletic success which is heralded and praised as the height of celebrity. This world's Quinn Mallory plays in seemingly the world's most popular sport; a combination of Othello, science trivia, and a form of handball.

5. British World: In this world the American revolution never happened, and America is even now part of the British Empire. More, it's a British Empire in which the monarchy has real power, and Arturo is the local sheriff and next in line to rule over America. Maybe you could introduce them to the Declaration of Independence, it might well start a movement.
6. Hippie World: One of the very first worlds that the sliders visit, so you might not have long to wait. This is a world where the hippie movement has come late, and the government is really starting to crack down on things. Also, the US is fighting a war to prevent Australia from falling to communism.
7. Oddball World: Roll on the Oddball Earth table below.
8. Free Choice: You may choose any world shown or referenced as actually existing in the series.

Oddball World (1d8):

1. Lone Star World: Texas didn't join the United States but took over what would have been the western portion of the USA. Lawyers in this world seem to be highly paid and skilled gunslingers.
2. Breedin' World: 90% of the male population was wiped out by biological warfare, with Australia becoming a new super power due to having avoided most of the fallout, and much of the Middle-East missing. Men are rounded up for breeding camps. Something to watch out for there.
3. Psychic World: A world in which Lincoln's assassination was prevented by a clairvoyant's warning. As a result the Grand Seer became a cabinet position and psychics have become commonplace shaping world events and avoiding assassinations and more.
4. Dinosaur World: This is a world where dinosaurs live alongside humans. San Francisco doesn't exist in this world, being just part of a dinosaur preserve. Hologram technology is rather advanced here as well.
5. Well-Niven World: This is a world which isn't alone. Others are visible in the sky above, and while it looks like an idyllic arcadian paradise, there are actually massive subterranean complexes filled with machines and cannibals who haven't lived on the surface in generations. The entire world was built by the Gineers, that is the Engineers, but unfortunately it's beginning to fall apart.
6. Magic World: This world is... odd. It's a world of magic and wizards. Well not wizards but druids; wizards are immortal and haven't been seen around here in

quite some time. Apparently Merlin was real, the city of Emrys is near where San Francisco would be, and part of New Briton.

7. Danger World: Roll on the danger world table below.
8. Free Choice: You may choose any world shown or referenced as actually existing in the series.

Danger World (1d8):

1. Tundra World: The very first world the sliders will arrive at. This is a frozen and frigid world with terrible ice storms. They don't stay long - they reset the timer to get away - so who can say how it will go for them. If you received CP for rolling this you'll be arriving just after they leave it so no easy immediate escape for you.
2. Pulsar Prime: Maggie's home world. Which means it's not too badly off - there's been a WWII and the Soviet Union not only hasn't fallen but seems to be more likely to be involved in war with America, but nothing too bad. At least if you can get off of it before the passing pulsars irradiate it to being uninhabitable.
3. Zombie World: Weight loss bacteria was tried by the world population and mutated into something transmissible and which shuts down higher brain functions while driving the infected to cannibalistic attacks. It's a zombie apocalypse. There's a few survivors scattered about and it might be possible to create a cure.
4. Parasite World: Not much is shown of this world. Southern California seems to be a sweltering jungle here, one that is full of creatures eager to oviposit human hosts with parasitic symbionts that will take over their body.
5. Kromagg Outpost: Did the kromaggs even start sliding based invasions yet? Alt-Quinn seems to believe he's responsible, but they have several worlds they've held for years and the Slidecage was created to keep them out when Quinn and Colin were children. Maybe he just helped them improve their tech. Either way this is a world that the Kromagg Dynasty has blasted into oblivion and conquered, ruling it with an iron fist. If you gained CP for rolling on this table and are a kromagg you will instead arrive in Kromagg Double Prime where kromaggs were a peaceful race all but wiped out by an engineered plague. Who knows what they'll do to you.
6. Twister World: Something has gone very, very wrong with this world. An experiment has changed the electromagnetic field of the world, resulting in electrical tornados that have left most of the world a wasteland with water that can be dangerously electrically charged, and terrible twisters that strike across the world, and are drawn to electrical devices - especially sliding timers.

7. Slidecage: The atmosphere is methane, though thankfully there's a large complex you can have arrived in. Of course this entire world is a trap designed to catch and hold sliders preventing them from reaching Kromagg Prime. It's also home to warring factions of humans and Kromaggs.
8. Free Choice: You may choose any world shown or referenced as actually existing in the series.

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead.

Drop-In: You exist. Even if this is your first jump you're probably an oddity even by this world's standards. You came from further than the reach of hyperspace, and you'll return to it in the end. You have no memories or connections in this world.

Everyman: You're a person of this Earth. Or at least one of these Earths. You just might have the qualities that make a prime slider, best exemplified by Wade and Quinn though shown at times by the others - a quick wit and the power to start a wave of change to reshape worlds.

Genius: Like Quinn Mallory, you're a young up and comer. With the right perks you might be a brilliant (dimensional) physicist in the making, or maybe you've just got a bright future in sports. Either way you've got the makings of a starring hero. You just might be able to revolutionize the world of sliding if given time and resources to work with.

Musician: You're a showman. Or maybe a washed up one. You've got some musical talent, and like Rembrandt you just might be able to become the emotional rock and foundation of a group, as you prove to have staggering reserves of emotional strength. Or maybe you'd rather be like one of his doubles who made a real mark on the world with their music and dethrone Elvis as the King.

Professor: Ah, academia. Like talent it is wasted on the young. Still it is your job to teach them, even if the untried and untested fools so often choose not to pay attention but to let their attention and focus drift while you're talking to them. You are a professor, possibly tenured, teaching at a university. Or maybe you were before your life got upended. Either

way yours is an experience in academia and teaching which has potentially granted you a very wide base of knowledge both scientific and otherwise.

Soldier: You are a trained military officer. Whether you've got the instincts to be a good one, or just the training of one is another question. You might, though. And you just might be a kromagg with their telepathic might and abilities.

Age and Gender:

If you dropped in your age and gender are the same as at the end of the last jump, otherwise you may choose an age and gender appropriate to your origin.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Small Screen Worthy Looks (50 CP): None of the sliders really look bad. It's a TV show. There's a certain minimum baseline. And just in case you didn't already surpass it, you look better than average, even better than average for part of a TV cast, you've got the looks to be the leading man or Ms. Fanservice.

Wild Kid (50 CP): It seems you did some sordid things in your past. You know how to pick locks, and are an expert at carjacking and hot-wiring vehicles. This only comes with pre-installed knowledge for civilian cars and motorcycles, but you'll pick up others fairly quickly. Similarly, you're a pretty good driver. This doesn't give you experience outside of cars and motorcycles, but if you actually put your mind to it you can pick up how to drive other vehicles quickly, and you'd have a natural talent for motorcycle jousting.

Doubles (50 CP/200 CP): Encountering doubles is sort of a thing that happens in Sliders, it's just part of the setting... but when you think about it, even a small change in conception time should stop a genetically identical double from being born. Given the changes in universes, doubles should be nearly non-existent, not common. Now you carry this with you to future settings; when you travel between alternate universes or timelines within a setting you have a tendency to run into doubles of people you know or important figures; maybe a celebrity is president in this new world, or a president is selling used cars. These will be of other individuals from the current jump's setting, so this is a minor effect given how many already do this.

For the higher price of 200 CP this includes doubles of individuals from other jumps and settings you have visited. They'll be familiar people - either influential figures and big names (Bruce Wayne) or just people you met personally - but you'll have a way of running into them. They won't necessarily have powers - run into a double of Clark Kent in a historical setting and he's probably just a farm boy - though if it fits the setting they might, and while they tend to have recurring characters traits - Quinn's doubles were typically geniuses and had a tendency to do things with sliding, while Arturo's duplicates were often implied to have a tendency to have affairs with their students - they can vary rather wildly - one of Quinn's doubles was both evil and a woman who was having an affair with her professor, and we're not even going to talk about Mallory. And since these

come from other settings you can meet them in the “prime” universe you start in during a jump as well.

Refugee from Amish World (50 CP/200 CP): Did you come from some Amish world? You possess the skills of a pre-industrial farmer and homesteader. You know how to care for farm animals, grow crops, preserve them for later, enough carpentry to get by or mend some damaged tools. Nothing super special, but enough to live out on the frontier at a time before heavy machinery.

For the higher price of 200 CP, you’re rather impressively gifted when it comes to inventing with the resources of the time. You won’t be making your own sliding timer, but you could make a decent stand-in for Benjamin Franklin, building batteries, hang-gliders, and even steam powered buggies. You won’t be doing all the construction work yourself - you probably would hire someone else to do the metal working - but you can engineer, invent, and innovate impressively with 18th century technology, as well as re-invent most of the necessary steps to go from there to the 20th century on your own.

Worked at a Computer Store (50 CP/200 CP): You know your way around computers, how to navigate the internet (even before Google) and how to use digital databases. You know the basics of computer programming in languages used in the 1990s but simply base level. You could be considered something of a computer wiz or even IT professional.

For the higher price of 200 CP, you’re rather gifted when it comes to computers. Whether you’re figuring out computers that are more sophisticated than those from the world you originated in, spreading the US constitution across the country with a virus from a store computer you used briefly, or hacking a virtual simulation from inside of it are all things that you could do. You won’t be revolutionizing computing technology on your own, but you are adept at making use of computers and how quickly you adapt to new ones built on different lines is almost magical. And be careful, while this might be (very) useful in a digital world, it won’t make you a god of one.

Sliding Out of Dodge (100 CP): It’s sort of amazing how many times people slide away with an angry, armed mob after them. They seem to have some pretty good luck in dodging bullets in the process. You do too now. When you are running away, you find that attacks have a way of missing you. You’re not completely invulnerable - Quinn and Mallory both got shot in the back while passing through the slide - but it does seem like people lose a significant part of their ability to aim when you’re retreating.

Adventure Magnet (200 CP; discounted with Trouble Magnet): You seem to find yourself drawn into all sorts of excitement and adventure. These events won't be necessarily good for you, but they won't necessarily be bad for you either. They'll be out of the ordinary stints of adventure and excitement; well out of the ordinary for most people maybe not you. If you want to have some rest and relaxation, or just don't want to run into adventures from this for a period, you can toggle this perk off with a thought. It won't stop events already in motion, but it will mean it won't be dragging you into others.

I'm Your Sister from Another World (200 CP): You have the ability to convince people surprisingly quickly of impossible truths, and have them take these truths surprisingly well. This is strongest when it's stuff about you personally, or truths that have a deep personal impact on them.

Influential Double (300 CP): When you travel between dimensions and universes, you find that you have a tendency to have your alternate selves be people of power and influence within the local region. This could range from just the head of a local lab, the warden of a local prison, or all the way up to the sheriff of America second only to the king or a duke. You won't really be able to control which and the lower end will be more common than the high one, but it can be useful to have your duplicate be someone with pull. Given as a jumper you're always traveling universes, you'll find that in future jumps this applies to your initial in-jump background if you have one and desire it; even if you drop-in you may have an influential double in the universe you're arriving in if you'd like.

Clairvoyant (300 CP/1600 CP): Psychic senses are far from unheard of in the worlds visited here, and now you are among those who possess clairvoyant powers. It's far from the level of the Grand Oracle, orchestrating events precisely, predicting the arrival of extradimensional visitors, seeing into other dimensions... no, it's closer to the blind witch Adra from "The Other Side of Darkness", or some of the more common clairvoyants in the series. It's not going to let you see complicated series of events, but you get hunches or flashes of bits and pieces of the future, either about your own or people near you. It's not wholly limited to the future either, you can just sense things about others and objects you interact with; it's not super detailed and your ability to search for something specific is limited. Still you might be able to tell someone that they must not enter a place or else somehow find potential death at their own hand - though some of the confusion there might be due to not realizing that they are interdimensional travelers - or sense that someone sees someone else as a replacement son standing in for their estranged child

while also harbor bubbling resentment against the same individual for upstaging them and showing talent that has already let them surpass him.

That said these are vague senses. Even for the above you'd need some sort of focuses for your perceptions such as tarot cards. Still it's accurate enough to make a living as a fortune teller, or regularly warn you of danger in your life, and you will know when they're true visions and psychic hunches as opposed to just normal ones.

For the higher price of 1600 CP you are potentially an equal to the Grand Seer. You won't have his experience, but you could in theory replicate any of the feats of psychic perception showcased in the episode "Obsession." These include preventing all the major assassinations and disasters to strike the United States during the 20th century, diagnosing broken bones and general medical well being by focusing on an individual, seeing one's own past lives, predicting when their lover's reincarnation would arrive from an alternate earth years in advance to plan for the day, reading minds casually including delving deep into someone's memories to replicate their childhood room, identifying how to shape the future so as to teach your apprentice and near equal not to abuse his power by creating a chain of events starting with making someone sprain their ankle which leads to them gaining the assistance of a psychic doctor in faking their own death, predict the other end of a wormhole and what interdimensional invading force will be encountered there, and detecting gold on the moon. This is just a list of feats from the episode which with practice you will be able to replicate, not an exhaustive list of what you can feasibly do. There are some limitations - the new Grand Oracle failed to predict events around Wade accurately because of his intense emotions around her, though given this was mostly in the ways it went against his wishes there might have been some wilful blindness involved.

Healing (400 CP, 300 CP if bought with Kromagg Telepathy or Druid of Emrys):

You possess the gift of healing. Whether it's just some special psychic gift, or part of a larger suite of abilities, you can use your will and mental powers to heal others. This can cure some terminal illnesses, heal mortal wounds, cure radiation poisoning, or bring people back from ICU comas. It takes mental effort from you and you'll probably need some time to recover from using it before using it again. It also only allows you to heal others, not yourself. If taken with Druid of Emrys you may have this be part of your magical abilities instead of a psychic force.

Symbiont (400 CP): You seem to have merged with a parasitic creature, similar to that which infested Maggie Beckett soon after she began sliding. It doesn't seem to be quite the same, as yours seems to be fully a part of you without a mind separate from yours.

This has increased your physical capabilities well beyond normal human range. You won't be throwing cars, but you could lift a man with one hand and throw him without any particular fall back on skill, even as a substantially smaller and physically less developed individual, effortlessly break a man's arm, leap up to rafters, or break through a window and the wall around it to leap across an alleyway... only to grab onto the building opposite and scale it. You have a similarly increased resistance to blunt force trauma and you possess enhanced agility and dexterity to go with it. Even your senses seem somewhat enhanced with improved hearing, vision, and thermal senses.

Of course your body might not be your true body. You can also exist in the form of the symbiont itself. By having this smaller body leave your body you may make your body disappear, becoming the parasite itself as an alt-form. Entering another's body you can take it over as the symbiont already could, hijacking them and puppeteering them from within. You retain your full intelligence in this form, and may share any perks or abilities you possess with a host that you have fully taken over, though with just this you retain their reliance on a nice, slightly above average body temperature and aversion to the cold, and there's no guarantee you will be able to take non-human hosts.

Sciences of the Mind (800 CP): If there's one field of fictional science that's more prominent in *Sliders* than sliding technology, it would be the scientific understanding of the human mind. Uploading minds to copy them into robotic bodies, uploading them into digital worlds, re-mapping brains, using the brains of human hosts for processing by nanotech networks, and turning still living human brains into flight control computers. This won't ensure there's a human global consciousness to connect them to, or that human perception is part of spacetime in a way to create portals to anywhere at will as those are more parts of this world's physics not directly connected to this mental technology. Still you do gain extensive knowledge of the technology to influence and manipulate the human brain used in the worlds visited here. You'll have to see how far you can take it when you add knowledge and technology from various worlds.

Drop-in Perks

As You Already Know (100 CP): You possess a rather unique ability: you can ask questions about the most obvious and well-known things. Well anyone can. But somehow when you're asking questions about things that literally everyone should know, people don't seem to react as if it was all that out of the ordinary. Oh you have no idea about the political, economic, or just societal nature of the world around you, but that just seems... harmlessly odd. People might remember you asking if they were pressed, and the particularly paranoid might take notice, but in general people don't seem to care about how odd it is when you ask these sorts of questions. Good if you happen to be regularly finding yourself in new worlds with no memories of them.

Talking to Ghosts Again (200 CP): You possess some form of ESP. This allows you to see and hear things out of sync with reality, and in overlapping dimensions - such as the Astral plane. In future jumps this will also allow you to see things that would normally require 'second sight' 'wizard's sight' or similar special sensitivity such as many versions of fairies, ghosts, or invisible beings that can only be seen by certain individuals or sensed by animals. Even in seemingly mundane worlds you will find there are beings that you can see and hear in these dimensions, though how much they are interested in interacting with or helping you is another question. Still they're active enough that people might think you're crazy for hearing their voices... and for that reason unlike Gillian you can shut off this extra sense, it's not as easy as just closing your eyes taking more time and concentration to turn on or off but it'll be easier to keep off than to keep your eyes closed.

One of a Kind (400 CP): Mallory was rather unique. Not Quinn, or Collin, but Mallory. He's the only slider for whom a double never appeared. That is unless you count Quinn, but Mallory had nothing in common with him save for his name. And now like Mallory you're unique. You have no doubles or alternatives. Even if everyone should possess alternate doubles in other worlds you do not. You are one of a kind.

And we'd not want this uniqueness to be lost. So you'll find that it's hard for other forces to make duplicates of you. When tried they'll have a tendency to share as much - or as little - with you as Mallory did with Quinn. Whether it's clones, or doppelgangers, you are you and no one else is. And if you somehow merge with someone (or something) else you seem more likely to come out on top. This isn't absolute certainty, but even someone who has demonstrated greater willpower and a much vaster mind might lose to you for control of your gestalt form. You've got an edge here, if you can make the most of it.

Druid of Emrys (600 CP): You possess the magical powers of one of the council of druids of Emrys from the world shown in the episode Dragonslide. While you're not an equal to Gareth, at least without delving into black and forbidden magic, you can with training and practice - and a willingness to delve into dark arts - perform any of the feats of magic shown, save for spontaneous healing which was a unique talent of his apprentice. This magic seems to come from an inner power source - as maintaining an illusion of beauty significantly reduced the user's ability to perform other effects - though its use of ritual and material components indicate it's not completely self derived.

Examples of magic in the episode include: Striking people blind with curses, imposing a short lasting influence on the mind of another, granting a minion the ability to shapeshift or imbuing them with spell of sleep to deliver with a touch, transferring your soul into another body to possess it, create illusions of beauty, keeping someone frozen in stasis, and turning into a fire breathing dragon. The costs and difficulties are not well explored so you'll have to learn the limits for yourself.

Everyman Perks

Day Worker (100 CP): When you're hopping from dimension to dimension getting cash legally can be hard. Thankfully you find it unusually easy to find people willing to employ you as a temp worker without any credentials or references on a short term basis. These jobs won't always be lucrative, or prestigious, but it wouldn't be too surprising to be hired as a go-for for a political campaign, or to replace striking workers at an oil rig.

The Girl Every Guy Wants (200 CP): It's not that you're actually more beautiful or anything, but like Wade you seem to have some special trait that makes people fall for you. Even if you don't go looking for it, you'll find people falling in love with you, and, while you can't actually control who this makes fall for you, if you do chase after someone you do seem to be the kind of person that just has good romantic chemistry with others so the odds are in your favor. Somehow you tend to attract the eyes of people who are among the elite or important individuals.

Improvisational Planning (400 CP): Sometimes you have to come up with a plan and do it fast. You can't slide in an hour if you don't break your friends out of jail first. Thankfully you're excellent at coming up with plans on short notice - not so much in the moment, but without a long time to consider - that are highly effective. These plans usually involve bluff, trickery, and cleverness, but whether that's limitations on your part, or just that you seem to excel at coming up with plans that don't require much in the way of active resources and power, is hard to say. Somehow many of your plans are quirky, and audacious, almost seeming too crazy to succeed, and yet these plans go off much better for you than seems reasonable. As a final benefit you're good at getting people to believe bluffs and lies as part of these plans.

Inspiring Change (600 CP): The Sliders don't tend to spend long on any world that they visit, but from what we see they seem to have an outsized impact on the worlds that they do visit. Whether it's through speeches, or deeds, they seem to be able to inspire change in people and societies wherever they go. You share this knack now, as your impact on societies and people seems to be expanded, at least when you're trying to work change. Whether it's getting people to act on morals they have forgotten or repressed, or causing widespread societal change. You'll still need to put in some work, and find the right ways to push, and it needs to be possible - it's best when things are primed for a change - but when it comes to causing change in people individually or in a group you seem to have a lever others don't.

Genius Perks

All-American (100 CP): Quinn might have torn your knee playing football as a youth stopping any hopes of a sports career but he was still one fit individual. You have a general all around tv hero fitness. You're not tv/movie 'peak human' but you have reflexes, and are generally fitter than most people, with good hand-eye coordination. It's enough to be a top regional or state level athlete, more than a world class one, though you do have surprisingly good aim when throwing things - or using slings - in hectic situations.

You've probably got a better physical baseline already. That's why even compared to the above you've got a better immune system than you have any right to, and find it easier to survive things. What sort of things? Pretty much anything. You're far from immortal, but you are just a bit harder to kill than you should be. Not only are wounds a touch lighter and less likely to hit somewhere instantly lethal, you can survive longer with bad wounds and diseases. This especially applies to strange scientific experiments. This is far from invulnerability, and a bullet to the head will still almost certainly kill you, but you do tend to keep going longer than you should.

Quinxotic Streak (200 CP): You have a strange tendency to stumble onto people in need of help. This doesn't actually make people be in danger more often, or that wouldn't, but somehow when and where you are and they are when they would be in trouble has a tendency of overlapping at least close enough for you to become aware of it and help them. This doesn't only apply to immediate danger; this is people in need of help.

Besides helping to ensure you stumble into chances to play the hero, it seems to also help with timely arrivals when your friends need someone to save them. Depending upon how danger prone your friends are this will probably mainly be leading you to other people in need, but it's good to have something helping you be a safety net for your friends, right? Though don't rely on it too much, Quinn still didn't manage to save Arturo or Wade in the end.

Skipped Two Grades (400 CP): You're a genius. You've definitely got the IQ for it. This boosts IQ more than emotional IQ, but in general you are smarter than the vast majority of people. Besides giving you a general aptitude for intellectual pursuits and the sciences, you will find that you have an improved memory (though not to the level of Academic Culture), that you learn things quickly, and that you think quickly on your feet.

This also comes with a much stronger than average will. We're talking about the sort of will to hold off the behavioral effects of a (non-undead) zombie plague at least for a time

after you should have already ‘turned,’ or to force yourself to act through sedatives for a surprising length of time. With the sheer brilliance of your mind and this strength of will, you could even resist things like a mind upload by temporarily overloading the machine. This isn’t infinite willpower, or invincibility to things - it can be overcome - but your willpower might be stronger than your mind in general.

Crossing the Einstein-Rosen Bridge (600 CP): You possess a knowledge and aptitude for sliding technology to rival Quinn Mallory’s own. You might not have his general scientific aptitude - and if you don’t you might fall a bit behind - but you are positively brilliant when it comes to interdimensional quantum physics and the science to make sliding possible. Given time and resources you could already build a timer from scratch, and given time and resources you could potentially learn to make any of the sliding based technology shown in the show, from means to trace wormholes, technology to redirect wormholes to other universes, or even a machine that could slide the entire population of a world to another one. You’ll have to put in the work, but it will be possible for you.

And the big thing is that this technology will continue to work in future settings. You’ll be able to find alternate Earths, like those shown in this series, in other worlds, and continue to expand your knowledge of sliding technology. Who knows, it might even be possible for you to integrate other sciences and technologies you find in other worlds, or even stranger things like magic.

Musician Perks

Crying Man (100 CP): You've got perfect pitch, or you could claim you do. You've got musical skills on par with Rembrandt Brown's. Not the Rembrandt from the world where he was the king, but the main Rembrandt. You're good enough you could go professional and even have some gold records if you were part of a group that complemented your talents, but well he was washed up as a solo act. Still good enough to get some gigs and maybe make a career out of it. And like Rembrandt you can sing for 7 hours straight - though it's bad for your throat - and can cry on demand. You can even cry from each eye individually.

The Heart (200 CP): People tend to need other people. People they can rely on or lean on. You're the person they can rely on. You're great at playing the emotional support to others and helping them to get over their emotional problems. You can cheer them up, keep up their morale, and just talking to you - or having you around on their side - seems to lift people's spirits and make them feel better about their worries. Of course being the person they can lean on tends to be a good way to get closer to friends.

I Want to Do More Than Survive (400 CP): 3 months in a kromagg camp. 3 months under the delicate attention of telepathic torturers. Oh it left Rembrandt pissed off, but it didn't break him. Neither did years of sliding. And you've got that same sort of emotional resilience. You're able to process stress and trauma in a healthy and effective manner, you might still get pissed, but you're immune to things like PTSD, and you don't need to worry about breaking under any normal situation, hardship and emotional pain, something you're able to grow from instead of break under. It might be possible to break you, but well 3 months of telepathic torture wouldn't do it.

And this emotional resilience doesn't just help you survive emotional hardship. You're pretty good at adapting to new worlds if you have to. Even if your life changes radically, and the situation is completely different than you're used to, you'll be able to emotionally adapt quickly and efficiently. You can still understand when a new situation is worse than before, or just not something you like as much, but you'll be able to deal with situations; whether that means making the best of your new situation or turning yourself to changing it depends upon the situation.

The King (600 CP): Name an artform you practice. This won't give you skill with it, but it will give your use of it a certain unnameable quality which seems to make it all that much better. It's the sort of quality that gives you superstar appeal, and could launch a performer who normally might be just good enough to be part of a band with a few hit songs and wash up if they went solo, someone like Rembrandt Brown, to being bigger than Elvis and the Beatles at their haydays. And you get this sort of superstar appeal with any artform you work on, musical, visual, literary. You'll still need to become good at it, but if you're good you'll become very popular. And who knows if you disappeared before some apocalyptic event you might end up with a cult in your honor 400 years later.

Professor Perks

Data Research (100 CP): You've got the ability to pore over long masses of dry, and mentally unstimulating scientific data while keeping your focus, without having your attention slip or growing overly bored. You're also good at noticing discrepancies or patterns in the data that might indicate willful fabrication, an outlier, or something else important that may have been overlooked. Not all of science is glamorous or impressive. But when you're on a world that might be hit by pulsars that can wipe out all life, being able to read the data to determine whether they will hit or not, or to figure out more accurately how many people the sliding portal can carry with them is a great advantage.

Bombastic Brit (200 CP): You possess a certain bombastic, larger than life, scenery chewing nature. You can turn it on, making your actions and performances more memorable, and even somewhat more impactful. This seems extra useful in debates and verbal arguments. It won't make your arguments any more logically sound, but you're good at browbeating people into submission, and you seem to have a talent for finding the right words to twist a knife in people when you want to.

Academic Culture (400 CP): You possess a rather impressive and wide-spanning knowledge of (real world) academic high culture. You can easily quote Shakespeare, Voltaire, Mark Twain, and the body of works that make up the corpus of literary culture. But this isn't limited to quoting literature. You're well grounded in every field of academic study - hard sciences, social sciences, the humanities - not a true expert, but you could certainly pass as having taken a major in each one, and your knowledge of scientific theory and information is expansive. This is more academic than practical engineering, you won't be building a nuclear bomb with just this. You do however possess an excellent memory, and absorb new information quickly, retaining more of what you learn.

Renaissance Man (600 CP): This is the practical side to the academic knowledge of academic culture. Oh you don't have practical knowledge of the humanities, but given the proper resources you can replicate almost any technology of the 20th century, including those in the medical and biological fields. And well when we say proper resources we're not talking about ideal ones; you still need the basics, but if you had the fissile materials you could build a nuclear bomb in a garage (admittedly the weapons grade fissile materials are the hardest part of making a nuclear bomb) and make penicillin with some soda and the right mold. This talent for jerry-rigging and making due with less-than-ideal circumstances and resources apply to other technology you construct or engineer even not from the 20th century.

You also seem to be able to stand-in for a medical doctor. You're not a top of the line specialist in any field, but you could play doctor pretty well, and if you needed to deliver a baby outside of a hospital you could probably do a good job.

Soldier Perks

Captain (100 CP): You seem to have some military training and experience. 10 years worth of active military training and service. You can choose a specialization and branch, though this can only give you experience serving in ranks up to that of captain or lower. You could be a marine airman, a drill sergeant, a tanker, or something else; it's your choice.

Judgment Calls (200 CP): When the bullets start flying you have to think fast. Thankfully you're good at it. You think quickly under pressure, and your gut instinct and first reactions are pretty good. This isn't some super sense telling you what to do at any given moment, but you think fast and well when under a threat. Arguably even better than when things are calm. This is mostly about dealing with the immediate situation - whether that's personal survival, or saving a friend - helping you to recognize what can be done with what you have available, and to start doing.

Rickmanhunted (400 CP): What were you a spy? Well like Colonel Rickman you seem to possess some skills that might serve one well... though better adapted to serving as a serial killer. You are an expert at keeping a low profile in an area, or fabricating an identity with enough acting skill to play a role unnoticed. This comes with the skills to hide criminal activities without the authorities keying on quickly. You're good at making sure you don't leave too much evidence, and at finding ways to avoid getting caught in the act.

Honestly it seems like it's more than just you being good. It's almost like you've got some strange luck or the narrative behind you. People are rather more accepting of your new identities and roles than they should be, asking less questions helping you to assimilate unnoticed. You seem to catch chances to target your victims when no one else is around, and unless they're specifically looking for you, investigators tend to have trouble identifying the connection and pattern of your activities. In fact, if you're subtle enough, they seem to have a tendency to overlook evidence that would even tell them that there's a crime committed. You could put people into comas by stabbing them with a syringe and draining their brain fluid, leaving a bump and wound at the same place on each victim, and somehow most medical examiners would miss this relevant link between all victims. Finally you seem to have a knack for gaining opportunities to cut and run. Even if you have no control over how long you're in an area, reliant on a randomly timed portal to escape, you'd tend to be able to leave just as your enemies were closing in. This isn't a perfect defense, but it'll take people longer to key in on you than it should.

Kromagg Telepathy (600 CP): You possess the suite of telepathic capabilities of a kromagg officer. That is the ability to disguise yourself through telepathic projection, to communicate mind to mind, to cause hallucinations, induce pain through psychic force, pull information from minds - though this can be resisted - and even plant post-hypnotic commands though that one seems to take time and effort. This doesn't come with the healing ability some kromaggs showed, and even taught to others, but you can buy it separately. You begin at the level of some of their commanders capable of influencing multiple minds at once at least enough to disorient them, or disguising other individuals and creating illusory passcards and security clearances.

By taking this perk, you may choose to be a kromagg. This will become an alt-form post jump.

Items:

Items associated with the origin are 50% if you have that origin. You may purchase multiple copies of items. Purchases of an item after the first are discounted (50%); this does not stack with other discounts. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Clothes on Your Back (1st purchase free, others 50 CP): The only thing the sliders really carry with them other than the timer. This is a full outfit. It'll clean and repair itself when not worn, and if you lose them you'll get a new outfit soon. In fact sometimes when they clean themselves they just seem to change into a new outfit. You don't have precise control, and they'll never be particularly expensive or designer clothes, but you can pick the style loosely. Don't adapt to fit the world or society in question.

Reset Timer (200 CP/Free with Can't Find Home): This is a damaged sliding device like that the sliders use to travel across the multiverse. It has a timer that counts down and at 0 it opens a portal to another world for about a minute. If you miss the slide window it won't open another one for 29 years. The timer opens a quantum wormhole through hyperspace to travel to an alternate universe. A geographic stabilizer ensures you won't land outside of a range of your initial wormhole - you can choose either a 40 mile range or a 400 mile range; it's unsure if it's just that the exit will be in this range, or if you can't safely open a portal if you're outside of this range though if you take **Crossing the Einstein-Rosen Bridge** you could probably tell us. Failsafes ensure you won't open portals into non-gaseous mediums, or over water or high up in the air. Still due to its damaged state it isn't anchored to the world you left, you can't set the time yourself, instead relying on the device's seemingly random time windows, and it doesn't remember worlds you left.

Post-jump it won't start opening portals till you use it, but will continue to be damaged as if you had reset the timer. It won't guarantee there are parallel universes and alternate timelines to travel to, but if there are it will be able to access them.

Fine Delicacies (50 CP): This is a fine dietary delicacy highly prized by the kromaggs. You get enough to fill a wine glass of them every day. What you'll do with this many raw human eyes is up to you.

Electric Guitar (200 CP): This is an electric guitar that when riffed with the intent can create surges of electricity capable of lifting a man aloft while shocking them into short lived unconsciousness. If maintained this electricity could prove fatal. You can control the intensity with your playing and intent, and, as your skill increases, you might even be

able to eke more power out of this guitar. Also as a minor benefit despite being an electrical guitar it doesn't actually need amps. It won't be the best for a crowded concert without them, but it'll still make an appreciable amount of noise when played if you want it to. Somewhat louder than a normal, non-electric guitar.

Gineer Fruit (200 CP): This is a can of fruit from the world designed by the Gineers... sorry by the engineers. This fruit serves as complete, balanced nutrition, engineered to suit the human body and serve as a complete diet in and of itself. In addition this fruit tastes like any food you imagine at the time or are craving. The can refills the following day when consumed, and holds enough fruit to sustain a person for a day.

Pocket Watch (200 CP): This is a pocket watch that possesses a built-in device. While not capable of controlling minds on its own, this watch is capable of reasserting and reinforcing it on someone who is already under. It has to be attuned to a certain set of hypnotic conditioning, brainwashing, mind control, or similar influence, and a certain individual, though you can change both of these by working on the device. Afterwards, it just requires that you get the victim to check the watch on a regular basis and it will keep it going indefinitely.

Dinosaur Preserve (300 CP): An expanse roughly 3,500 square miles with a rain forest biome. While not truly virgin wilderness, this is a mostly untouched wilderness which is inhabited by various species of dinosaurs. Allosaurus and archaeopteryx are certain, pointing towards a Late Jurassic population, but as velociraptors were also mentioned (Late Cretaceous) it's not limited in time period that much. You might not find every dinosaur species - they lived in a variety of biomes and were rather big creatures needing large areas, but it is an animal preserve full of dinosaurs. The entire area is enclosed in a large wall, large enough to mostly prevent the dinosaurs from leaving and to make it difficult for poachers to get in. The wall has cameras to observe - though there are potential blindspots - and will repair itself over time. As long as the wall is intact dinosaurs within will not attempt to leave, even those that fly, and even if it is damaged they'll only try through the damaged section.

Truth Collars (300 CP): This is a set of 6 metal collars filled with electronics. When worn, these collars will provide electrical shocks to the wearer whenever they lie (little white ones included). This can prove lethal with habitual lying, so hopefully the wearer can learn to be honest. Since you're paying CP for these they'll be just as accurate when worn by non-human entities as on humans, and the electrical shocks will always be enough to hurt the wearer unless they have some powerful, specific immunity to

electricity; it won't necessarily kill them if they lie habitually and are superhuman, but it'll always cause noticeable amounts of pain.

Fat Boy (400 CP): This is a nuclear bomb, similar to the Fat Man bomb used in the Trinity nuclear test. That is a 21 kt bomb. It comes with a rocket capable of launching it into space. Not designed as a ballistic missile - more built for blowing up space rocks - but could probably be modified for the purpose. If you use it, you'll get a new one at the start of the next jump.

We The People (500 CP): This is a digital copy of the US Constitution and the Declaration of Liberty. When you spread copies of its text - in hard copy or digital format - it seems to have a disproportionate effect in how it inspires people to rise up against tyrannical governments, especially authoritarian ones or monarchies and to adopt a representative republic as a form of government. Spread this text and you can watch monarchies fall and authoritarian regimes find rebellions spreading throughout their domains.

Parallel Earth (1000 CP): Choose a parallel earth that appeared in the show. This is a copy of it that will remain attached to your warehouse through a portal that you can close or open from your warehouse. Alternatively, if you'd prefer something more original, this can be a parallel earth to your own specifications that would fit within the general scope and scale of the worlds shown. This means you won't be finding Superman, high end space opera worlds, or magic more powerful than that shown in Dragonslide, but you could find a world of the giants, various psychic worlds, or lower end more advanced worlds.

Drop-In Items

Locator Crystal (200 CP): Crystal on a leather necklace. If you hold it outstretched in the general direction of your home it makes a psychic sound only the holder can hear growing louder as you get closer. Normally it'd point to a specific place, but for you it'll point you towards whatever you think of as your home. Or well point whoever is carrying it there.

Deadman's Light (400 CP): This is a red flashlight, built in a rifle shape. Its red light destroys nanotech exposed to it, shutting them down by bathing them in the light. It can even shut them down in a person's body by shining it on them through clothes. In fact shining it on a person's torso is enough to shut down nanites throughout their entire body. Normally this would just work on the glow, as it uses its shut-down code, but because you're paying CP for this, it'll work on all nanotech you might encounter.

Paradise (600 CP): This is a small beach side town. It has an old uranium mine nearby. The inhabitants recognize you as a respected leader. Which is good because they're rather xenophobic, in this insular, small town. Might have to do with the fact that they're all over a century old, preserved by the town's most special resident. There's a giant worm living under the town. It moves through the ground, rising up to consume people who walk off of the pavement, and leaving behind a viscous dark grey fluid 'gift' which when consumed reverses aging, not quite to their prime, but middle age. If one stops consuming this gift (or dies) they'll revert to their true age, but as long as it's consumed regularly they can live forever, and the worm does require human flesh to survive. The worm doesn't recognize you as food - even if you are human - seemingly having imprinted upon you as a sort of parental figure or friend or owner, maybe you could train it if you knew how. Best of all it's laid a batch of eggs and its children will imprint on you too, so you'll be able to start producing more of them. The worm is also able to cocoon prey and put them in a state of suspended animation to preserve them for later feeding, though with training it might be a good way to contain prisoners.

Everyman Items

Sliding Journal (200 CP): This journal never seems to run out of pages, and is strangely easy for you to keep track of. It's soothing and relaxing to write in, though if you don't have the time to write in it it will automatically update with your adventures from your point of view.

Dominion Hotel (400 CP): This is a hotel that seems to exist in every universe you visit. It always has a room available for you, and your companions, to use. This room is strangely cheap for you, and you find it will accept your cash even from other dimensions. It won't necessarily act as a money changer, but you'll be able to pay for the room at least, and it does typically have a bar, minibars in the room, and maybe even room service or a dining hall, so you can probably buy food and refreshment here too if you need it. And because you're likely to be traveling in ways other than just between worlds, you'll find that you often find other versions of it in places of civilization you find while traveling across a world. Maybe it's a chain.

Love Potion (600 CP): This is a love potion. While who knows if the one in canon actually worked, and it's implied to have possibly just worked to bring out hidden feelings, this one definitely actually works. It's also a good bit easier to apply. Anoint someone with it, or let them imbibe it and they'll fall helplessly, hopelessly, terribly in love with the first person they see. For an idea how this might manifest, think of writing bad poetry and telling everyone on the street how wondrous the individual is, sort of hopelessly in love, where the only thing they can think about is their newfound love. The effects of this potion can be cured by hypnosis and suggestion, and the potion's effect will eventually wear off anyway. And until then while they might be acting off to those who know them, that sort of all consuming love is a powerful motivator. You'll get a new potion each month if you use it.

Genius Items

PDO (200 CP): This is a device like that which Diana Davis carried with her. It is able to detect various interdimensional anomalies and effects, such as quantum vortexes like those that make up a sliding wormhole, the presence of entities in an overlapping dimensional plane or 'out of sync with reality,' and on the right setting even people or objects that have traveled between dimensions and even distinguish ones that came from different realities among such travelers. Expect it to work as a detector for most forms of interdimensional/extra-dimensional disturbances and intrusions. It can even store data from those things that it detects, allowing you to compare future readings to old ones, or helping you to determine when your slide has been interrupted by appearing on an asteroid orbiting a white dwarf in hyperspace. In future worlds it can detect similar phenomena whether scientific, psychic, magic, or otherwise.

Sword of Mallory (400 CP): This is a magic sword said to have been forged by Merlin himself. It is a weapon capable of piercing through even a dragon's hide, meaning it can cut rather impressively for a medieval weapon, and can only be wielded by your bloodline and is purely mundane to others. Besides your standard magic sword ability of being a really good sword able to cut through things normal swords could not, it possesses the ability to deflect firebreath and other energy projections, even ones that should be large enough to go around the blade - almost as if it projected a shielding force around it meaning you don't have to be skilled enough to parry lasers to parry lasers. It also has a way of flying true when you throw it. This goes beyond moving more like a weapon properly designed for throwing and will seem to have a way of nudging itself towards critical weak points.

Defense System (600 CP): Actually a piece of kromagg technology, but since they based their work off of a Quinn Mallory's we're putting it here. While on, this machine, somewhat shorter but wider than a human, projects a hyperspatial forcefield barrier which prevents all attempts to slide in and out of the area within its range. As we never see the range we'll be going with 400 miles - the same as the timer's geographic stabilization. And since you're paying CP for this, this won't just work on sliding through quantum wormholes either. It will prevent all attempts to travel between dimensions and realities within the area: no entering or exiting hyperspace for FTL, no hell gates opening to deluge demons, no teleportation if it travels through some other dimension or astral plane. Portals can still mostly form, you might see the attempt, but they'll fail to be able to be entered or exited having not quite been able to fully open to this world.

Musician Items

Morning After Moose Juice (200 CP): Rembrandt's special formula hangover cure. Or well something that does what he advertised it did. This is a thermos full of this hangover cure, enough for 3 glasses - or doses. It tastes horrible, but will cure a hangover - alcohol, VR, or otherwise. In fact it seems to help with all sorts of headaches, and to reduce the aftereffects of any type of intoxication, or withdrawal.

ATM Card (400 CP): This is a debit card. It can link to any wealth you have, allowing you to withdraw it instantly from anywhere debit cards, or other similar electronic currency, are accepted. Though even when you don't have one you'll find that it will work to withdraw money from ATMs and similar machines. It won't let you withdraw infinite money, but you can reliably withdraw a few thousand dollars a week. Even in future jumps without such machines it can be used to obtain an equivalent amount of currency weekly.

Tailored Plague (600 CP): Choose a species. You get a highly virulent plague tailored to that species. Closely related species (chimps to humans, or other subspecies such as neanderthals to humans) can act as asymptomatic carriers, carrying and spreading the plague without being affected by it. This is important as at least up to the limits of real world animals (including humans) the plague is 100% deadly over a far too short period to be spread from host to host of the target species. If you managed to saturate the atmosphere with it, it could kill members of the species in minutes, though usually you'd expect hours. The plague is guaranteed not to mutate to infect other species, and can live outside of a host indefinitely. Creatures substantially more powerful than real world organisms might be able to resist or survive the plague, but given it can kill the infected in hours it should remain quite deadly at least somewhat beyond human levels, and there's no guarantee they can't find a cure or an antidote. Half-breeds between related subspecies - such as humans and neanderthals (or humans and kromaggs) - will still die if not given an antidote or cure in time, but can last hours or days instead of minutes in total saturation, and might survive casual infection with large deals of medical attention. You can choose a new species for this virus to affect each jump. You get a vial of the virus, restored at the start of each jump when you reselect targets; find a good way to spread it.

Professor Items

Tenure (200 CP): This is a job. A job as a tenured professor. You'll find that it's surprisingly fine with you taking unannounced and extended sabbaticals, though they won't necessarily pay you for it. Still if you need some cash, or just want something to do, you can walk back into your professorship and still have it waiting for you. You'll find a similar job waiting for you in future jumps, won't follow you place to place within one, but even if you drop-in you'll be able to slot into the job taking the position of someone who apparently had no real intimate connections and you can be mistaken for.

And of course a professor does need academic credentials, so you'll find that this provides you some. Well really the closest local equivalent to any you legitimately have earned, and even if you don't have any of the proper level it'll provide you with 2 or 3 PhDs in fields of your choice. This isn't the knowledge, just the credentials.

Mold-Brew (400 CP): This is a culture of penicillin growing in a can of cola. Or maybe it's a super panacea. It seems to be penicillin, and can even be grown and cultivated like penicillin, but it works as a panacea that can cure diseases in a week of treatment at most. Some particularly potent supernatural or genetically engineered diseases might be resistant to being completely cured, but even with the most virulent and advanced it'll help fight them off and mitigate them, and merely being in one of those categories is not a guarantee of resistance to this panacea. You get enough to treat a single patient, resupplying at a rate equal to how it would be used, and can use it to culture more with proper techniques and resources.

The Great Work (600 CP): This is a large piece of quartz crystal on which the sum totality of publically available modern, or at least end of the 20th century, human knowledge has been recorded in it via laser cryptography. Every book, every history book, every scientific text, every piece of literature. Comes with a key to decode it, or to read it with a laser and a computer. If you'd like you can have the full knowledge of an alternate Earth that is not significantly more advanced than Earth Prime.

In future jumps you'll gain a new crystal. While it won't contain the totality of publicly available human knowledge of the setting of the new jump, but it will contain a large amount of information, from history, to literature, to science.

Soldier Items

Kromagg Energy Weapon (200 CP): This is your basic sci-fi energy weapon, either in phaser or assault rifle design. It fires a focused beam of high-energy particles generated by a magnetically-shielded nobelium core. Well ok, there's one thing that's not your standard sci-fi energy weapon. Nobelium is highly radioactive so if you give someone a glancing shot you can still kill them with radiation poisoning. Since yours maintains and repairs itself when not in use this means you have an effectively infinite number of shots and don't need to worry about it conking out on you.

Neural Control Rig (400 CP): This is a chair, headset, series of computers (presumably including a broadcasting system), and monitor. It is similar to that used by the earth shown in "Slide by Wire" to control next gen fighters that were too intense for live pilots, though yours has some tweaks. Like the control rig shown it allows for direct mental control of a vehicle, allowing someone in the chair to use their brain as a direct means of controlling a vehicle. It's possible to build - or modify - a vehicle to work with this, but in case you don't have the skills, it will work for any CP backed vehicle you possess; and since they probably don't have proper sensors for this you'll be able to use your normal senses through the vehicle - even feeling it somewhat like it was your own body - in addition to directly receiving its sensor data. It'll take some time to change which vehicle it's attuned to so don't expect to be rapid-fire switching vehicles in battle, but we're talking minutes not hours.

Unlike the canon version, this control rig doesn't require you to have neural implants installed in your brain and will automatically shut down before causing brain damage or death from neural overload. The range is enough to cover a jet's fight or ferry range - on a scale of ~2000 miles - though it might be possible to boost this range further, and it's harder than it should be to block or jam.

Manta Ship (600 CP): This is a kromagg aircraft that makes F-18s look primitive and is more than a match for them in a fight; and if the kromaggs are to be believed this even goes when outnumbered several times over. The ship is made of organic metal which is described as living; we're never shown what this really means, but presumably it means it can heal and mend itself. Its shown weapons include a spot-light style weapon which can knock out humans under its glow without hurting them, and wing mounted direct energy weapons for more destructive blasts. It possesses directional artificial gravity, presumably allowing it much greater acceleration than traditional jets, and the ability to create

controlled gravitational effects to hold people against the walls and the like. It is capable of hovering and maneuvering to fly between buildings, though not at full speed. It is likewise uncertain if it is capable of space flight, and it's never shown, but given the technological level and use of controlled gravity it's definitely possible and since you're paying CP for this it will be assumed to have slower-than-light spaceflight capabilities. Finally, and most importantly, it is capable of controlled sliding to alternate Earths, recording their coordinates, tracing wormholes, and allowing you to travel on demand without waiting for a timer. In future jumps this won't guarantee they have alternate universes, but it will be able to travel to other dimensions that exist within the setting whether alternate universes/timelines or more magical realms and dimensions.

If taken with **Can't Find Home** it'll lose the controlled sliding for the duration, working like the **Reset Timer** instead, but you will be able to use this to slide instead of the **Reset Timer** (though you will still get the **Timer** for free).

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain a background as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create 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.

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.

Sliders (50+ CP): For 50 CP you can recruit one of the main sliders other than (the original) Quinn. All of them are considered to have As You Already Know, and Day Worker. Wade has the entire Everyman perkline, the 50 CP version of Worked in a Computer Store, The Heart, and I Am Your Sister from Another World. Rembrandt has Crying Man, The Heart, I Want to Do More Than Survive, as well as All-American, and Quinxotic. Professor Arturo has the entire Academic perkline. Colin has the entire Boy Genius perkline and Refugee from Amish World (200 CP version). Maggie has Captain, Judgment Calls, All-American, The Girl Every Guy Wants, and if you want she can have the Symbiont perk since she temporarily was taken over by the symbiont it is based on. Diana has 50 CP Worked in a Computer Store, Crossing the Einstein-Rosen Bridge, Data Research, and a Geiger Counter. Mallory has All-American, Wild Kid, and One of a Kind.

Quinn is 100 CP instead but has the entirety of both the Everyman and Boy Genius perklines, as well as the 200 CP version of Worked in a Computer Store.

Canon Companion (50+ CP): For 50 CP you may recruit 1 normal human character lacking special powers or abilities. For 100 CP you may recruit a kromagg, vampire, triadder, body-jacking symbiont, or a human with psychic or magic powers weaker than those of the world visited in the episode Obsession (the world with the Grand Oracle) or Gareth. For 200 CP you may take any character, including the living fire.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

Drawbacks in this jump fall under two categories. Class A Drawbacks, and Class B Drawbacks. Class A Drawbacks function as ordinary. Class B Drawbacks require Can't Find Home to be taken at some level.

Toggles

Comics: There are Sliders comics, the first pair of miniseries even having stories by Tracy Torme. If you'd like, the comics can be treated as canon. This means you'll have 2d beings pulling the kromaggs' MO before the kromaggs, further confirmation that Quinns just typically invent sliding, a 2nd (or really 1st) drug world, a 2nd (or really 1st) world where the American government made a deal with Roswell aliens, a world where LaVeyan Satanism allows you to work magic, a world with magical Atlanteans, and a little more. The worlds you can go to just got a bit weirder.

Class A Drawbacks:

Can't Find Home (+0 CP/+100 CP/+200 CP): For 0 CP you get a free Reset Timer, and will find that you have slid from your initial world in this jump. Unfortunately your Warehouse was attached to it, and so were any properties that follow you between jumps, alternate dimensions, and the like. You won't be able to return to this reality, or access your warehouse, or any of your properties or dimensions from previous jumps until the last week of this jump, or possibly for a brief span where you will somehow be forced off without taking anything new with you soon afterwards. You only have whatever items you can carry with you, and any items left behind in a slide are lost until the start of your next jump, even if they would normally respawn when lost. An exception is made for items, other than sliding devices, purchased in this jump which you'll find some replacement of still. You may bring up to 3 imported companions with you. Any other pre-existing companions, imported or not, as well as any followers, have apparently been left behind in your lost 'home' dimension. You may bring more than 3 recruited companions with you, but each recruited companion among the first 3 do count against your limit of imported companions; you simply can break it if you only have new recruits with you.

For 100 CP you still get the free Reset Timer, but you now have a strong desire to return to your home dimension. You won't remember that it's impossible, or that you effectively cannot stop sliding. Well you can stop, but should you choose to stop sliding you will find that you will come to regret the choice to stay on the world you remain on before too long; things just seem to go wrong for you if you stay behind so maybe make sure to have another way out in that situation. Also you will find that out of jump means of traveling between alternate earths become unreliable, and that any method you find even in jump will soon become no more reliable than your Reset Timer. You might make a new, fully functional timer... only to have it bust within a few slides.

For 200 CP you have become fully unstuck. You still get the free Reset Timer but you won't need it. You now literally cannot stop sliding. You will find yourself slipping from one dimension to another with no control over it. Out of jump means of traveling between alternate earths won't function at all, and even those you find in jump will work no more than once. Also you will be slipping from one dimension to another without warning, far more quickly than usual for sliding - meaning you'll be visiting far more worlds including far more worlds that are dangerous - and usually with very poor timing for you.

Programmed to Kill You (+100 CP): Maybe it was the Kromaggs but one of your companions, or two if you have 5 or more, has been secretly programmed to kill you at a certain point during the jump. You'll forget you took this drawback, and the programming is too well hidden for you or your companions to discover it until it is too late. But they're a companion, you can probably handle their betrayal easily. Must have imported at least 1 companion to take this drawback.

To Love and Lose is the Next Best (+100 CP): Congratulations you're going to find love. And find you cannot be with them, or that they choose another. This will be happening to you a lot this decade.

Combined (+200 CP): Unless you've been dropping in all the time, you're probably no stranger to being merged with another individual. But your insertion this time seems to have been rather more thorough than usual. Where normally you would remain dominant over your background identity and memories, and they would be integrated into you, now you will find that there is a schism between you and your background identity in this world. Neither of you has more than a broken access to the other's memories from before this merger, and their personality and mental capabilities will be significantly different than your own (and probably lesser in the latter case). They aren't automatically hostile to you, but still want to live their life and have different desires than you do, and will have a tendency to resent you somewhat for taking part of their life. You can't directly

communicate, though unlike memories from before the merger you do remember events while the other is in control if not their thoughts. Who is in control switches somewhat at random, and unfortunately they will be in control more often than not.

Cordyceps (+200 CP): You have picked up some sort of fungal brain infection. This fungus assaults your brain stem, and will kill you - even if you don't need your brain stem - unless you regularly inject yourself with the cerebral fluid of others. Unfortunately, removing the cerebral fluid you need leaves your victim in a permanent coma so it's going to be hard to find willing donors. There's also a need for genetic compatibility which starts with blood type; it's not completely strict, but the further from ideal they are the less time they'll work for and rejection could be nasty so make sure you do get the right blood type.

Invasion (+200 CP): You will have to deal with an invasion from alternate earths. Either kromaggs or something of equivalent danger, maybe the 2d Raze from the comic books. If you're a kromagg they will be equivalently dangerous to the kromaggs as the kromaggs (with their superior technology) are to humans. You'll encounter this regularly if you're sliding and new invasions will arrive periodically if you're not. And even if you wipe them out there's always the possibility for a new invasion from an alternate earth.

Apocalypses (+300 CP): You will find yourself commonly being in areas, worlds, and places which are about to be wiped out. If you're sliding this might be things like a giant ice storm out of Norse myth, asteroid crash, zombie virus, robot uprising, or pulsars hitting the world. If you're not... well you can expect these repeated threats to the entire world to fray society at its edges even if you're good at stopping them.

Jumper St. Claire (+300 CP): You have an evil double. Unfortunately unlike other doubles you might encounter here, this one is a fellow Jumper. While they haven't necessarily had the same jumps and the same builds as you, they are an equally experienced Jumper... and a version of you with a wildly different sense of morality which has led them to deciding that you must die no matter what it costs. Needless to say you will cross tracks with them several times.

Normal People Abnormal Worlds (+300 CP): This is your standard lockout drawback. You are reduced to body mod, with no perks, powers, items, followers, companions, etc from other jumps. You'll just have what you bought here.

Class B Drawbacks:

Cornhusk (+100 CP): You lose all memories of any civilization/society or technology more advanced than the 17th century. You can still learn about them, but you'll be starting out behind as far as technological knowledge and awareness goes.

Hero (+100 CP): You have a quixotic streak. When you see people in trouble, you want to help them. You'll find yourself putting yourself at risk to help others on a regular basis. There are certain levels of risk that you'll have qualms about still, but you have a tendency to let yourself underestimate it. Also you're weak to sob stories and people who just seem to need help, ignoring warning signs and red flags that they're using you for far too long.

I Have More Brains in My Pinkie Than You Do In Your Head (+100 CP): You possess an over-inflated sense of self-worth especially in regards to your mental accomplishments and capabilities. This comes with a tendency to be irritatingly grand and self-aggrandizing, talking yourself up or belittling others at length. Or in other words: you're a pompous, self-important windbag.

Lost My Gun on the Last Slide (+100 CP): You don't seem to be able to keep your hands on a weapon. Oh you can keep one for a fight or a battle, but somehow you will lose any weapons you possess quickly. With a lot of difficulty you can maybe keep hold of one for a day or two till the end of your time in a world, but that's unlikely if you're not a soldier in an active warzone. And if it needs to be said you'll lose all CP backed weapons for the duration of your stay.

Rough Landings (+100 CP): When you travel from world to world, you tend to land somewhere undesirable. Maybe it's straight into a gunfight, maybe it's that your slider's failsafes don't fully function and you find yourself landing in the ocean, maybe it's just somewhere you really would prefer not to be seen landing, or maybe it's just onto something painfully hard. It won't happen every time, but you will find yourself having more unpleasant landings than not.

Trouble Magnet (+100 CP): You seem to be drawn into exciting and dangerous events. Someway or another you're going to be finding yourself into a variety of events. This won't be constant, but you can expect to run into all sorts of adventure in your time here, and usually in ways where the danger thrusts itself into your face without giving you a choice in the matter.

All I'm About is Survival (+200 CP): You seem to be stuck in a military mindset. This has rendered you unable to provide empathy with others, or to lean on them for emotional support. Also just sort of makes you abrasive and uncaring about people's feelings and emotions, and to look at the world with an extreme focus on your own physical survival and well-being... while overlooking your emotional well-being. And this does nothing to make the stress less painful to you, just makes you unable to rely on friends to help you with it.

Ivory Tower (+200 CP): You are unused to hardship, danger, or adventure. And you do not deal with it well. You have trouble improvising for less than ideal situations, and you are almost guaranteed to develop PTSD before the sort of instincts you need to survive chaotic life and death dangers.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, passing further than even the nexus of all-realities might allow you, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

Worked at a Computer Store is included because when asked about making backgrounds Grok thought that Wade having skills at that level was justification for making a Tech-Savvy Background to represent her. Given its failure at deeply understanding things I find Grok's name ironic.

Talking to Ghosts Again seems to be one of the perks I tend to make at any excuse.

Sciences of the Mind and Crossing the Einstein-Rosen Bridge used in conjunction could eventually recreate the kromagg technology used in the episode "Requiem."

Telepathy that kromaggs use isn't shown affecting multiple individuals simultaneously except their illusions. You can probably telepathically communicate with multiple at once, but reading minds takes direct, full attention, and it won't make you some X-Men character.

You could eventually build a device similar to the Defense System with Crossing the Einstein-Rosen Bridge, but it would not be guaranteed against magic and other forms of dimensional travel unless you figured out how to properly block them, potentially each individually.

I had to base Tailored Plague after the disease in "Mother and Child" instead of the one from "The Seer" as we did not get an example of how the one from "The Seer" worked other than it has a short shelf-life and could live inside of human hosts.

For how Tailored Plague would work on superhuman species... Don't expect it to take out a kryptonian, D&D elf will probably die like a human/kromagg, even a D&D dwarf will too, but one of Tolkien's immortal elves who know no disease probably won't die but it might affect them somewhat. Against say viltrumites it's probably comparable to the scourge virus, able to kill most of them but those with superior genes could survive.

Canon companions getting the perks based on them was to encourage you to grab the main sliders when the perks are narratively enforced (or sometimes somewhat exaggerated) versions of their abilities (and for Maggie only showed up late).

Changelog:

Version 0.1.0: Decided to share the early WiP... not keeping track of a changelog for it because it'd be too much of a headache.

Version 1.0.0: Full release.

Version 1.0.1: Remembered to add human eyes for kromagg jumpers.