

Attunement

Conflict of one kind or another is the bread and butter of Jumpers everywhere. Sometimes you'll be fighting for your life in a dungeon, others caring for a small country town. Whether it's a quest to save your world or just living in dangerous times, you need to have a handle on your abilities and a willingness to think outside of the box. With a bit of luck, what you have access to now will keep you out of that shallow grave a little longer.

The **Survival Suite** consists of your most basic abilities, the ones you'll take with you even into Gauntlets. The **Adventure Set** is a collection of abilities that grow and develop alongside you, unlocking and improving over time. And finally, the **Warehouse** is a safe haven and storage area that follows along wherever you go.

Survival Suite

These abilities do not grow like the others, through time and experience. But they are attached at such a vital level they cannot be repressed or taken away. All of them are available to you at the start of your journey.



Tuneup: All previous medical issues are cleared up, and your fitness level no longer deteriorates over time unless you're starving. You can still build yourself up to the peak performance of your race, and this will translate to match any new form you take.



Touchup: A complete overhaul of your body to suit your preferences, including age, gender, build, and things like hair and eye color. This also allows you to take the form of any common race native to the universe you've arrived in. You can activate this once every Jump.



Metavore: Your body can now break everything down perfectly, storing the usable energy in hyper dense reserves. As a result, you no longer produce waste or gain weight without meaning to. You can also go for long periods of time without eating, or eating anything particularly nutritious.



Everclean: You enjoy the effects of a hot shower with soap, shampoo, and conditioner, simply by submerging yourself in water. It takes a few minutes and leaves your skin scrubbed, hair clean, and teeth brushed. Not to mention, getting dirty in the first place is now a lot harder.

Adventure Set

Abilities in this set can be suppressed during gauntlets, but grow over time and through experience. You gain a single point every two jumps, which can be used to either purchase a new ability from this set, or an improvement to one you already have. An ability must be improved at least once before a new one can be bought.



Immortal Soul: You are able to think and move around freely, whether you are old and decrepit, or a developing toddler. This comes with the ability to choose whether you age up or down, though becoming younger won't remove any permanent alterations to your body or soul.

~**Hourglass Figure:** You can age up or down much quicker, allowing you to go through decades in a matter of minutes. This also protects you from time based effects, allowing you to shrug off any unwanted physical changes.

~**Paradox Certainty:** Whether someone is looping through time or changing the past, you always remember what once was. This allows you to ignore time based effects when you choose, and lets people you once knew remember you when you talk to them.

~**Inorganic Soul:** You can rapidly age non sapient objects on contact. This drains you based on the size and power of the object, as well as just how much you age it up or down. This is limited to a few weeks at a time, and doesn't work on objects bigger or more powerful than you.



Spiritual Therapist: A friend that can only be seen or heard by you. They can help you throw off foreign influences, recover lost memories, and even work through trauma. The form and personality they take is up to you, but they are always loyal, essentially a helpful facet of your mind.

~**Manifestation:** You can dedicate half your physical strength and energy stores to grant them a physical presence. Their form shifts to match the current universe, complete with any native powers. They can take shape anywhere within line of sight.

~**Auto-Pilot:** They can take control of your body when you become unconscious or fall under the thrall of another's power. This allows them to make use of your own abilities, and bypass any physical restraints, using your energy stores to move a body too broken to operate.

~**Possession:** They can take over physical objects, allowing you to use them regardless of any genetic locks or special requirements. Use a magical girls transformation device, pick up the sword in the stone, even hijack magical golems. Stronger objects require more energy to possess, and sapient ones must be beaten in a battle of wills.



Regenerator: Your soul keeps a template of your body inside of itself, and uses it with your internal energy reserves to fix any damage you take. This purges diseases, restores lost limbs and damages organs, and even allows you to recover from brain damage. The only limitation is a slow speed, restoring parts taking up to a year the more you lose.

~**White Magic:** You heal much faster now, damage that would take a year fixing itself up in a matter of weeks. Small things take hours or days, and you can also reattach body parts you've lost. Simply hold things in place for a few minutes. Everything from eyeballs to missing limbs.

~**Adaption:** You can attach body parts that don't belong to you. They shift to better fit your form, granting any inherent biological abilities like different kinds of vision or poison glands. It takes a few minutes, but can even work on things you don't already have, like wings or a tail.

~**Soul Plaster:** Your soul and energy pathways can now regenerate. The largest piece can operate at less than full capacity and pull lost fragments back into itself over time. This works whether they've been ripped away, trapped, or even eaten. If there are equal sized large pieces, then the closest one to your body becomes the master piece.



Soul Battery: Your soul has a container the size of the largest energy pool you've ever possessed. It can store any energy you have, convert it to a different type you've possessed in the past, and then manifest and shape it according to your will. This allows you to sling around spells as easily as power an electrical device.

~**Absorption:** Once a month you can attune your **Soul Battery** to a specific kind of energy. This allows you to negate and absorb attacks made up of that energy, as well as drain it from an area, as long as you have room left in your Battery to contain it.

~**Blue Magic:** You can now store energy based techniques you've been hit with in your **Soul Battery**. This requires you to focus, and the technique takes up space in the Battery until it's used, but you can unleash it at any time without prior preparation. No rituals, incantations, or similar.

~**Energy Thief:** You can drain energy from living beings on contact, filling up your **Soul Battery** while it has room left. This requires you to beat them in a battle of wills, but also stops them from using the energy type you're draining until you let go.



Shapeshifting: Change your gender, build, eye or skin color, even the type of hair you have from straight to curly. This only works as long as you stick within what's natural for your species, and starts off slow. At first it'll take weeks to make big changes, but you can eventually bring that down to days, hours for the minor stuff.

~**Perfect Disguise:** You can change shape really fast now, taking much less time the smaller and more familiar the change. Big stuff will still take hours no matter how good you get, but you could change something simple like your hair or eyes in a matter of minutes.

~**Shape Breaker:** You can change your form in ways that aren't natural for your species. Different organs, features, limbs, animal or sapient. As long as it comes from a form you've been in previously, you can add bits and pieces from them to the one you have now.

~**CopyCat:** With a few strands of hair, or a couple drops of blood, you can become a perfect copy of another being. This is down to the genetic level, and includes any biological powers they possess. It doesn't work on beings significantly stronger than you, leaving you with the form but no powers.



Hammer Space: You can now reach into the warehouse without actually entering it, taking out or putting in items that can be held or worn. Those items that you take out will reappear in the warehouse the instant they lose contact with your body, slowly fading away. This doesn't work with sapient beings or items with a will of their own.

~**Big Pockets:** You can now take out or store bigger items, as long as you can reasonably carry them. This also allows you to choose whether or not they reappear in the warehouse when you lose contact with them, as well as set a timer, at the end of which they will return regardless.

~**Carry-on:** You can now store sapient items and beings, as long as they willingly and knowingly agree to be transported. This also allows you to bring them out at will, again, as long as they're willing. The process takes a few minutes at a time, and is quite draining.

~**Transference:** You can link your Warehouse utilities to items outside of the Warehouse. Provide a flashlight with electricity, a washing machine with water, or connect your mobile to wifi from anywhere. Limited to three items at a time, and only if you have that utility installed in your Warehouse.



Appearance Settings: Tinker with the appearance of your abilities, making small changes to their form, but not their function. Things like adjusting the color of your magic, making cherry blossoms appear instead of a puff of smoke, or even customizing your magical girl transformation.

~**Alpha Layer:** You can now change the look and sound of your abilities, creating a minor illusion of sorts around them. This allows you to make your energy attacks silent and invisible, hide any physical transformations, or just get rid of the flashy glow from your shiny new powerup.

~**Property Swap:** Once every jump you can change the basic property of a single ability. Turn magic powers into psionic, manipulate earth instead of ice, even transform into something divine instead of unholy. The only limit is that the trade must be equal, never stronger nor more versatile.



Do-Over: When you've run out of failsafes, and the final blow is about to connect, you'll be given one more chance. A perfect decoy will take your place, and you'll be shunted five minutes into the past in an invisible and intangible state. This can be used once per Jump.

~**Checkpoint:** You now have fifteen minutes to make your preparations. In addition, your body will be fully healed and your energy reserves restored to max capacity. Use this opportunity wisely.

~**Fake Out:** Your decoy will "miraculously" survive the fatal blow, causing a major distraction depending on the situation. Anything from declaring their undying love to the enemy, latching onto them before blowing them sky high, or just running away after a few taunts. Whatever they do, they'll disappear a few minutes after accomplishing their goal.



Three Freedoms: With this you can spend your choice points on a small number of things from worlds you've never been to. While still inaccessible during gauntlets, they are considered part of the body mod package. With this ability unlocked, you may purchase a single race.

~**First Purchase:** You may purchase one power or ability. It will adapt to what you have if it has a required secondary power.

~**Second Trip:** You may purchase a single item. If broken, it will repair itself over time. If lost or called for, it will return to your warehouse.

~**Impulse Buy:** You may purchase a single companion, their origins and abilities will be shifted to fit the world as closely as possible. In the case of complete incompatibility, you will be drawn to an appropriate world. This only guarantees meeting under agreeable circumstances.

The Warehouse

The Warehouse is a safe place tied to your soul. You can rest inside it, or store the items you come across in your travels. It grows larger every jump, and develops new features as you grow in experience and power. Every three Jumps you earn a warehouse point. This can be used to buy a new feature, an improvement to that feature, or another room. Each room is roughly the size of a curled up dragon, the princess kidnapping type.

You start with six warehouse points and gain a new room for every companion you recruit.

Shells

Warehouses can be attached to different forms like a physical shell. When attached they can share the features they have with that shell, but become inaccessible if damaged. This can be solved by repairing the shell, or moving the warehouse to a new one. Shells must be purchased before the warehouse can be attached to one of that kind.

Pocketspace is free, and items gained from features that are lost or broken will reappear in the warehouse intact. You may take one shell and one shell upgrade for free. Any feature gained can be turned on or off again as you please.



Pocketspace: This isn't a shell, but it is the method you use to enter your warehouse when it isn't attached to one. It comes with a key that reappears in your pocket if lost or broken, completely intact. Doors opened with this key lead to the warehouse, and cannot be closed while you're inside.

~**Access Key:** You can change the key to something else, with different conditions for using it. Dig a hole to the warehouse with a shovel, drop a stone in a body of water to create a whirlpool portal, or even use a bus ticket to get there. Any method used leaves a way out, which always remains open while you're inside.

~**SEP Field:** Anyone looking at the entrance to your warehouse will find their eyes sliding right past it. This can be toggled on or off, as well as applied to the shells your warehouse attaches to. The field is less effective the flashier the entrance and the harder people are looking for it.

~**Void Pull:** This allows you to pull large items into your warehouse on contact. It costs more energy the larger the item, depending on its size in relation to the default room. Half the size of a room takes half your energy pool to store, and anything above a tenth won't recover for three days.



Haven Bag: Backpacks, messenger bags, or pouches. You can enter the warehouse through a resizing compartment inside the bag, and reaching in will bring whatever you're looking for to the surface. Calling the bag while outside the warehouse will have it reappear on your person.

~**Pack Cat:** All pockets are expanded to ten times their size, with openings that widen for larger items. As long as you periodically feed the bag appropriate material, it will also clean and maintain the items you store inside of the pockets. Clothing is washed and ironed, knives are sharpened, paint is touched up, and many other things of that nature.

~**Haute Couture:** The bag can shift its design to suit your tastes and integrate any fabric like material you feed it. When in stealth mode it will change forms to match the surroundings, book bags in a library, backpacks at a school, even a messenger bag in a post office. Anyone else looking inside will also see nothing out of the ordinary.

~**Guard Bag:** The bag will now bite anyone reaching inside of it with ill intent, and can now turn into a living creature for more mobility. It can mimic most kinds of animals, including magical, but needs to be in the presence of that animal for a few days first. **Virtual Mind** allows this form to communicate and follow commands.



Vessel: Shells that move like cars, motorbikes, ships, and planes. The largest storage compartment opens into the warehouse, the opening resizing to fit larger items. When called it will attempt to reach your location by land, sea or sky.

~**Expanded Glovebox:** All compartments are connected to a standard warehouse room's worth of space. Thinking of the item you want before opening a compartment leaves it within easy reach. All openings now resize to accommodate larger items.

~**Integration:** Your vessel can now consume raw materials and new pieces of technology, flawlessly integrating new features. This makes self repair incredibly fast and efficient. All stored materials and new features gained, are carried forward to the next shell.

~**Auto-Pilot:** Your vessel can plot a path to a destination, object, or person you are familiar with. This manifests as a glowing line, or the vehicle driving itself towards where you need to go. Only the most powerful methods will work to obscure the path to what you seek.



Friendly House: This is for land based structures like houses, mansions, or even castles. One room in the building will lead into the warehouse proper, and the house will have access to all your warehouse utilities, completely off the grid. It will come when called if you have the PolterHouse or Fake Space upgrades.

~**Fake Space:** The house can shift to locations near you, expanding space between other structures to make room for itself. This comes with a field that will stop anyone from questioning its sudden appearance. Though the truly suspicious may be able to break through it.

~**PolterHouse:** The house becomes a large shapeshifting creature. It can use carpets as makeshift tongues, trip people up with sudden holes in the floor, or even rip itself from the foundations to get up and move around. If you have **Virtual Mind**, it will also be able to manipulate portraits and levitate small objects inside the shell.

~**Remodelling:** If you provide the materials for it, then the house will slowly shift to suit your tastes, trying to anticipate your needs. This includes changing the floorplan, creating new furniture, and even adding new basement or upper floors. With the right materials it can produce finer items like portraits or plants, as well as repair itself when damaged.



Underground Cavern: This shell takes over underground areas, usually through a cave or hole in the ground. At the lowest point will be a trapdoor into the warehouse proper. New caves can be claimed by digging a tunnel from them to the warehouse shell. With Escape Tunnels, you can call up a temporary entrance anywhere on the ground.

~**Escape Tunnels:** You can mark any underground area you find and link it to the warehouse. This causes a tunnel to be carved out at walking speed, connecting them together. Space in every tunnel is twisted so that it takes a few minutes to traverse, regardless of distance.

~**Secret Entrance:** You can layer physical illusions over an entrance, and tie them to various conditions. Touch the symbol on the wall to reveal a hidden door, there's a trapdoor under a fake lake, one part of the wall can be walked through. Nothing tougher than your warehouse walls, or anything actively dangerous to passersby.

~**Dwarven-Make:** Your warehouse can be directed to dig further into the ground, creating new rooms and adjusting their size and shape. These are lost with the next jump, but the walls can be reinforced to double their natural strength, and you can leech warmth from the planet's core to convert into energy. So long as you build deep enough.



Flying Fortress: It might be a castle in the sky, a large airship, or even a floating island. No matter what the case, it has its own propulsion system, and is very dense magically. It is capable of landing on the ground or rising back up into the sky as it pleases, and will follow you from above the clouds unless told otherwise. A trapdoor leads into the warehouse proper.

~**Ward System:** You are granted a basic ward system, easily supported by the inherent magic of the fortress. It will reject or track intruders, inform you of the goings on inside your fortress, and cloak your presence from detection. This includes sight, technological scanning, and even seers. It can also incorporate new wards easily.

~**Tiny Eyes:** You can create tiny golems of stone and magic, small and light enough to fly, recharged and repaired with magic. They can drift through the skies, alerting you to anything of interest and directing you to see it for yourself through their eyes. Using up some of their internal energy allows them to cloak themselves as the Fortress does.

~**To The Sky:** Your warehouse can now generate a crystal capable of making floating islands. You plant it inside the earth or something else you want to fly, and it gathers energy to hold it aloft. It grows from supporting a small park to a city's worth of land over time, but is easily broken, forcing you to start over with a new crystal.



Space Station: Any space worthy structure with a propulsion system and an air supply. It is granted basic shielding for short flights, and a cloak that should work well enough against pre-spaceflight societies. It also has a generator that can produce portals to and from the surface of a planet.

~**FTL Drive:** It can now make jumps to far away places, but cannot do so in quick succession, requiring a short recharge time per jump. This comes with considerably better propulsion systems. Enough to keep up with ships specialized for speed.

~**Adaptive Tech:** The station can scan and record the structure of nearby technology. This allows it to restructure itself to include new features, as long as it has the required materials and energy. **Virtual Mind** allows the mixing and matching of features according to personal preference.

~**Shielding:** Your shields are now much stronger, capable of absorbing both kinetic and esoteric energies. It's storage capacity is ten times the largest pool of energy you have, after which it will start breaking down. The self repair phase is a month long.

Utilities

These features are shared by all shells equally, but focus on improving the warehouse itself rather than anything it's attached to. Without any added features, each room is surrounded by a void of darkness littered by stars, produces its own air, and has a temperature to match wherever the current Warehouse entrance is.



Basic Utilities: The basic necessities for a warehouse. Running water, enough electricity to run a single household, and a neutral temperature neither too hot nor too cold. Power points and pipes form from the walls as directed, automatically adjusting to fit whatever device they need to be used with. The warehouse now repairs itself over time.

~**Outside Connection:** Your warehouse has its own connection to the local internet and extranet. It can also fake a phone service and allow you to connect it to any of your devices. This takes a few days of adjustments after arriving in a new universe.

~**Ambient Energy:** Your warehouse can now absorb and produce any kind of energy your **Soul Battery** can. It will continue absorbing energy even from dimensions you've long left behind, increasing its capacity up to the point it's capable of providing a city's worth of power.

~**Temperature Control:** This gives you a temperature control system that allows you to adjust rooms individually, or the warehouse as a whole. It goes from icy tundra cold, up to desert-like heat.

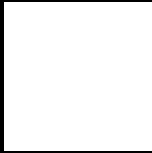
~**Perfect Plumbing:** Your running water now goes from boiling hot to icy cold, and you gain a new sewage pipe that can convert waste into pure energy to power the warehouse. In addition, all pipes become both self cleaning and near unbreakable.



Security: Basic features to keep people out and your stuff safe. Comes with a basic ward that detects intruders, feeding you their general location in real time. This also lets you generate passes that allow others to access the warehouse, alerting you to their location when they're in danger.

~**Identification:** The warehouse now generates any legal papers needed for the use and ownership of a shell. It can even adjust digital records if you have the **Outside Connection** feature.

~**Phasing:** Your warehouse isn't truly a part of reality itself, and while the shells are physical, they *aren't* the warehouse. Now you can pull the shell halfway through. This makes it intangible and invisible to anyone other than you or someone with a pass. Includes anything and anyone inside.



Room Editor: Create special rooms and customize your warehouse further. This allows you to change the floor, walls, and ceiling into whatever material you can supply. You can also make windows that will show the outside of the current warehouse entrance. It's also possible to change the shape of rooms and where the entrances to other rooms are.

~**Room Editor+:** Rooms can be merged together or split apart into smaller sections as you like. You can also change how rooms connect to each other, making portals, doors, tunnels, or similar. In addition, windows can now show places you've been to in the past, and ceilings can give you a view of the sky above.

~**Nature:** Rooms can be converted into growing rooms. This gives them a lower ceiling but a deep floor made of dirt. The ceiling itself will emit sunlight and rain as needed to grow plant life. The soil recovers from use over time, and you can create and maintain lakes or ponds as well.

~**Storage:** You can turn a room into storage space, accessing it through a bottomless drawer that extends from a wall. A screen above the drawer has a built-in computer that records everything you put inside it. You can then use the search feature or add items to lists. Selecting anything on the screen makes it appear when you open the drawer.

~**Medbay:** This room has a bevy of wards for stabilizing wounds and keeping the place clean and sterile. Stronger injuries can only be slowed down, but it works on anything physical, magical, or soul-based. In the worst cases a person can be put into time stasis for up to seven days, leaving them unaffected by anything until it's lifted.

~**Library:** This room grows with its contents, mostly books, interesting treasures, and all kinds of manuscripts and tablets. Bookshelves and display cases are created as you bring things to fill the room with, space twisting into a labyrinthian design of your choice over time.

~**Workshop:** This room expands to fit the size of whatever project you're working on. It also allows you to control the gravity in the room, for you and any specific objects. Letting you suspend things in the air, or simply lifting heavy objects. Comes with benches and storage spaces, but no tools or parts to start with.

~**Memory Room:** Virtual reality or some kind of magic? This room allows you to create working copies of places you've been to or imagined. It feels real to every sense, from things like touch or taste, to more magical or psychic senses. The people inside seem real, but nothing can be taken outside, and the food and water offer nothing to your body.



Returner: A huge room dominated by a swirling portal with a computer set off to the side. The computer determines the destination, how long you can visit before being pulled back, and how much time has passed since your last visit. The time you can visit increases by a day every month. If one of your companions wishes to follow, it won't affect the timer.

~**Homesick:** The time allowed increases to three days per month, and you can leave a portal connected to any place you've been to before, allowing others to come visit you instead. They're only subjected to their own timer while they're outside of the warehouse. You can still take on companions if they're willing to follow you.

~**Jumpshop:** A merchant with a form and personality of your choice now has a small shop in the portal room. You give them trade goods, and they travel to places you've been to, selling what they have to buy goods and materials you might be interested in. They have no timer, and what they can obtain and how much it costs depends on their own luck and skill.

~**Mementos:** This is a collection of personal items you've owned in the past, even ones that have been lost or broken. Furniture, technology, pieces of jewelry. Anything along those lines that meant something to you or that you wish you still had. If lost or broken, they'll simply return to the warehouse in perfect condition once again.



Virtual Mind: This grants your warehouse its own intelligence. They are now capable of understanding and making decisions, commanding the servants in the warehouse, and controlling and in some cases improving the features you've acquired for them. Their personality is up to you.

~**True Form:** This grants your warehouse a physical form, inside the warehouse and for a small radius around yourself and any shells. The form changes to fit in with the latest world you find yourself in, but adjusts to match your personal tastes. They can instinctively operate attached shells.

~**Technomage:** Your warehouse can now instinctively hack into and manipulate technology, as well as adjust and repurpose wards for their own purposes. This works inside the warehouse, or for a small radius around yourself or any shells. Anything up to the size and weight of a small car can also be manipulated with a limited form of telekinesis inside the warehouse.

~**Maintenance Bots:** These are small autonomous bots created by the warehouse to perform various functions. They are modular in nature and can be heavily customized to fit the needs of the warehouse. Used for maintenance, cleaning, repairs, and just about any task the warehouse considers it expedient to use them for.

Servants

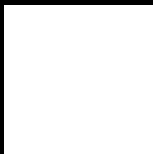
Loyal servant to protect and maintain your warehouse, doing their best to keep the place running, and offering any service they can provide. Their population is limited to half the number of rooms you have. The first upgrade for each option is a special companion that comes with their own room, the second is a pet of sorts, neither of which are affected by the population limit.

Should the worst happen, servants don't actually die. Simply reforming after a week has passed. They have personalities, wants, and dreams, but they are also part of the greater Warehouse. Most can't stand leaving it for more than a few days at a time, needing to return periodically.

Types

These are the broad types of servants you can create. Choosing a basic type allows you to create one as long as you haven't reached the population limit. Their form and personality are up to you, but they must at least broadly match their type.

You get one servant type and one type upgrade for free.



Golems: They're made out of an element or specific material. Pure electricity, water, fire, iron, maybe wood. As long as you have a decent amount of it, you can animate them with magic. While strong and tough, they aren't the smartest, responding best to simple instructions. They regenerate while in contact with their element.

~**Guardian:** A golem much stronger and smarter than the others, loyal to you on an intrinsic level. They're made up of magic itself, and like to explore places dense with the stuff. Casting spells come easily to them, and they can learn and understand their structure on sight.

~**Poko Pet:** This golem is smaller, shaped like a mundane or mythical creature at a size you could easily carry. While not very strong, they grant you a resistance to their element when nearby. This becomes a blanket immunity if you have the **Elemental Reinforce** upgrade.

~**Elemental Reinforce:** Your golems are now completely immune to their element, growing stronger the longer they stay in contact with a large source of it. This also lets them regenerate much faster, and even project their element with force if they have an excess of it in their stores.



FriendBots: These servants are made from metal rather than flesh, internals full of wire and electricity. Strong, tough, and incredibly smart, the main downsides are the cost of repair and the need to keep them regularly charged. They're incredibly modular though, and just about any problem can be fixed if you incorporate the right piece of tech.

~**Personal AI:** A personal assistant in the digital realm, taking on a form and personality of your choosing. They inhabit sufficiently advanced systems and are quite capable of taking over and working with anything they can get their tendrils into. If compromised, they'll be pulled back into the warehouse and all foreign data purged.

~**Drone:** A small robot with flying capabilities and a set of high quality cameras. Can connect to nearby devices to share information, and integrate new parts easily. Starts off with a weapon set capable of stunning the average human, and plating capable of handling mundane explosives.

~**Insulated Core:** Your robots are now insulated against many kinds of damage, easily standing up to EMP devices and shrugging off things like water getting into their internals. Their batteries have also received an upgrade, allowing them to easily sustain themselves on sunlight, magic, or heat from the environment around them.



Demons: Beings from another realm, obviously inhuman with a few features most would term demonic. They are tough, cunning, and possess powerful magic. But they are also amoral, and more than capable of bargaining with things like souls. The specific kind and the ruleset they work by is up to you.

~**Hellish Attorney:** Almost too beautiful or handsome, they are vicious and competent to the highest degree. They take little time to learn new systems of law and have a sixth sense for loopholes. One of their most impressive abilities is setting up magical contracts. Get a signature from a party that agrees to the spirit, and they will be bound by contract to comply.

~**Greedy Imp:** The form is up to you, whether menacing or cute. But they're quite small, short enough to only come up to the waist or thigh. They have a sixth sense for valuables, whether gold, paintings, jewelry, or even information. Just don't expect them to give up what they find without taking a cut for themselves. They like to hoard.

~**Demonic Pact:** You've made a pact with your demons, allowing you to take control of your true name, and keeping your soul off limits for any kind of bargaining. Both are still yours to do with as you please, but you can't be tricked out of anything. This also allows you to call them to you with a little blood and a unique symbol of your own design.



Magical Beings: Servants that wield magic, either inherent to their being, or the kind cast with wands and words. Lamias and harpies fit in here just as much as elves or wizards. Beings capable of magic start off knowing the basics and some household magics. Things like cooking, cleaning, and simple repairs. Learning more will take study and practice.

~**Princess in the Pond:** A young looking fey with a talent for smithing and enchantment. She has an almost instinctive ability to work with any kind of material, even things like the soul, and learn enchantments just by studying them in person. Her fervent wish is to create the kind of weapons and armor that people tell stories about for generations to come.

~**Familiar:** A magical beast you share a bond with, allowing you to share in each other's senses and emotions. With effort and practice, you will be able to take on a single ability of theirs. They in turn become much smarter and provide a comforting and steadying presence while nearby.

~**Specialize:** You can now create magic users with a talent for a specific branch of magic. This gives them a passing familiarity with magical arts like healing, necromancy, or transmutation. It also supplies a shelf full of books that can help them learn more than the basics, though it won't be enough to make them a master. The system depends on where you've been.



Humans: The greatest of all rounders, adaptable, though they don't really come with any special skills. As servants they don't require food or water even if they appreciate it, and don't get bored the same way you'd expect most humans to. Great at following orders.

~**Cosplayer:** An artist and an actor, with a love for cosplay. They're as deft with a needle as a brush or soldering iron. Costumes, makeup, elaborate animatronic designs. With a little time they can whip up just about anything, and love showing the world what they can do.

~**Perfect Pet:** A pet of any mundane species, incredibly loyal and loving in nature. They come with their own version of the **Survival Suite**, and can share three of your perks at ten percent strength. If killed, they will form into an unbreakable egg, hatching after a full day of you carrying them.

~**Talented:** When you create a new human servant, you can give them a single mundane background's worth of skills and mannerisms. Create a noble lady that knows everything about fitting in with the upper class, or a chef that can cook five star meals, even make the perfect maid to keep your warehouse in top condition. No memories included.



Ghosts: Shape and size matters little, but all are see through, intangible, and radiate cold. They're immune to physical forces and can easily attack the immaterial. Moving objects through telekinesis takes effort, but with a lot of practice they can go from small objects like chairs and tables, all the way up to things the size and weight of a car.

~**Librarian:** A powerful poltergeist with a sixth sense for finding anything you need. They like to haunt places of great knowledge, but are usually uninterested in most mortal concerns. They like reading, and sharing what they know. Their telekinetic strength is proportional to their emotional investment.

~**Dead Pet:** A loyal pet, the sort that would wait for you forever. They're great at warning you of any dangers up ahead, but specialize in shrouding you from peering eyes. Seers or scrying, cameras, blood based tracking. It doesn't really matter what it is, unless it would work on a ghost, it's not going to work on you.

~**Regrets:** This allows them to intensify the cold they radiate, draining people of their will and causing them to fall into a deep sleep. In addition, they can now possess other people for short periods of time. It starts off working for a few minutes, but they can practice and eventually take over for a couple hours at a time.

Items

A small collection of items to help you along on your journey. If broken or lost they'll return to your warehouse in perfect condition.



Adventure Attire: Three sets of durable clothing with colours and designs of your choice, limited to 21st century materials. Socks and underwear, pants and shirts, jackets and shoes, and any other accessories. They're self cleaning, repairing, and resizing. If a set is destroyed, a new one will appear in the warehouse a few hours later.

~**Armoured Suit:** Clothing, armor, and accessories can now be imported, taking on all the traits of your **Adventure Attire**, while keeping any special properties they came with. This replaces a similar item in one of your three sets, limiting the number of imports you can make.

~**Built-in Tailor:** You can now customize your clothing with an effort of will, design, color, thickness of the fabric. Cover them in designs to your liking, create things like patches and pockets, and feed them with new materials to change them in any way you like. This of course works just as well for any accessories of a less fabric nature.



Personal Device: A high tier smartphone, tablet, laptop, or computer-like device. Technology level determined by the most advanced universe you've been to so far. It integrates new technology easily, and feeds off of your own energy reserves to power itself when needed.

~**Refurbished:** The battery no longer runs out, it's storage capacity is near limitless, and it's now tough enough to shrug off mundane explosives and weapons fire. Most importantly, its processing speed is now fast enough that it could be considered a super computer in it's own right.

~**Virtual Assistant:** Your Personal Device now has a voice and an avatar of your choice to represent itself. It can hack into nearby systems and take control of them, as well as automate any tasks that need doing. The personality is up to you, but they tend to be approval seekers.

~**Heads Up Display:** This allows the device to interface with your mind in a sort of reverse technopathy. They can read your personal health, scan the local area, and read your mind for instructions. This allows them to grant you a visual overlay. Showing you bars for health and energy, as well as a minimap of the local area. Perhaps more if you experiment with it.



OmniShifter: A handheld device that absorbs other tools and then records their forms. This allows it to become all manner of things, like a wrench, screwdriver, crowbar, flashlight, or even a guitar tuner. It will leech energy from your own reserves to power any devices that need it.

~**BatteryDLC:** This attachment allows the OmniShifter to store incredible amounts of energy, powering bigger devices up to the size of a chainsaw. It can also plug into various energy points, and recharge ambient energy like magic, heat, or sunlight. This also allows it to work as a makeshift charger.

~**EnchantDLC:** This attachment allows the Omnishifter to absorb and record the shape of magical tools. Anything from enchanted mirrors to magical focuses are fair game. If you have the **BatteryDLC**, then it is also capable of recharging magical devices.

~**AIStorage:** This attachment increases the onboard storage to become a holding area for any Artificial Intelligences, as well as any needed programs for more advanced tools. It comes with a built in VI, and a device form to allow any intelligences to speak, display their avatars, and directly hook into any physical or network based systems nearby.

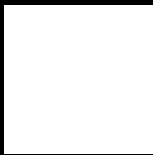


Energy Focus: In the shape of a wand, a glove, or some small trinket like a ring or necklace. It helps you focus the different kinds of energy you come across, taking the place of more traditional wands or staves, or whatever you would normally need to wield your energy with more finesse.

~**Amplification Storage:** This allows you to store one type of energy into the focus, equal to a tenth of your maximum capacity. This can be used to power techniques when you're running on empty, or even boost whatever power you're currently using.

~**Shifter:** This allows you to change the shape of your focus. It works fast enough to be used in battle, and can also be used to copy nearby focuses and duplicate their properties. These special properties are recorded, and can then be used in any form. However, you can only make use of three of them at a time, and only while not duplicating another focus.

~**Bonded:** This makes it so the focus is truly yours. Others will experience a drain in their energy reserves and intense pain if they try to hold it, and you'll always find it in your pocket when you need it. Amplification storage can also hold twice as much energy with this feature.

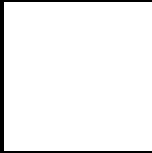


Companion Shell: A skeleton made from a tangled web of high technology and magic. It is capable of creating a body around itself to match whatever you might imagine, reading it from your mind, and has an onboard VI capable of mimicking any personality you like. In the case of an AI inhabiting the body instead, the VI will hibernate.

~**Power Mimic:** This installs a large battery that can convert its reserves into various kinds of energy. It also allows the **Companion Shell** to use that energy as a native would, after an individual with the same power has been kept in its vicinity for a period of three days. Many different configurations can be recorded, but only one power set can be used at a time.

~**Record:** The Companion Shell can now record an individual over a three day period of time to record their appearance, perfectly mimicking any physical abilities they might have. The VI also gets an upgrade, able to model personalities based on other people. This can be done in their vicinity or with video recordings of the individual in question.

~**Relay:** A virtual reality headset that taps into your nervous system and interfaces with your mind to control the Shell. This allows it to temporarily copy the physical appearance and abilities of the person wearing it, as well as give them direct feedback, such as pain and sight. Use of non physical based abilities requires **Power Mimic**.



Food Pills: A small canister of round pills. They are tailored to your current form, being both easy to swallow and capable of providing you with a full day's worth of nutrition. It generates one pill a day, and is capable of holding up to five at a time. Nutrition varies based on your general activity level, and it keeps you feeling full for a day after consumption.

~**Pick Me Up:** This adds a regeneration feature to the pill, giving your system a major boost and patching up any surface wounds. It won't regenerate a limb or anything, but it could fix a couple bullet wounds. Not only pushing the intruding item out, but closing the wound as it leaves.

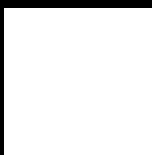
~**Purple Ostrich:** Taking the pills will now fill up your energy reserves at the same time. This includes instantly filling up your reserves by 10% and a doubling of your recharge rate over the next couple of hours. Doing this in quick succession will result in poisoning, stopping recharging entirely for a couple of days.

Notes

Super special thanks to [RikolsLoveRikolsLife](#), [RagingCitrusTree](#), [Affe20000](#). And especially [Slayst](#), who was a big driving force behind the expansion. They were very helpful with reading over things, bouncing around ideas, and offering new suggestions.

Made in the Discord Jumpchain server.

Made by Miss Direction.



Inspiration: This **secret** perk doesn't cost anything, and only activates if you choose to use it. When you go into a jump, you'll have any memories of the setting suppressed. Not gone, but on the tip of your tongue, like you could only remember if you just kept at it a little longer.

In exchange you'll have moments of inspiration and knowing. Characters, places, pieces of information. You'll be able to remember what's important to you, a place you want to explore, a person you want to befriend. The background details that aren't important you can remember. Even events, but only a short time before they occur, and mostly where you need to be to take advantage of them.

But anything to do with this world's destiny, things yet to come, or events best left alone for now? You'll only remember the details once they've actually come to pass. Or when you finally leave. It's a proper adventure now.